



Like a Mace to the Face

Leaving the Battlefield to go it alone

Andreas Glad
VFX Artist, Partikel



"[Battlefield 1] is actually the most beautiful thing I've ever seen."

– **Terry Crews** (father of five)

"The most beautiful thing you've ever seen? You said you have a son!"

– **Conan O'Brien**

"..."

– **Terry Crews**





Who is the dude on stage?





DICE™





MATURE 17+



ESRB

Blood
Strong Language
Violence



Why you should stay at this talk!

- Creating The Great War in 2ms
- Making game VFX content with Houdini
- AAA vs Freelance; Are there differences?





Battlefield 1: The Reveal

52M+ Views

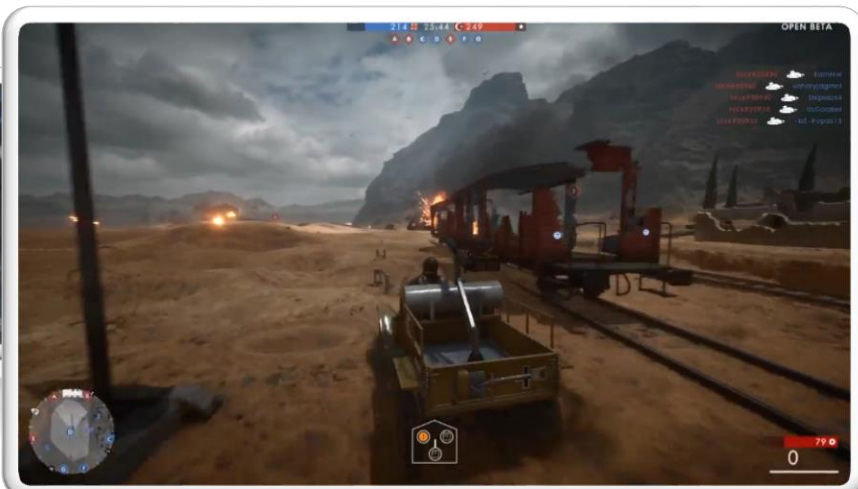
2M+ Likes

Most viewed gametrailer 2016





The dawn of all out war





The dawn of all out war

- 60 FPS = 2ms VFX budget
- Changing weather
- 64 players (with explosives!)





How the..?!

- Frostbite 3
- No normalmaps on particles
- Mostly texture sequences
- Very few particleshaders





Optimize your stuff!

- Handcrafted LODs
- Instancelimiting
- Let the good ones live
- Use the cheap stuff for backdrops





Pyrotechnics





Smoke 'em





GlowSleeves





Terrainsnapping





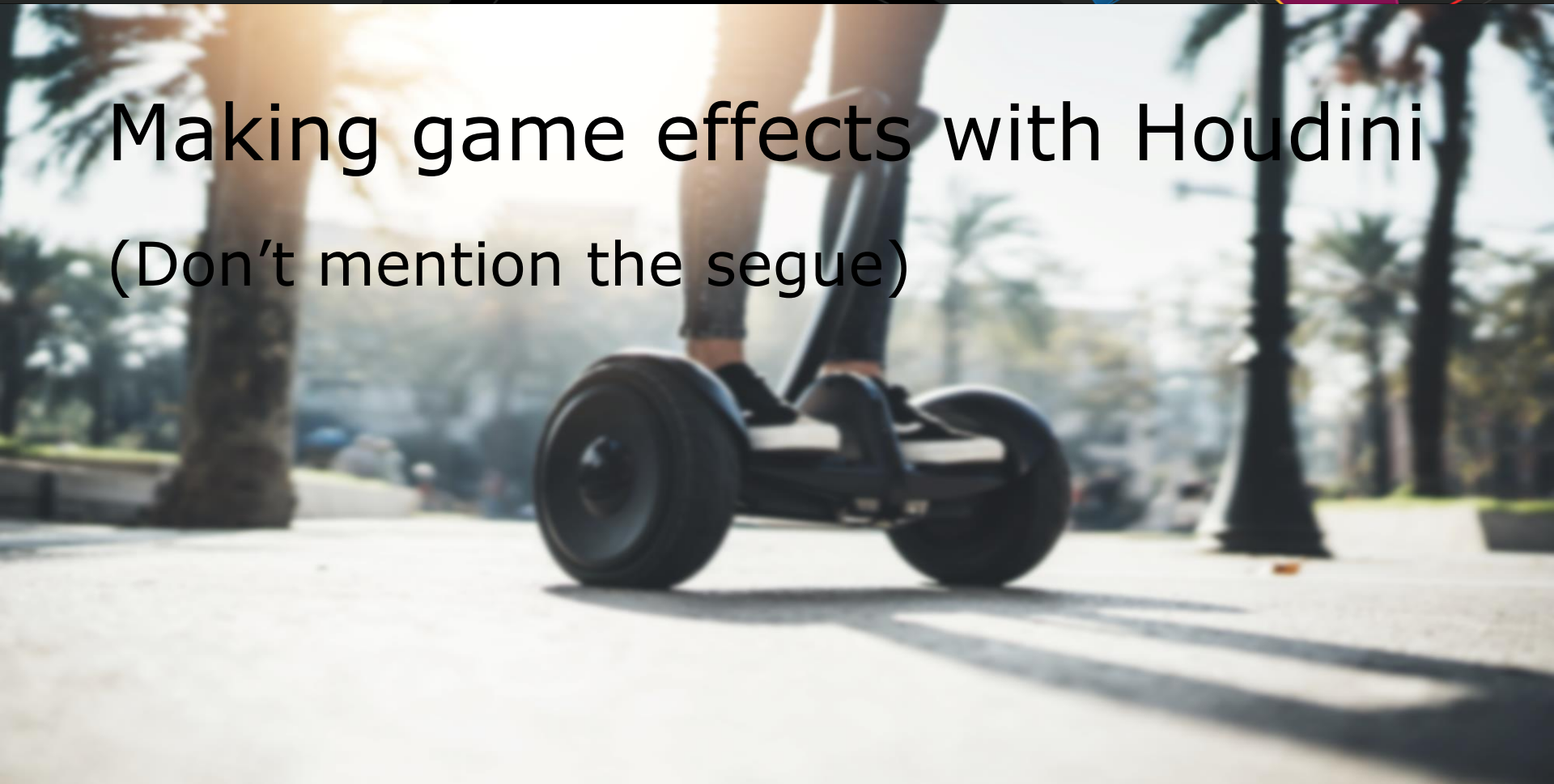
Through Mud and Blood





Making game effects with Houdini

(Don't mention the segue)





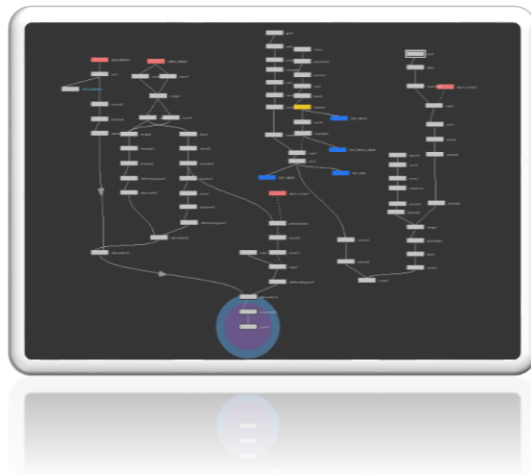
But Mr. Speaker, why do you use Houdini?





