GDC E3

GAME DEVELOPERS CONFERENCE EUROPE
CONGRESS-CENTRUM OST KOELNMESSE
COLOGNE, GERMANY · 15–16 AUGUST 2016

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Hiding in Plain Sight: The Untapped Resource that is Helping Ubisoft to Make Better Tools

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David Lightbown | User Experience Director, Ubisoft | Speaker

Location: Europasaal, 1st Level

Date: Tuesday, August 16

Time: 10:35 - 11:00

Format: Lecture

Track: P+ Programming, 📊 Production

Pass Type: All Access Pass, Student Pass - **Get your pass now!**

Vault Recording: Video

Audience Level: Intermediate

Have you ever met a game developer who doesn't want to have efficient tools and pipelines? Maybe not, but what you may not know is that we can be more productive by using a familiar yet unlikely source: our games.

In this presentation, you will learn how Ubisoft has improved productivity by applying design patterns, the same that we would find in our games, to our tools and pipelines.

Not only does this save time for the people who use those tools and pipelines, but it also benefits the tools developers, technical directors, and producers who support them.

Takeaway

Attendees will take away a list of common patterns that are designed to improve productivity, the context in which they can be used, examples of how they were used on tools for the 'Assassin's Creed', 'Rainbow Six', and 'Far Cry' franchises, and how to apply them to your own tools.

Intended Audience

No pre-requisite knowledge required. Programmers, Tools Programmers, Technical Directors, Technical Artists, Producers, Managers would benefit from this presentation. However, the material is general enough that all game developers could benefit from the information in this presentation.