CD PROJEKT® RED

ABOUT US

- The Witcher series
- Over 200 people
- 2 studios + business unit in CA

CORE TEAM

- Separate department developing the REDengine
- Programmers, Tech-artists, QA, Localization
- ~50 people in total
- Core team develops common technology for all our games

REDengine3

CD Projekt RED

BRIEFLY ABOUT THE GAMES

THE
WITCHER 3
WILD HUNT

THE WITCHER 3: WILD HUNT

- PC, Xbox One, PS4, 2015
- Mature story driven TPP RPG set in a fantasy universe
- Jaw-dropping story spanning over 100 hours of gameplay (50h main story arc) that will pull in newcomers and longtime fans alike
- Vast, borderless open world with various ways of exploration (sailing, horseback)

CYBERPUNK

2077

CYBERPUNK 2077

- PC, next-gen platforms
- Futuristic story driven RPG + open world
- Dense city environment + surroundings
- Tons of customization

THE WITCHER 3: WILD HUNT
TRAILER

REDengine 2 CONTENT PIPELINE

- 3dsMax prepare all LODs
- Export all LODs in one file
- Import into editor
- Setup distances and materials
- Play

THE WITCHER 3 WILD HUNT

LODs IN THE WITCHER 2

- 3 LOD levels in most cases
- Artist created
- Different mesh, using the same textures
- Different materials collapsed manually

THE WITCHER 3 WILD HUNT

THE WITCHER 3 WILD HUNT

PERSPECTIVES FOR THE WITCHER 3

- We need something better
- Manual LOD generation takes months of artist time (and they hate it)
- Development of an LOD generator is hard

THE WITCHER 3 WILD HUNT

SIMPLYGON INTEGRATION

- Started with the docs
- Initial integration in a few days
- Artist feedback
- Estimations for manual creation
- Decision

