1) What's your name & title?

[Wojo:] My name is Frank Trzcinski, and I am the Art Director on Full Auto.

2) Can you describe your role in the development of Full Auto?

[Wojo:] I am responsible for the overall visual look of the game. This ranges from early concept development approval of the final look, right through approvals on presentation, final models, lighting, effects, to menu graphics approval and visual consistency from start to finish on the project. Occasionally I get to model and create custom pieces of work in game.

3) What's your favorite part about working on Full Auto?

[Wojo:] I think its seeing how the creative, the functional and the high lofty goals we set for this game like the constant intensity of the drive and explosive moments come together. Every week we seem to have a new breakthrough in game execution and visual presentation that gathers gasping crowd responses from he dev team. Being able to set the bar visually and creatively on a project with new hardware and meeting these new demands for ourselves, personally and for the customer is another big driving plus. OK, maybe all those are second next to watching everything explode the way it does in our game that makes my jaw drop.

4) From your perspective, what elements truly make Full Auto a next-gen title?

[Wojo:] There's simply no title on the market with the destruction range and emphasis on vehicular and environmental damage. If you've watched a Wachowski movie like The Matrix or a high octane action thriller like Bad Boys 2, our game tends to focus on the successful action elements/pieces those movie have and turns then into around the clock action centerpieces for the main game. If you've loved that crazy 20 minute Bad boys chase or the Matrix Reloaded highway chase scene, that is the thrust of our inspiration. To bring guns, driving and full tilt destruction for people to be immersed in. These element on the scale of our car and world damage is completely next gen and not possible on this level in current gen.

5) How will Full Auto change gamers' perspective on the racing genre?

[Wojo:] It will give them simply more than its been possible. There's simply way more to interact with that enhance the gameplay experience. We've all played a ton of -been there done that racers-, across the platforms and generations. It's amazing that beyond the combat arena car genre no one has taken the linearity and excitement of full head on racing through cool environments and given you the option to wreck them all along with your opponents. There's simply so much going on, so many new ways to tactically approach a race, spot an opportunity to take someone out, a moment, that when you go back to conventional racers, you'll have a feeling that there is something lacking. For me that thing is interactivity.

6) Where do you think the racing genre is heading?

[Wojo:] It's branching. We're about to branch it out some more. We already have urban underground racers, sims, combat arena car duels, post apocalyptic themes, brand specific car games, hybrids of on foot in car, vehicle destruction.... We now have Hollywood style explosive interactive environments and high speed chases, guns blazing and fully destroyable cars. There's a lot of variety for everyone. We think we stand out with our themes.

7) If we were looking at a giant screenshot of Full Auto, what would you point out first? What's your favorite feature or element, if you could only pick one? Of what are you most proud?

[Wojo:] Most people look at the level of damage, or carnage and are super impressed. I would point out how good everything looks exploding. There's a concentrated effort on every dev's part to make a few things in their games stand out, whether its the combat engine, their graphics, or story. For us the showcase is the destruction, the integration into the game, and the overall style. The cars in the game, in my opinion, are the best looking non licensed cars I've seen in any game. [Wojo:] There's a real attention to detail there, from the hood interior to the underbody, how pieces come apart under stress, how they deform and perform under the physics engine that makes me proud of how we pushed the limits during development. We met a lot of our goals for what the vehicles should look like and how they should act, so I'm very proud of that as well.

Department-specific questions:

ART

-With regards to the car creation, can you provide insight into the process (from initial personality, concept, contractor (John Hull), modeling, rigging, etc.)?

[Wojo:] We realized very early on that in order for us to detail the kind of destruction we wanted , it would be difficult and costly to approach car makers. There's a good reason many driving games do not have a fully realized destruction system, and its partly due to restrictions placed by the manufacturer on the developer. Most do not want to show their vehicles damaged beyond whatever is their acceptable limit. Knowing this, we contacted contractors

that had intimate practical and crafty design sense in automobile concept design. Jon Hull was once such gentleman, himself having an established career as a premier car designer. We felt in order to get the kind of realistic cars we wanted to showcase, we needed an experienced hand in designing them.

Our internal concept artists created the early roughs with respect to the design information at hand, and we would hand off those designs, notes to Jon with detailed information on how we wanted the models to look, behave, with an emphasis on detail and form. Jon did not disappoint, and our in game cars are the living proof we went the right route.

Many non licensed car games show for it by having models that are reminiscent of real cars but often look more toy like in their final look. We wanted highly realistic, believable looking cars that aside from having weaponry mounted on them, could be placed in the real world and recognized as looking accurate, cool and believable.

-What sacrifices have to be made when moving from concept and high-res models to placing an object in the game?

[Wojo:] Many. There are many things for instance that work on paper in specs and initial drawings that do not translate well, like curves of the frame, how forms blend from 2d images to 3d, details tend to be missed and added as the cars develop. We had I would call a multi layered approach to building the cars. We would get them to a certain state, test them, catalogue the necessary changes, go back to the original specs, add content, sometimes remove it, and continue on. With our added destruction system, we were sent packing for updates and changes a few times when we couldn't execute some things the way we imagined. We always came up with great compromises especially on the destruction/deformation front thanks to art and code working really closely, being able to understand each other well.

-Can you describe strengths and weaknesses associated with PSEUDO's technology with regards to the way assets are treated in the game (procedural destruction, rigging, etc.)?

[Wojo:] Seeing how objects react to a fully integrated physics system was new to me, and exciting. The game felt and feels different every time you play. I compare it to the Halo physics tests, all the cool stuff you can do in that game , flipping warthogs with grenades...The physics make our game feel extremely interactive in that same way, you never expect the moments in the drive to feel the same, and they never do.

The weaknesses? Time. We had a ridiculously ambitious plan with this product. We're all perfectionists here across the board so nothing is ever good enough. Give me more time, I'll take it. As an artist, I'll always ask for more time to make content better. It's quite amazing having said this, how good the game looks, the gains we made and the goals we lived up to. I'm very proud of it.