

Genshin Impact: Crafting an Anime Style Open World

Haoyu Cai
Producer & CEO of miHoYo

GDC

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CEO & Game Producer



siyu.chen02@mihoyo.com

- ◆ **Brief History and core philosophy of Genshin Impact**
- ◆ **Why character design is so important for an anime style game, and how we make it**
- ◆ **How we build an anime style NPR world**

Tech Otakus Save the World





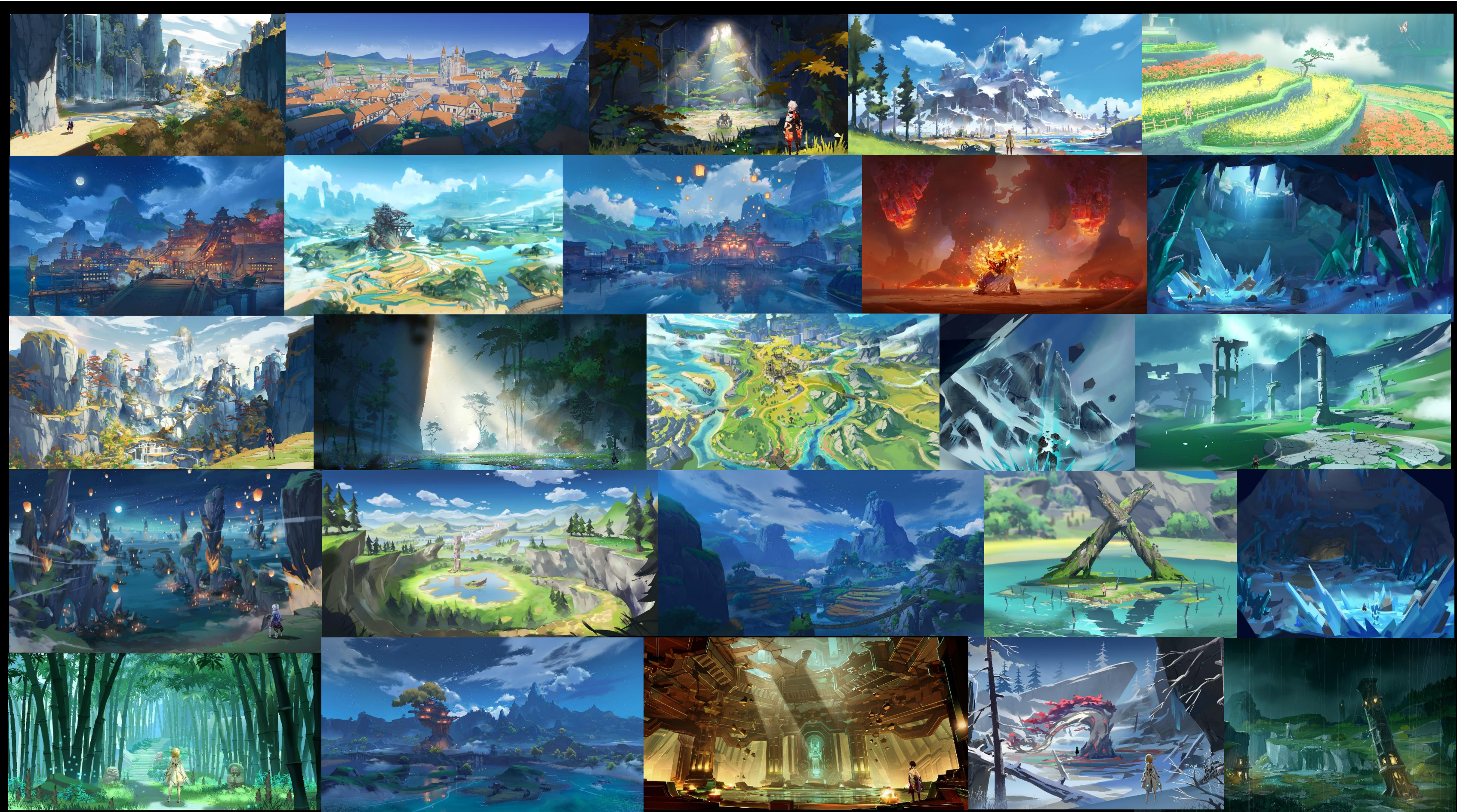
Concept of Lantern Rite in Liyue



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Characters are the key

- ◆ How many playable characters are in Genshin Impact?



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How many characters in Genshin Impact?



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Why are characters so important?