So why isn't everyone using it?!

- Because it's scary



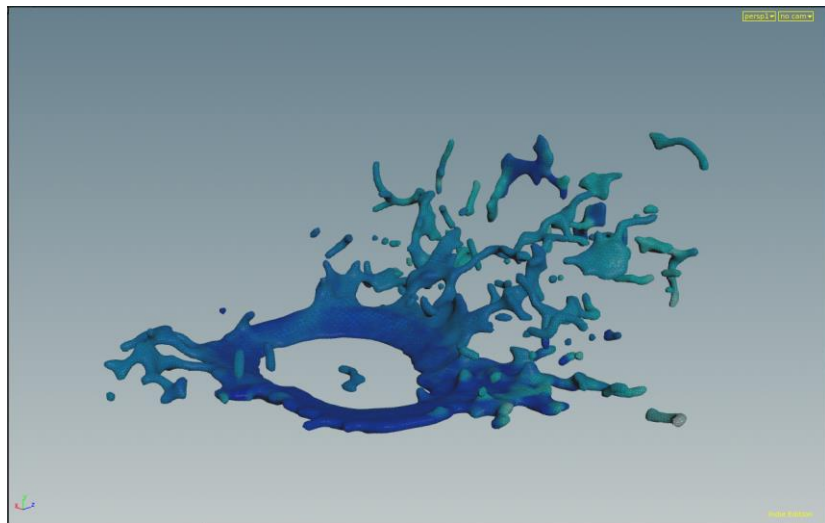


Houdini Trick 1:

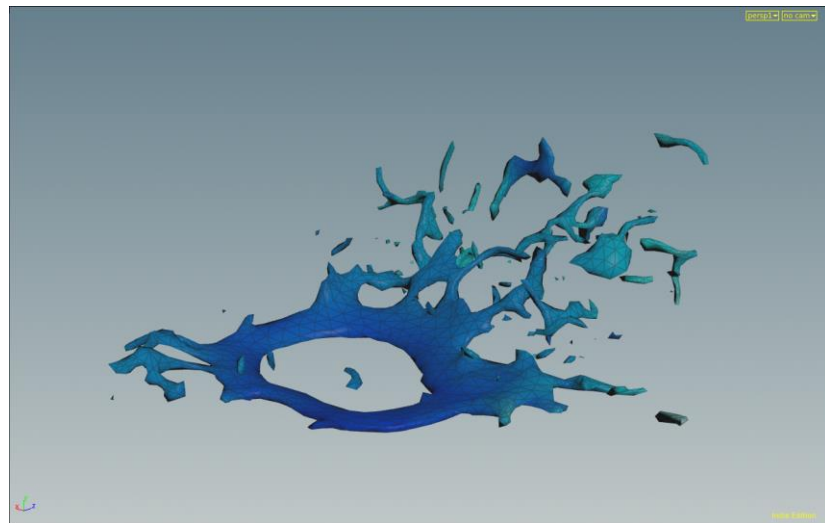
- Volume to mesh workflows







47374 points



2723 points



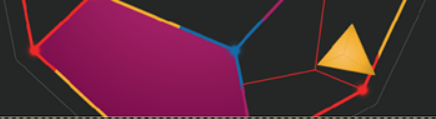
GDC

GAME DEVELOPERS CONFERENCE®

| FEB 27-MAR 3, 2017

| EXPO: MAR 1-3, 2017

#GDC17



UBM



BATTLEFIELD 1



DICE EA







Wilson: Of course I'm bloody with you!