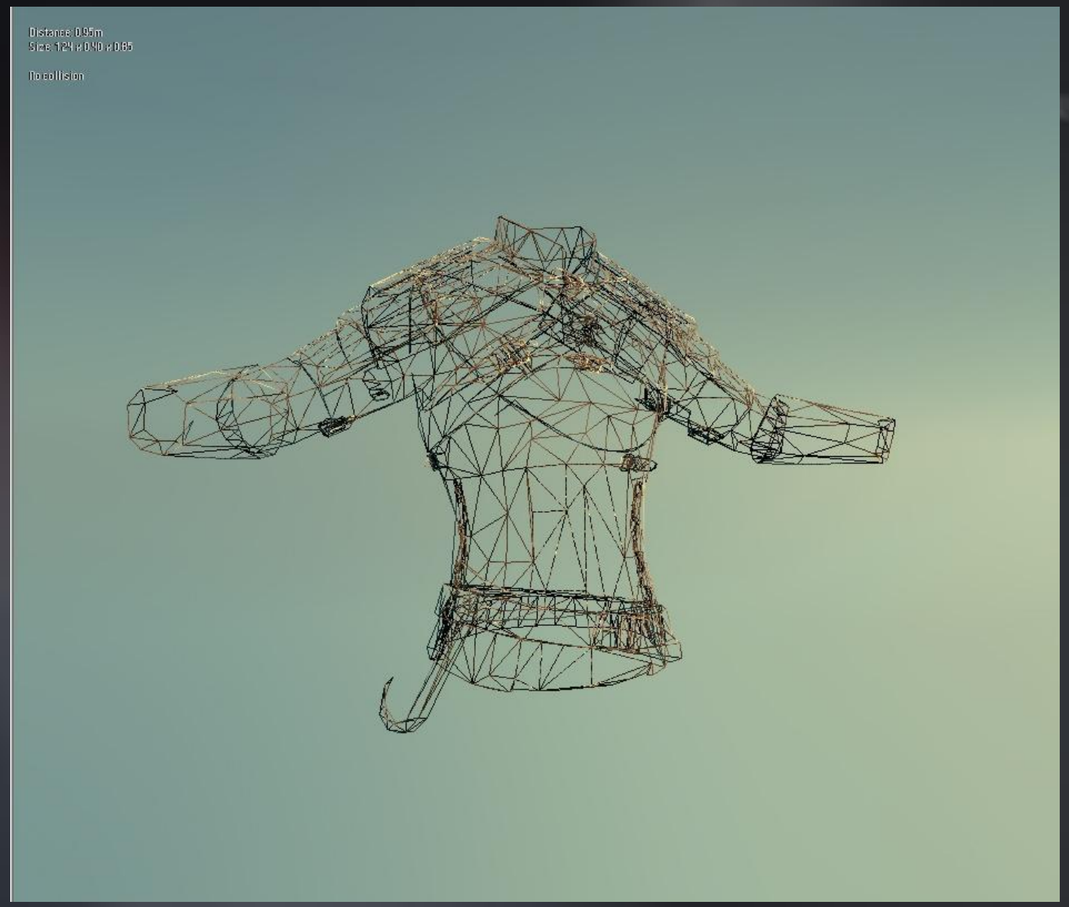
THE WITCHER 3 WILD HUNT

DECISION FACTORS

- Fetaure set - supports all types of meshes
- LOD creation time - reduced by 99%
- Quality - equal or better than artist made
- Artist usage - integrated in the editor
- Compare all these to the price

