

Antaloor Host

Insider news from the Official Source of Info for the «Two Worlds» universe - exclusively for Newsletter Subscribers.

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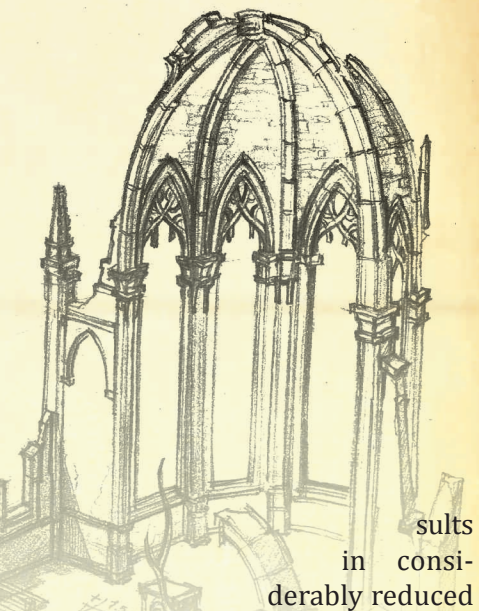
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AMAZING GRACE OF TWO WORLDS II

Fantasy knows no limits. This is a basic principle which Reality Pump lives by- when creating content and when setting platforms. Additional to PC and MAC versions, the team is working on "TWO WORLDS II" for the next-gen consoles as well, and setting new standards for graphics and technology in the process! At the heart of these ambitious plans lies GRACE.

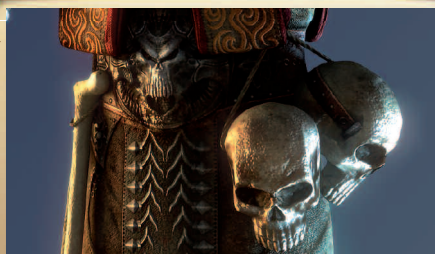
No, GRACE isn't some gorgeous head programmer - it's the name of a fantastic engine. The abbreviation stands for Graphics Rendition and Creation Engine. The controller has been completely re-designed for the console version and now really unlocks the full performance potential of the hardware. Here's one example: the hero is displayed with an attention to detail rarely seen before - 12,000 polygons and multiple textures at 1024x1024 pixels. To reach these new heights in graphic development, GRACE uses SPUs (Synergistic Processing Unit) to make the most of the number-crunching power of the processor. Going for frame rates of around 30 fps at a resolution of 1280x720 pixel, GRACE gets there by utilizing several different lighting models for indoor and outdoor worlds and an advanced LOD system with seamless cross-fading. While developing the engine, the team also focused on the intelligent use of internal memory - this re-



sults in considerably reduced loading times and a significant overall boost in gaming performance. It also ensures that enough computing power is left over for atmospheric graphic tricks like dynamic light sources, god rays, bloom effects and depth of field blur, which players can use as much as they want without endangering console performance. ♦



NEWLY ARRIVED



The importance of fine details is perfectly demonstrated by this shaman's belt. The team designs each character type individually - and this fact isn't just limited to general appearances - special attention is also paid to details like clothing, weapons and armor. ♦

FILE NUMBER TWII UNSOLVED...

In cooperation with the many "TWO WORLDS" fan pages, the AP has started a new column in which fans can have their own questions about "TWO WORLDS II" answered by the experts. Here we go:

RPGFAN: *How high will the system requirements be?*

Relatively moderate, I'd say... don't pin us down on this one right now - but I can tell you the minimum requirements which are already fixed: CPU performance must be 2 GHz or higher for a single core processor and 1.6 GHz or higher for a multi-core processor. The graphics card should be from nVidia or AMD and equipped with Shader 3.0 or later.

Intel GM chip sets will not be supported - floating point operations in full precision are not possible with these sets. The RAM will depend on the operating system, but it will be at least 512 MB or 1024 MB. The operating systems supported will be Windows XP, Vista, Windows 7 (32 and 64-bit) and Leopard.