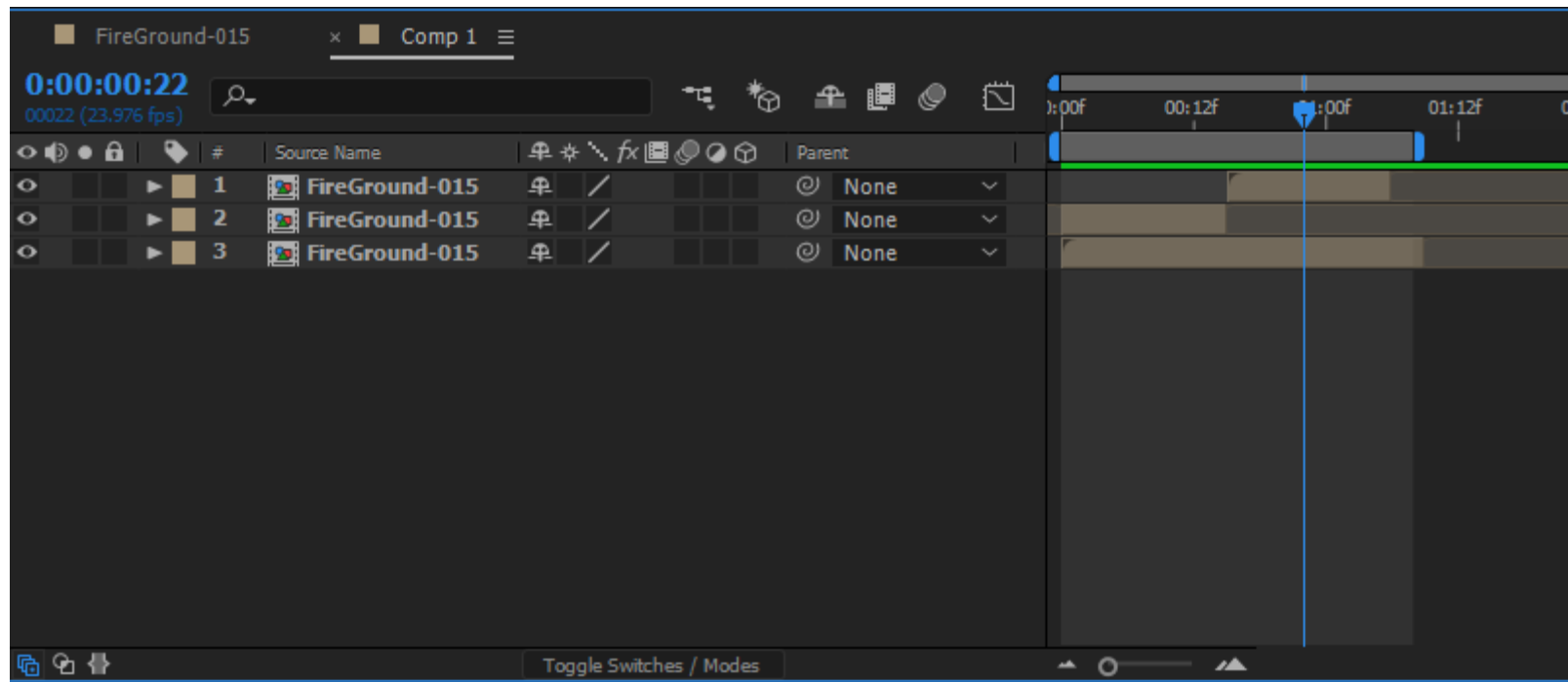


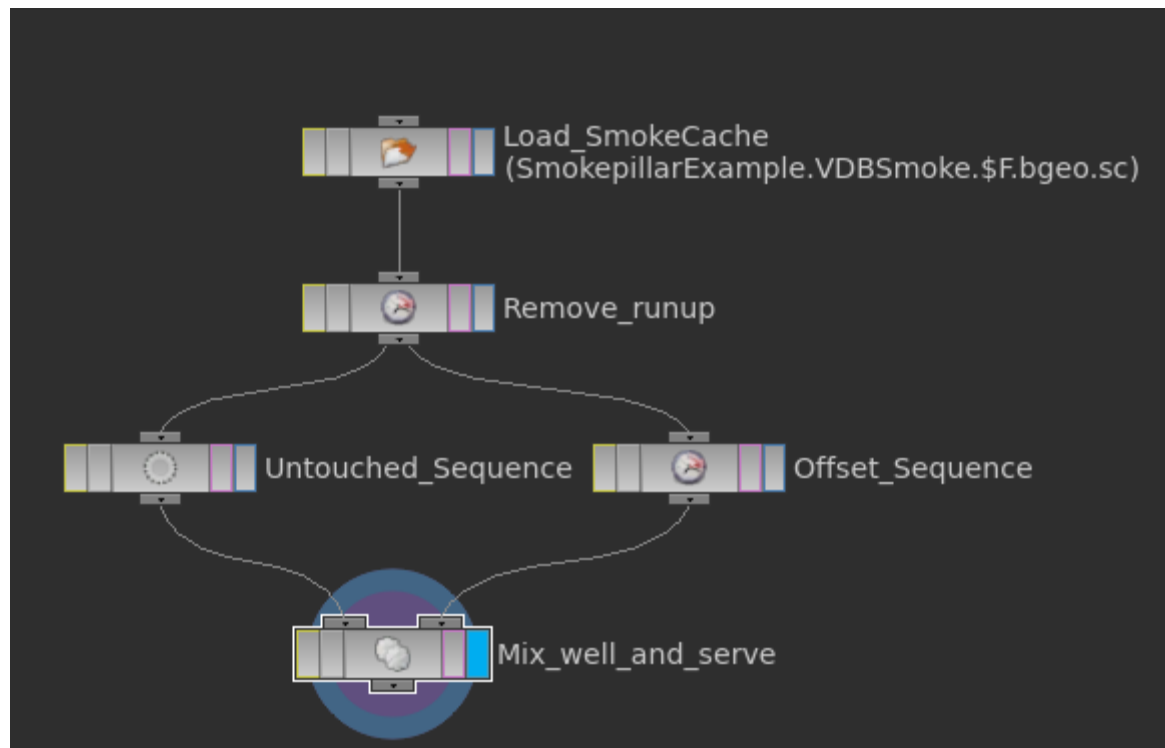


Houdini Trick 2:

- Volume looping









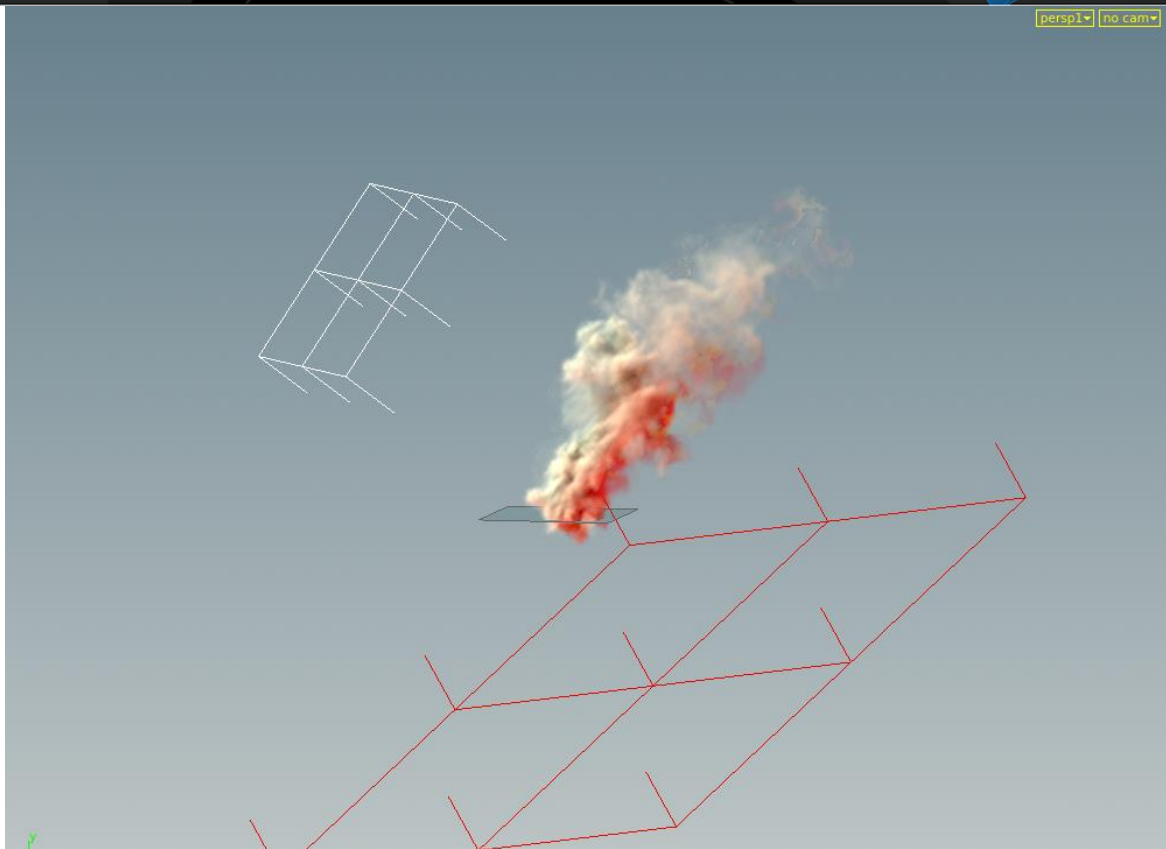


Feedback attack!

“Oh, and we need this for the exec demo tonight.”

-Hypothetical Art Director



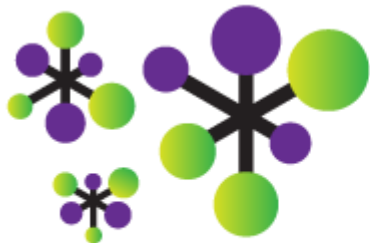






Bonus trick:

- Get on the cloud!