THE WITCHER 3 WILD HUNT

SCREENSHOTS



SCREENSHOTS

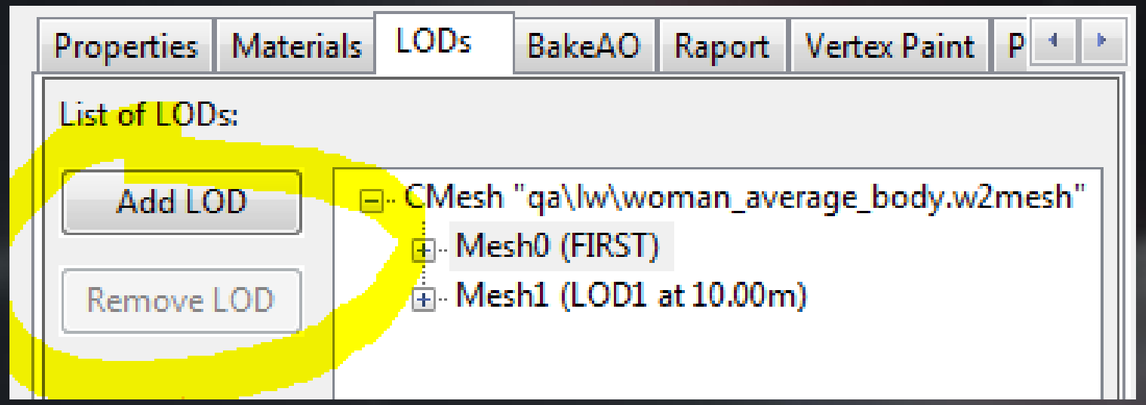
SCREENSHOTS

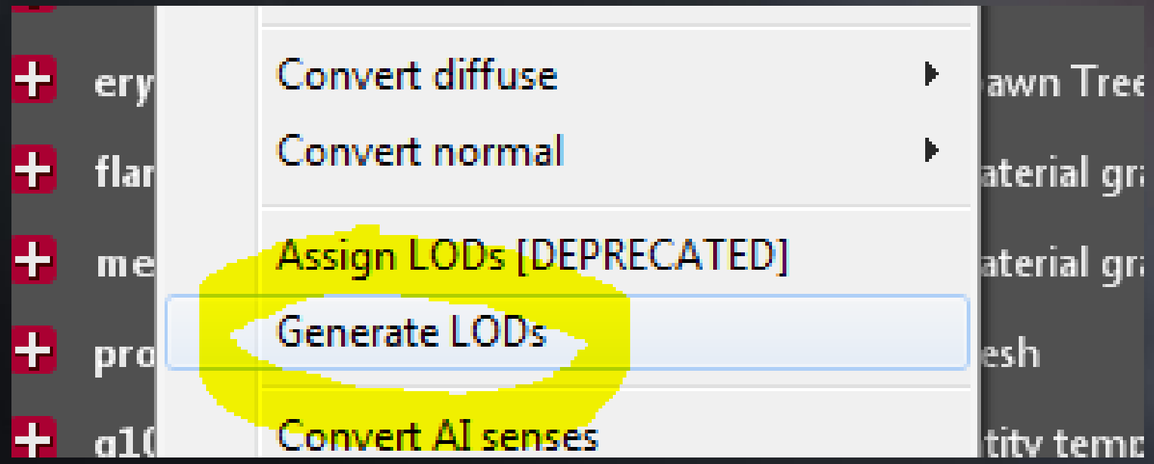
CONTENT PIPELINE WITH SIMPLYGON

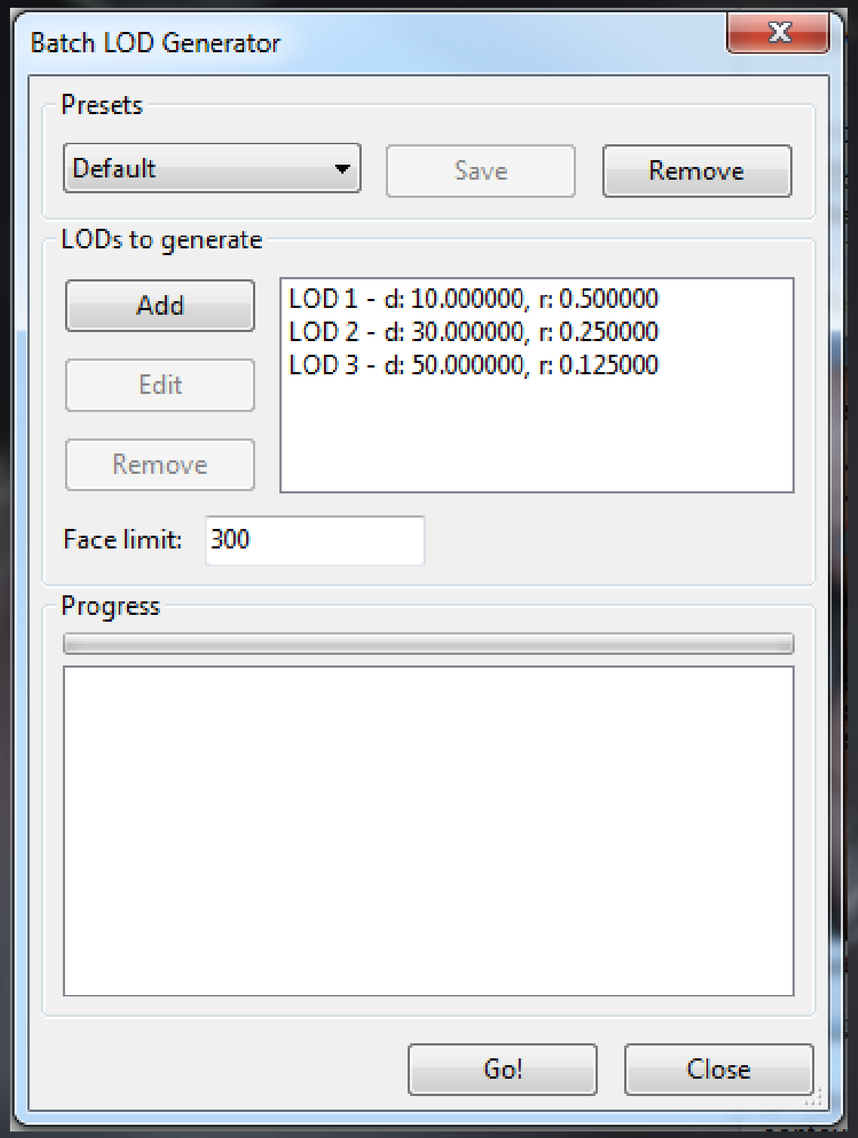
- 3dsMax create 0 LOD
- Import only that
- Generate the rest of the LOD chain
- Collapse different materials into one in lower LODs
- Play

THE WITCHER 3 WILD HUNT

TOOLS SCREENSHOTS







FUTURE IMPROVEMENTS

- Export for finetune
- Automatically collapse materials
- Create final LOD level with material LOD
- (Create LOD level for multiple meshes)

THE WITCHER 3 WILD HUNT

THANKS

ŁUKASZ WOŁOWIEC - EDITOR AND BATCH TOOL

DANIEL CORDELL - EVALUATION

JAKUB MADEŁA - TESTING