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Office life 3d game level 7

3D games will soon go beyond their current limited niche in the hardcore PC market, with console makers and game developers increasingly eager to provide us with compelling interactive content to play on the large number of new TVs that will reach the shelves later this spring. CES 2010 was, in many ways, a 3D television technology festival, with almost all major TELEVISION manufacturers presenting their latest 3D HD TV models, many of which will see a commercial release later next month. The upfront successes of films like James Cameron's Avatar and Disney's UP have not only generated a renewed interest very welcome in film, but will also boost 3D TV sales when they reach Blu-ray later in 2010.Sky is also launching the world's first 3D television station in April, further boosting consumer adoption. Like that imaginary 3D Tetris game we dreamed of the other night, the pieces are starting to fall into place. But what about the right 3D games in our lounges? Are we still stuck in that annoying catch-22 stagnation position, where publishers won't invest the extra money and the developers won't go any further until there's a proven market (and the return on investment is very important)? A brief history of 3D gamesThere have been numerous attempts to carry the console and handheld and PC games in the third dimension in the last twenty years. Most have been fired quickly (and rightly so) by consumers as little more than cheap tricks that induce headache. We don't care as much about the efforts of the past, like Nintendo's Virtual Boy or things like that, says Dale H Maunu, a 3D analyst and display technology research firm Insight Media.VIRTUAL BOY: Failed to turn on a 3D gaming revolution in the 3D years, 3D games are really newer, in terms of the ability to make stereoscopic 3D games (S-3D). The release of DirectX 8 usset the era of a standardized 3D API for MS Windows, resulting in game developers and publishers creating more 3D assets in their games, Maunu adds. The move to DirectX 9 provided even more tools for game developers and is really the minimum requirement for S-3D games; many of the titles that can be played on S-3D were developed for DirectX 9. Rewinding a couple of years ago to 2008, 3D monitors and systems were already available as follows on iZ3D and Zalman to play DirectX 9 games on S-3D. The Zalman system used DDD drivers, while iZ3D developed its own, Maunu says, adding, the systems worked pretty well, but the drivers generally needed to be adjusted by hand to game since there was no standard or API for S-3D. In addition, game developers were not directly involved in making their games work on S-3D, so there was still some variability in the S-3D gaming experience. It was really the introduction of Nvidia's 3D Vision technology in early 2009, along with its own S-3D API, which began to put some standards in place for game developers and game buyers. World World Warcraft introduced support for 3D Vision in early 2009, and Nvidia was able to convince many developers to back up S-3D, Maunu says. And some 3D-optimized PC titles soon followed including lefts 4 Dead 2, Resident Evil 5, Batman: Arkham Asylum and, more recently, the spin-off of Ubisoft's Avatar game.TechRadar spoke to Patrick Naud, Ubi's executive producer of Avatar, who told us that working in 3D was a great experience for our team... every time we can go out and be one of the first in a new technology like this, you get a boost of creativity, and we had a lot of fun desing great ways to use innovation to make a game that puts the player directly into the environment and action. Personally I see a lot of potential with the combination of 3-D with Natal, says the producer of the game Avatar. These two technologies together will give us an even more immersive experience in the game. The S-3D Gaming AllianceNeil Schneider is the CEO of the S-3D Gaming Alliance (S3DGA) - the non-profit, non-proprietary organization that is generally regarded as the official voice body and standards for stereoscopic 3D games. Schneider disagrees with analysts like Dale Maunu, who claims that S-3D games are a recent phenomenon in games, telling TechRadar that modern S-3D games have been around for twelve years! (The S3DGA has gathered its own S-3D game potted story, and you can see Part 1 and Part 2 of that on YouTube (Part 3 is currently under construction)). Schneider also notes that while Nvidia's own 3D marketing suggests 400 supported video games, this is only for depth situations.... [and] once players try to exit the screen or pop-up settings, anomalies become much more frequent, and this compatibility list is greatly reduced. Similar results can be expected from additional driver developers such as DDD and iZ3D. This is one of the reasons S3DGA was founded. We want over 400 support games, and we want it across the industry. Schneider also adds that it considers it inappropriate to give all credit to Nvidia for the development of S-3D standards. This is not the case and is misinformed, says S3DGA Director. Their efforts are 100% proprietary, and are not based on standards. Its drivers do not work with the countless competitive shutter goggles out there and Nvidia's