GRIDMARKETS

www.GridMarkets.com



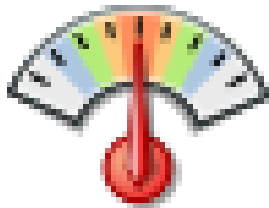


Houdini Trick 3: Wedging



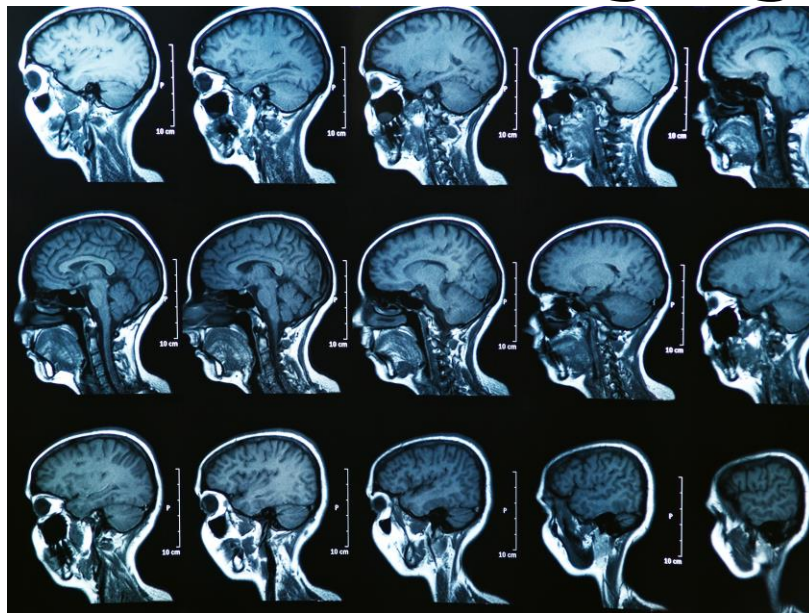


Houdini Trick 3: Wedging





Houdini Trick 3: Wedging

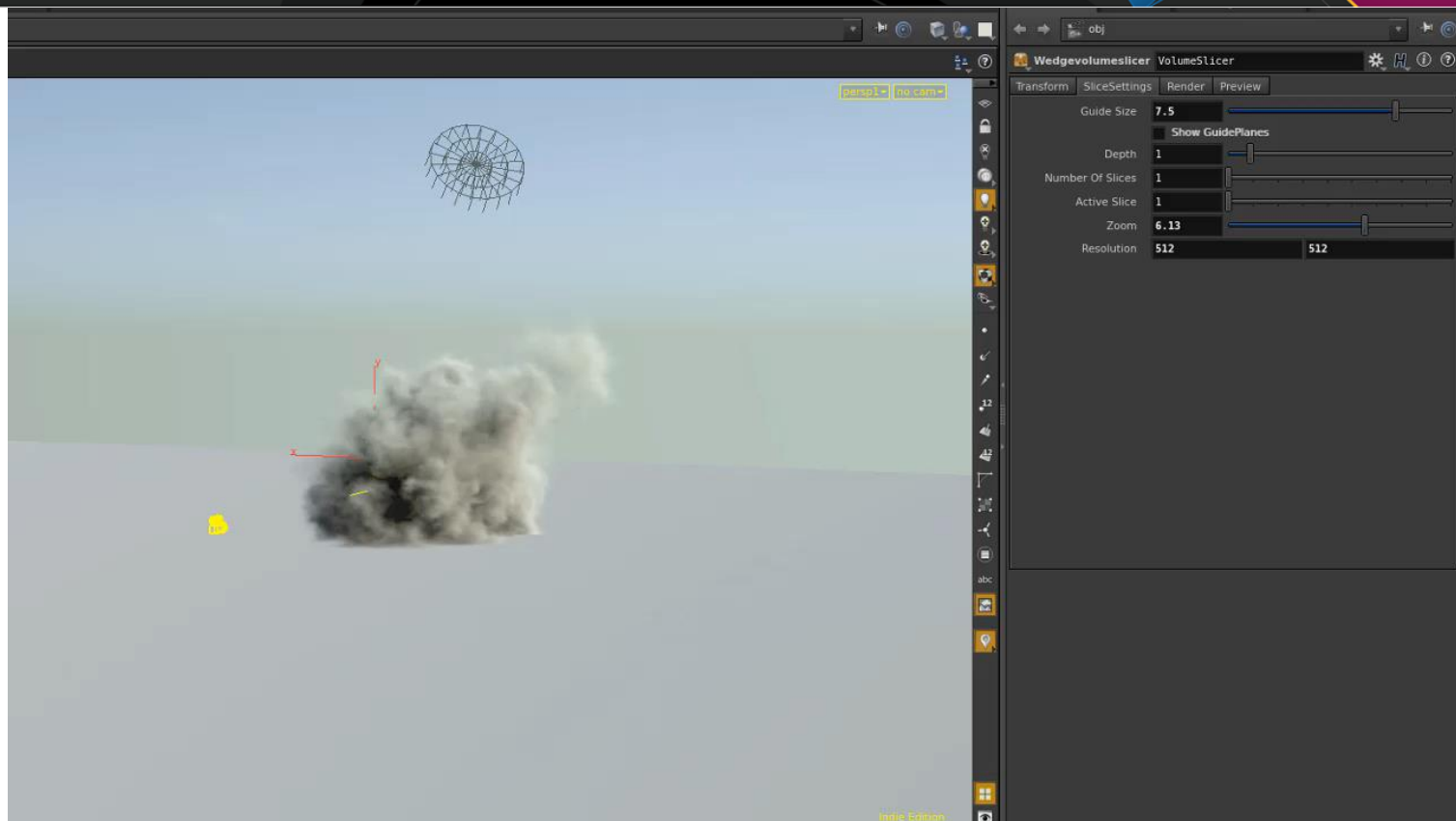


