



GAME INFORMATION: TECHNOLOGY

3D Engine

Basic features:

- Complex hierarchy multi-component game world objects with possibility of consecutive destruction of any objects.
- Powerful shelter identification system.
- Hi-precision visibility system, which accounts for windows, wall cracks, bushes, etc.
- Complex ordnance and buildings damage system, ballistic calculation of trajectory of bullets and shells.
- Direct controls of every unit.
- Dynamic modification of landscape with explosion funnels.
- Wide selection of firearms, ground, naval and aerial materiel, including amphibians.

Latest visual 3D technologies:

Glare/bloom lens effect making whole picture look more smooth and calm, thus emphasizing all dynamics on the screen: units, vehicles and special effects

Bump-mapping used to give volume to small-sized details of ordnance and buildings

Reflective water (sky, objects)

Masked specular lighting for shiny surfaces (metals)

Masked environment mapping for reflexive surfaces (glass, ice, polished metal, etc.)

Cross- and self-shadowing for objects and terrain

Multiple textures for complex objects, including pre-generated lightmaps

Exclusive features:

- Nice-looking Fog Of War
- Breakable ice
- Tri-dimensional hi-detail grass on camera zoom

AI system

The powerful AI engine, which was in development for several years, has finally learned to think collectively! Battles against the computer have become much less predictable and a lot more thrilling! The system provides for a deep analysis of ambient environment, (the number, armament and class of the enemies, own ammo supply, health and morale level, presence of shelters, allies, etc.), hand-to-hand combat, which the troops would engage into, when close enough to the enemy, advance and retreat, surrendering, area recon and

investigation, masking – and those are just some of the features of AI in ‘Faces of War’. The non-standard, well-thought, and balanced implementation of different difficulty levels will make the game interesting and attractive for both casual and diehard players.

Substantial increasing of the system throughput allowed for the realization of massive battles with up to 30 units participating on each side. The enemy rear is in the past, the combat arena is now at the frontlines!

Physics system

Back in the day ‘Soldiers: Heroes of World War II’ raised the cap of game world interactivity. Today ‘Faces of War’ is continuing this tradition.

The custom-made physical engine, used in ‘Faces of War’, has no analogues in other games of this genre. The new engine provides for cinematographic and methodical destruction of truly large buildings (3 stories and up). You haven’t seen anything like that!

The physical model of the combat system would make a lot of 3D-shooters out there grow pink with envy! Each bullet, each shell move in strict accordance with the laws of physics, making detailed calculations of possible object hits. Everything is taken into account: the distance covered, hitting angle, type and thickness of materials.

Spectacular Hollywood-like special effects, which accompany every explosion (from fuel barrels to railroad echelons carrying ammo), make extensive use of the game’s physical engine.

Special effects

The Special FX system used in ‘Faces of War’ provides for massive visual effects of cinematographic quality: explosions, splashes of water, dust, fire, smoke, tracks, snowfalls, rains. The result is achieved through using high quality graphic materials, as well as through simultaneous use of different types of particles in one effect (different both visually and physically): dying embers, clouds of smoke, snow, small fragments and lumps of dirt, middle and large fragments. Compared to the previous version (used in ‘Soldiers: Heroes of World War II’), the new special effects offer a lot of new features and have a much higher throughput rate.

Camera

The free camera in ‘Faces of War’ gives the player the opportunity to select the most convenient map view. It is possible to control the altitude, angle and turn of the camera. The use of detailing levels for objects and landscape, hi-quality textures and animations provides for the possibility to zoom the camera and set it in parallel with the ground (similar to 3rd person action).

When moving the camera tracks landscape height changes and automatically corrects its own parameters so as to show the more or less same size of area at any given time. When zooming onto large buildings, these would become semitransparent or disappear at all so as not to block the view.