LukaZ: *Will you be using models from the first "TWO WORLDS" for the new game?*

No, although you may meet a few creatures and characters from "TWO WORLDS" on your travels during the game - but of course we won't use the same 3D models. They wouldn't really be suitable. ♦



PREVIEW ON TOPICS OF THIS ISSUE:

HOT: GRACE will get players high on graphics in the console version of "TWO WORLDS II".

SWEET: Special CRAFT lets players custom-configure armor and weapons.

HOSTILE- but beautiful! The Northern Region is as fascinating as it is deadly..

INTERVIEW



Today we have Daniel Duplaga, Reality Pump programmer, in the hot seat.

AP: *Will the player have more influence on weapons design?*

Daniel: Yes, that will be possible. If a player learns the relevant skill, he will be able to strip down almost every item to its basic elements, like, for example steel, wood, leather or fabrics. These elements can be used in turn to upgrade other items. Artistic-minded players can even buy paints and individually design their own armor and weapons. The technical foundation behind this feature is the newly created 'CRAFT' tool. By the way, the abbreviation stands for Complete Reshaping And Forging Technology.

And of course there will be magical runes and artifacts which can be incorporated into weapons and items of armor. The combination of these three basic types of adaptation will give players almost endless range of possibilities for creating their own equipment designs!

AP: *We've already heard a lot about the great potential of the new engine. Can you tell us any more about this?*

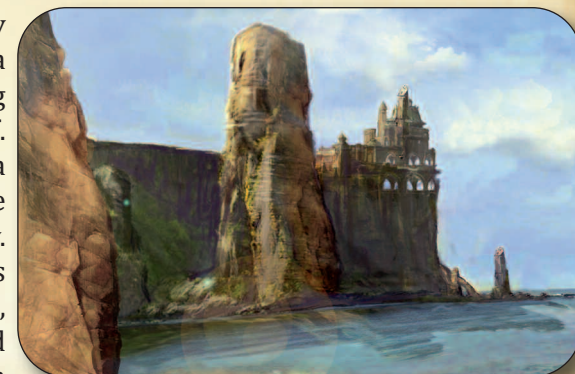
Daniel: Yes, of course! We developed a revolutionary and extremely powerful engine for "TWO WORLDS II". At Reality Pump, we call this baby "Earth 7" - because it's the seventh generation of 3D engines to come out of our studio. Here are some of the engine's features which we can implement into Antaloor: Full Deferred Rendering, Parallax Mapping, Sub Surface Scattering, Screen Space Ambient Occlusion, Hemispherical Specular Lighting, Ambient Lighting (with three light sources), unlimited dynamic lights, Soft Particles and light sources linked to physical objects.

Editor's remark:

These terms will probably mean nothing to readers. But no worries - in the coming issues, we'll also be explaining the technical features and shedding light on these and other mysteries! ♦

HARSH WAVE BREAKERS

We see the lonely silhouette of a warrior standing atop a high cliff. Below his feet a sheer drop into the roaring sea below. Screaming seagulls circle above his head, while the gnarled trees behind him



bear witness to the ravages of the wind. You can almost smell the salt in the air and feel the spray from the crashing waves. And this is 'only' one section of the new coastline in "TWO WORLDS II"! The coastal areas play a key role in the game, thanks to the different islands that await you.

You'll experience an atmosphere rich in special flora, battered by the raw climate, dotted with small settlements and ruins connected by narrow cliff paths. You'll find an outstanding feature in the far north east, the most hostile region in the new world - the tumbled, overgrown ruins of many glorious buildings



stand in this remote and wild area, silent witnesses of a long-gone era. Slender stone bridges, some already collapsed, span the deep fjords and dark cave-like galleries have been forged by wind and water in the huge rock massif.

That's why the developers attached so much importance to creating a varying interchange of landscapes and seascapes.

These are the impressive remains of a long-forgotten civilization, waiting only to be discovered... by you. ♦

EYE CANDY OF THE WEEK