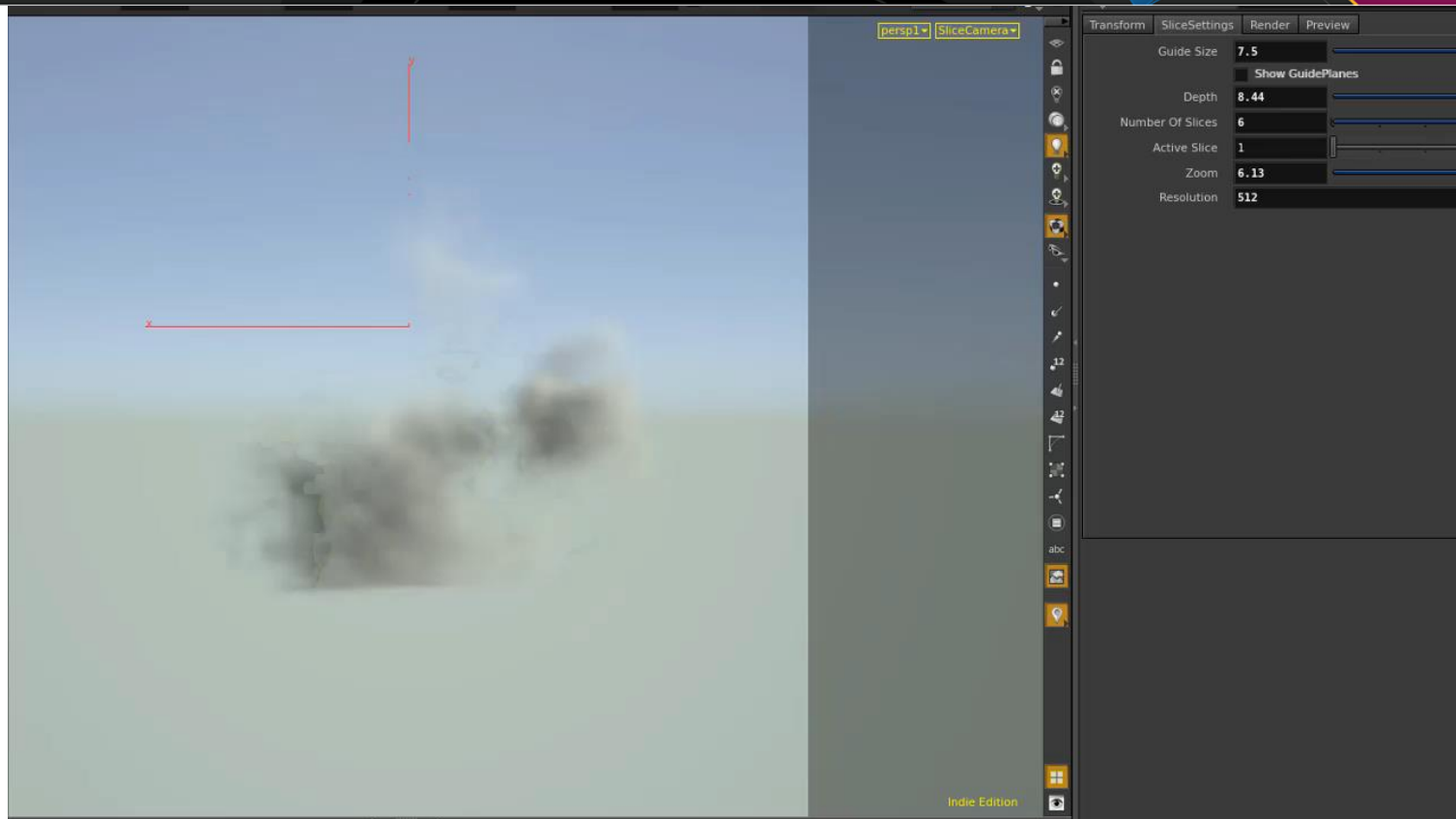


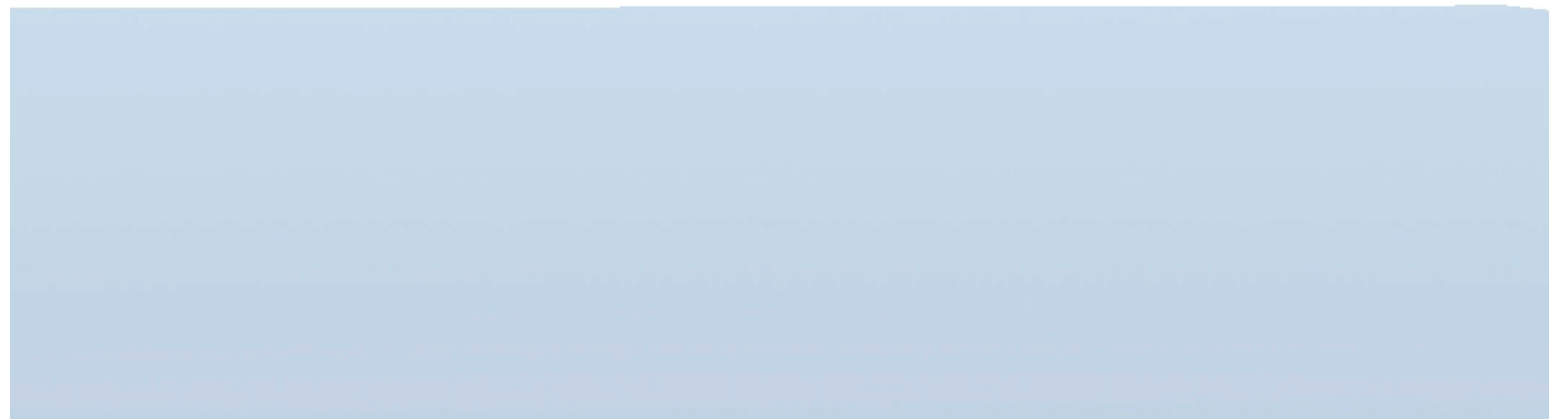
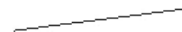
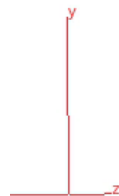
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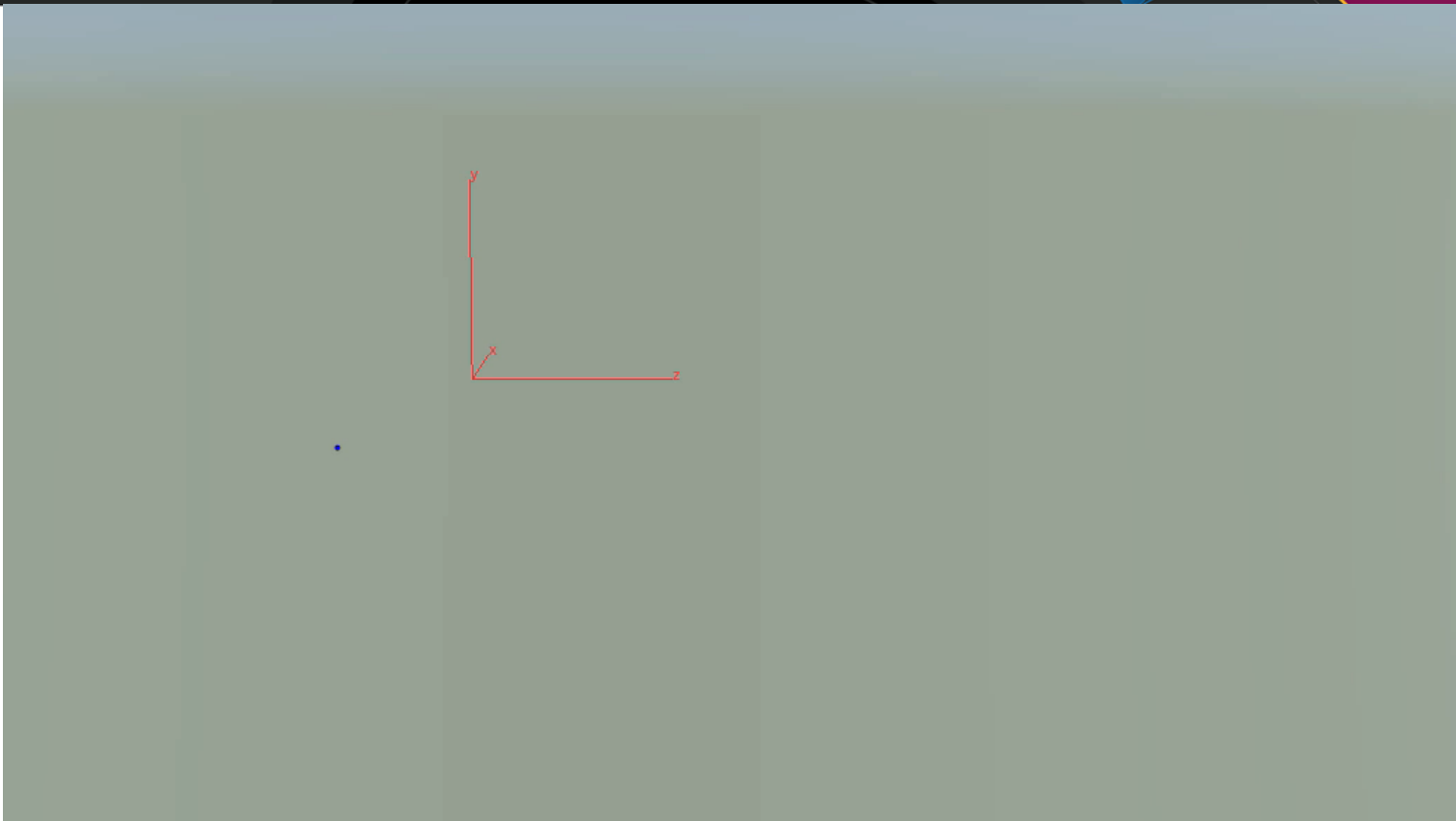