first effort to pass an exact left and right image view to the screen was done with Avatar: The Game, and this was handled through a private arrangement. He adds that Ubisoft's Avatar: The Game had equally native support for iZ3D, the new RealD format, the Sensio codec, interlaced and more and that Nvidia's left/right technique was just one of many viable implementations in the game. Even with an in-game interface feature, 99% of Nvidia GeForce 3D Vision optimizations are profile-based like all other driver developers. It's false to think otherwise. Avatar: The game is the first and only true API-based game on the Nvidia Nvidia although this should grow soon enough. This doesn't undermine the quality NVIDIA offers with its GeForce 3D Vision solution. I think it's false to credit them with competitive innovations that don't exist yet. Various S-3D game standards are underway by S3DGA. Neil Trevett, President of the Khronos Group (OpenGL) and Vice President of NVIDIA Mobile Content, Habib Zargarpour, Senior Director of Art in Electronic Arts, and Jon Peddie of Jon Peddie Research serve on the advisory board of S3DGA. If there was only one lesson from CES 2010, NVIDIA is one of several viable players on the market. Other players include Hyundai, Zalman, LG, Acer, XpanD, and more to come. AMD and Bit Cauldron are also just around the corner. Low entry barriersOf all creative industries, it is game development that is in a unique position to immediately make things more interesting with the new 3D display and glasses technology. After all, game makers have been making their games in 3D for years, but to date they have only been limited by the fact that the game is watched and played on a flat 2D monitor or TV. It seems certain that with all sections of the industry preparing to meet behind 3D television it is something that game developers will have to put in their sights, according to Peter Walsh, lead programmer at Cohort Studios. Game developers are uniquely prepared to develop content to take advantage of 3D television. Filmmakers, sports broadcasters, animation studios and almost anyone else involved in television need to make significant investments by replacing their camera infrastructure, editing equipment, etc. to handle 3D data. Game developers, on the other hand, already have all that information available. In fact, we spend a lot of time trying to make 3D worlds display well on a 2D screen. For games to work with 3D TV we already have the depth information available, we just need the means to transmit that data to the new TVs. Is this the future of mobile gaming? Software manufacturer ARM today updated its graphics acceleration software for mobile devices, announcing the ARM Mali-JSR297 for 3D graphics at the Game Developers Conference in Francisco. The firm said the software is the first product to allow Java application developers to take advantage of the latest hardware graphics features found on recent GPUs. It works on most next-generation mobile devices, and gives game developers better control over how their games appear on the screen. This means that your mobile games will start to look like the ones you're used to on game consoles and PCs. he said his Mali-JSR297 software demonstrates a leap in graphics quality that meets consumer demands for advanced content entertainment on mobile phones. Expectations from the gaming community continue to rise, driving demand from device manufacturers to deliver the next wave of mobile gaming user experience. ARM Mali-JSR297 software will provide game developers with resources they need to bridge the graphics gap between various gaming platforms, said Dr. Jon Peddie, president of multimedia market research and graphics firm Jon Peddie Research. Historically, the quality of graphics on mobile phones has been delayed compared to those displayed on a game console or computer screens. The software and hardware products ARM now offers mean that mobile graphics will now quickly approach the quality of a dedicated gaming device, Peddie said. Less downtimeThe new software also minimizes the risk of problems when integrating gaming platforms into mobile devices, so presumably that means less downtime for you due to compatibility issues. It also opens up the full power of any game app you download to your phone, creating more personality games despite the relatively small screen size. Most mobile phones today are using Java technology to allow additional apps and games to be downloaded to the phone after it is sold. ARM is committed to providing solutions for the gaming community that offer drastic improvements in graphics quality shown in these apps, said Gareth Vaughan, ARM's graphics product manager. ARM support for the Java community and graphical ecosystem with products such as Mali-JSR297 software enables game developers to leverage new hardware capabilities, producing 3D graphics that are significantly superior in quality and performance. ARM Mali-JSR297 software will be available as soon as the JSR297 mobile 3D graphics standard is ratified, ARM said. Previews will be available in the third quarter of 2008, so hopefully we can start looking for richer games with more features sometime next year. Year.

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