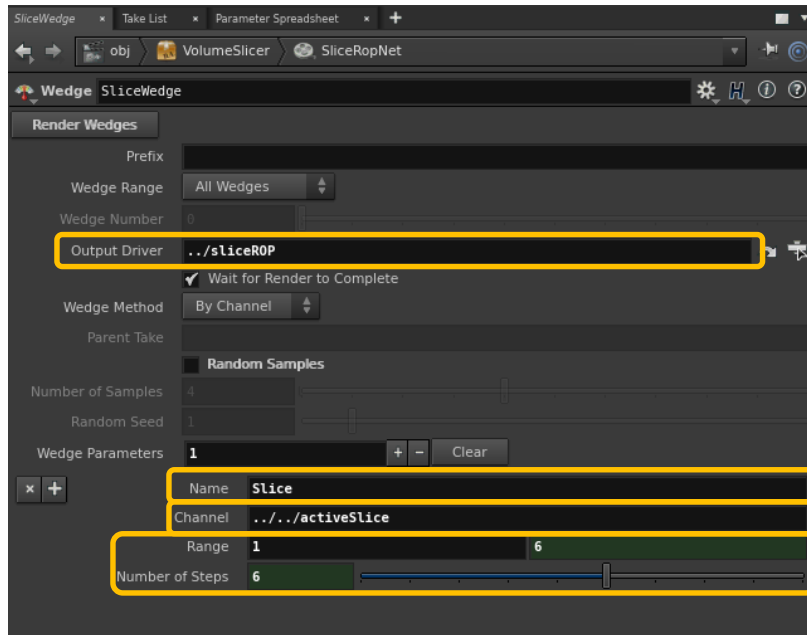


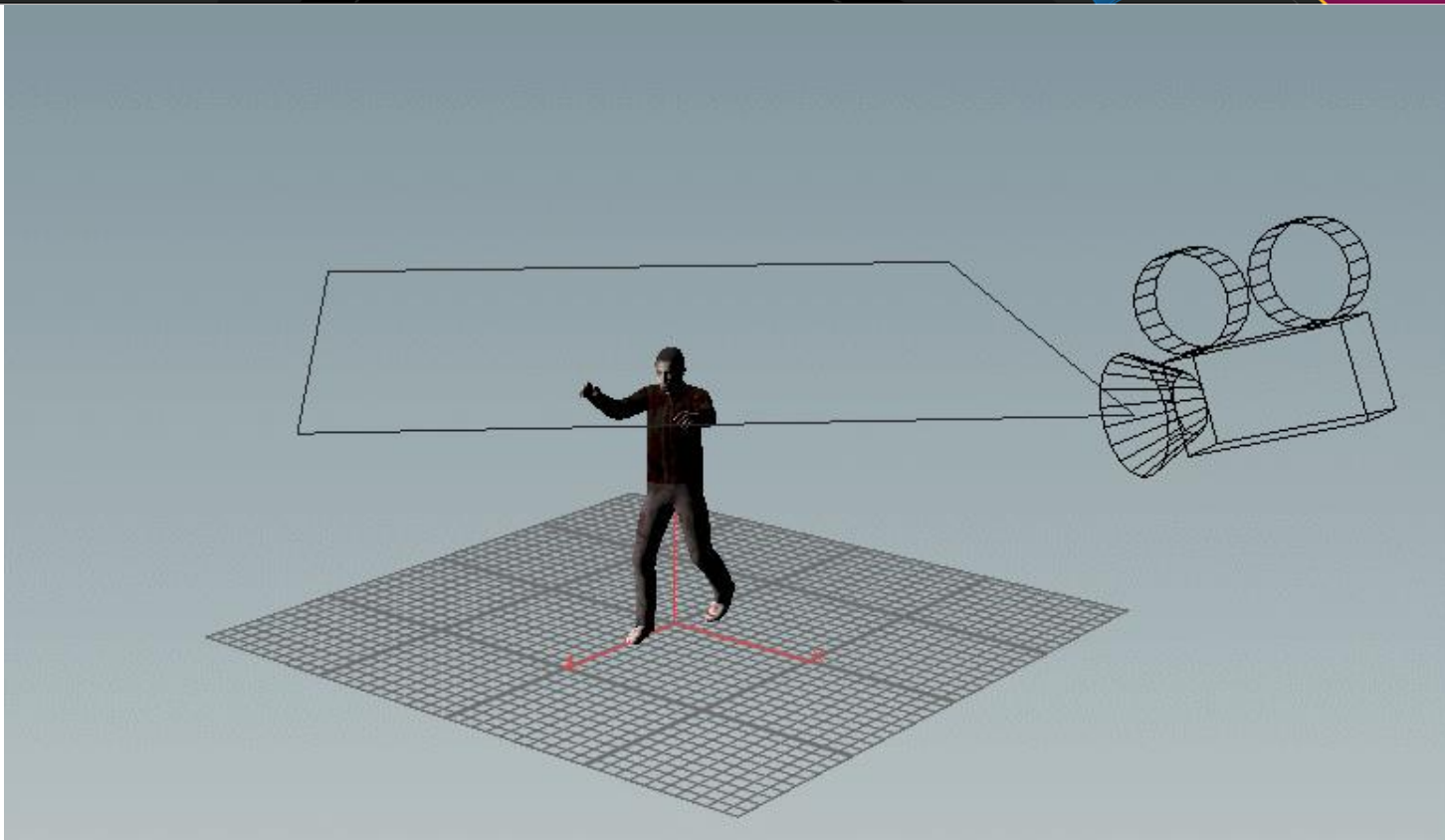






The Wedge node

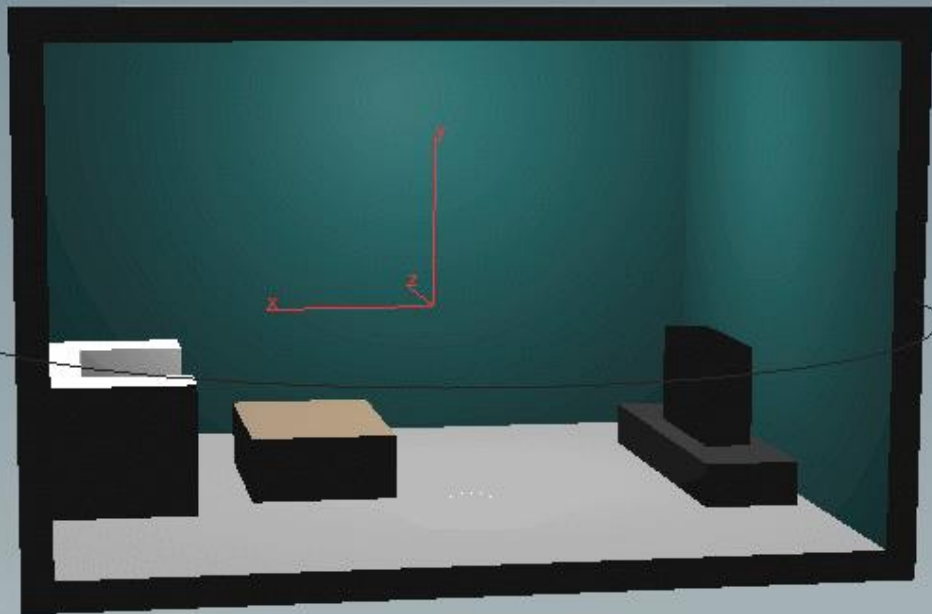










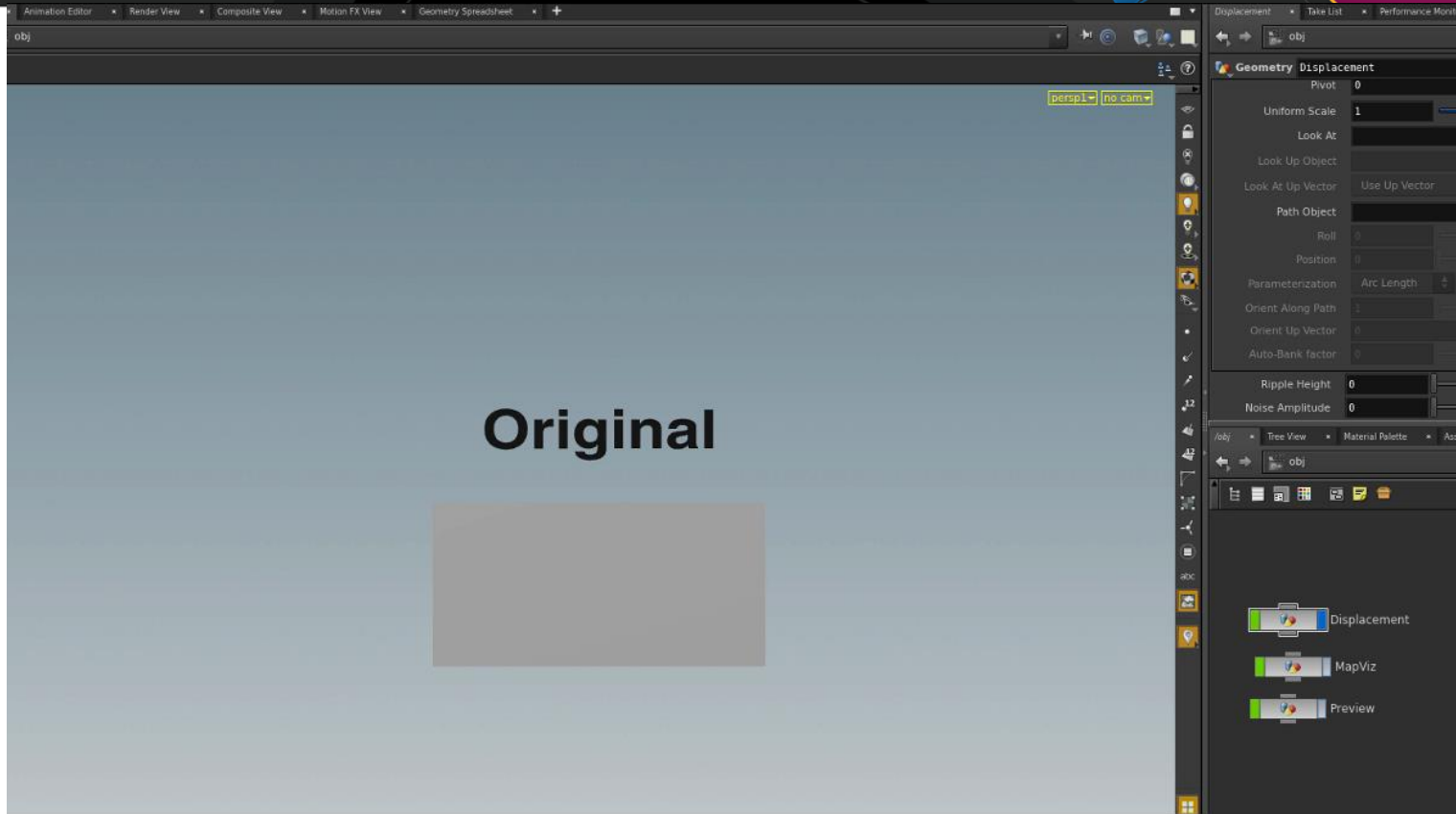




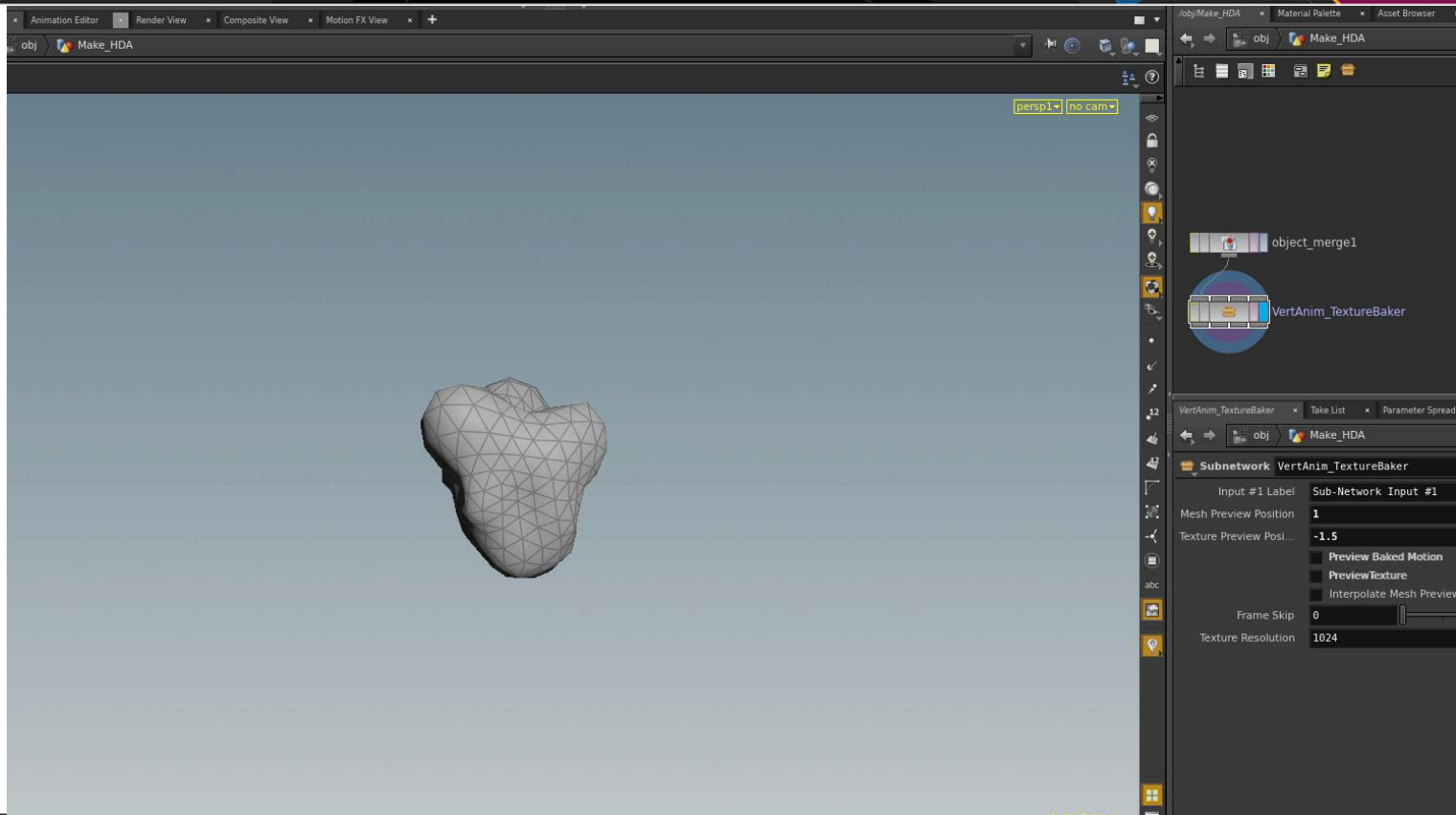
Houdini Trick 4:

- Previz all the things!











Sometimes good enough is good enough





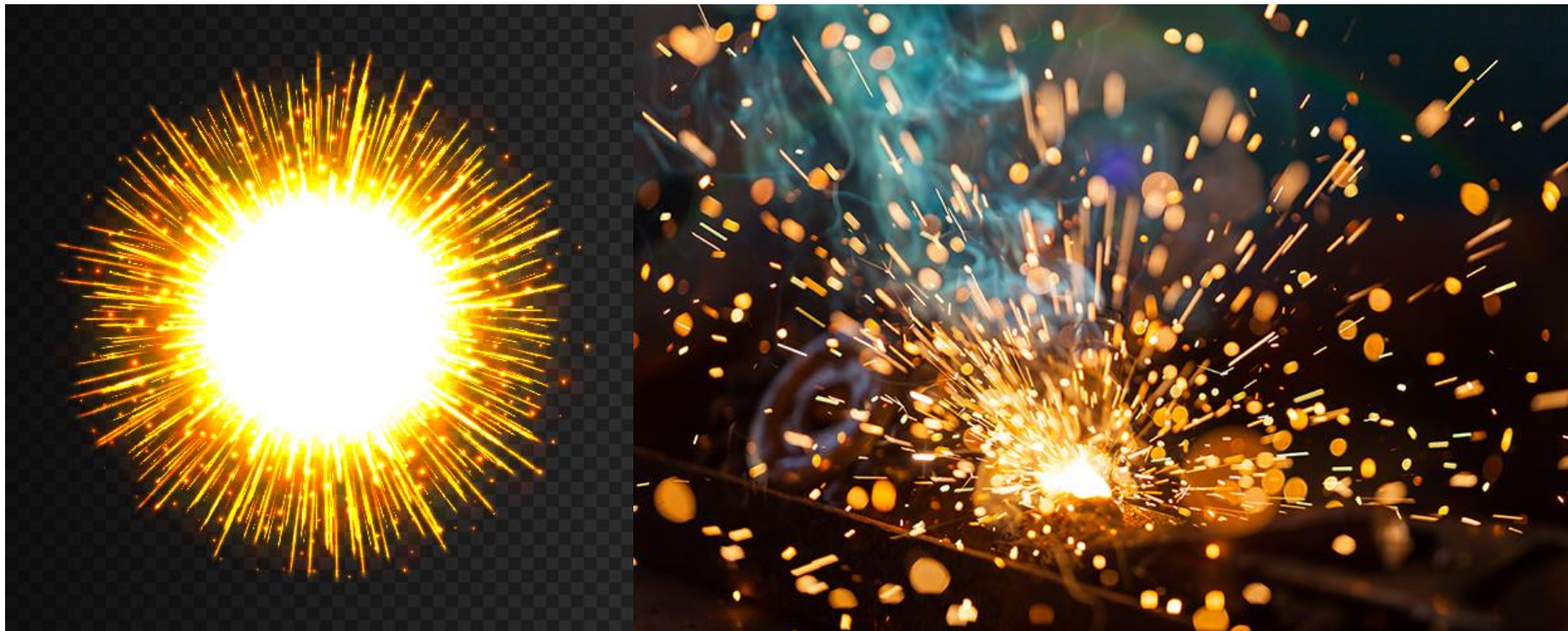
Is good enough, good enough?





Spend time where it adds
the most value to the **player**







AAA vs Freelancing

- *Are there any differences?*





AAA, What's it like?





The giant scale of things

- Huge teams
- High Expectations
- Amount of content



The Team/Family

- Support is everything





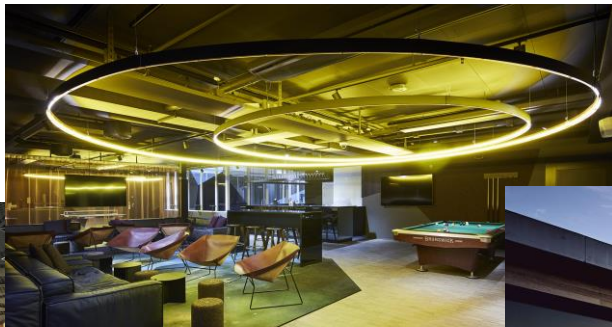
The Blame Game

- “It’s always [insert other department]s fault”





The Office



JICE™





Going freelance: ...

- Holy \$hit!





You are the boss!

- You have all the freedom in the world
- Build your own schedule
- I'm Awesome!
- Everything is your fault!



for what
to be best
point of view
Fraud [frɔ:d] n
to deceive; del
cheating inter
operate



I'm a fraud

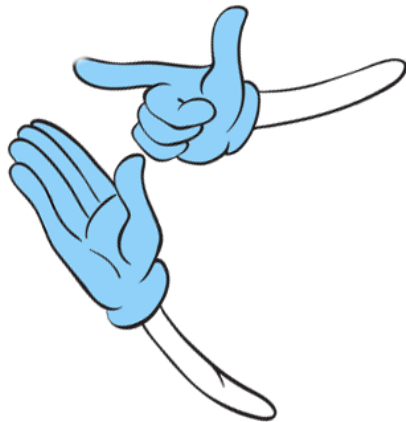
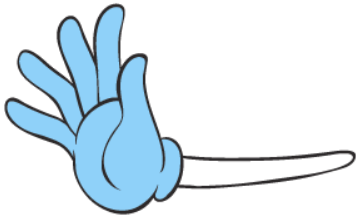
"They are going to find out! I don't know who they are or what they are going to find out, but they are going to find out and it's all going to be over." –Randy Blythe





Market yourself

- Believe in your yourself and/or work
- Learn to take feedback





It's all about the money

- How to get it?
- Where did it go?
- The cat ate my taxes





Freelancing is possible!

- We are here, we are here, we are here!





Where do we go from here?

- Too many secrets
- *Incredible pun*





More unified tools!

- PopcornFX
- FacedownFX Slate





More education

- If you know how to do something, teach someone else!
- If you want to know how to do something, ask!





More collaboration

- Network!
- Talk!
- Realtimevfx.com



REAL TIME VFX



A large, dark, steampunk-style airship with a complex metal framework and a small cabin hangs from a massive, billowing, dark smoke balloon. The airship is positioned in the center of the frame, floating against a dramatic sky. The sky is a mix of deep blue and grey, with a bright, hazy light source on the right side, creating a strong backlight effect. Numerous small, glowing orange and yellow sparks or embers are scattered throughout the air, particularly around the airship. In the foreground, the dark silhouettes of tall, slender trees and a few small figures of people are visible against the hazy ground, suggesting a distant city or landscape.

Thanks!



BATTLEFIELD 1

Want to hear more of me?

SideFX Booth – *Volume to mesh workflows*

Wednesday 3 PM

Thursday 3 PM

Friday 10:30 AM

PopcornFX Booth – Q&A

Thursday 12:30 PM

Houdini files: [Tinyurl.com/GDCVFX](https://tinyurl.com/GDCVFX)

andreas@partikel.co