- ◆ Most desired content
- ◆ Storytelling revolves around characters (Plotline based vs Character based)
- ◆ Basis for commercialization



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Rebuild the character concept in-game

- ◆ Model & Texture
- ◆ Face dynamic lightmap
- ◆ Different render pipelines for characters and scenes
- ◆ Artificially controlled shadow effect



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Real-time lit environment



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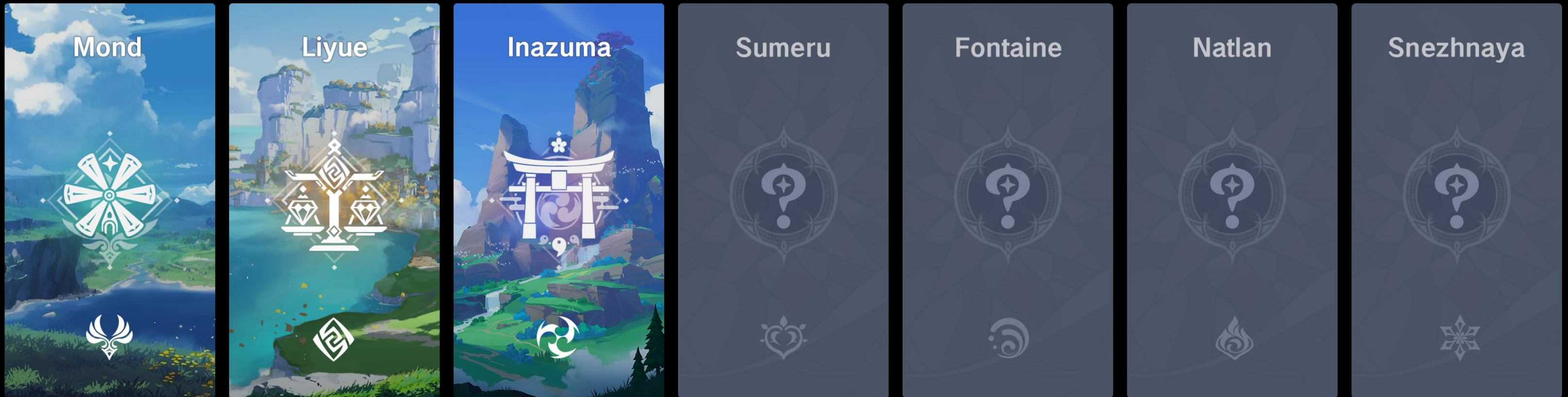
Real-time lit character



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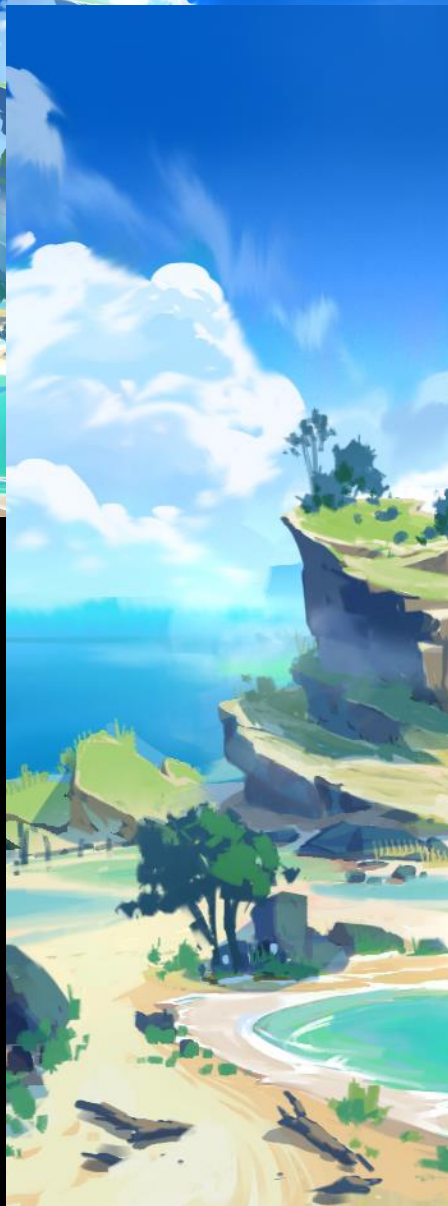
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Seven regions, seven ideas, long term plan, open world advantage



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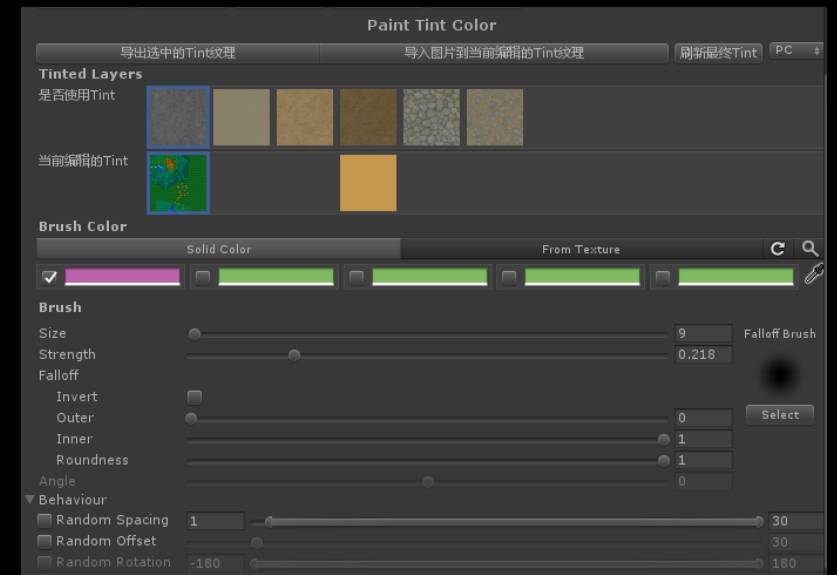
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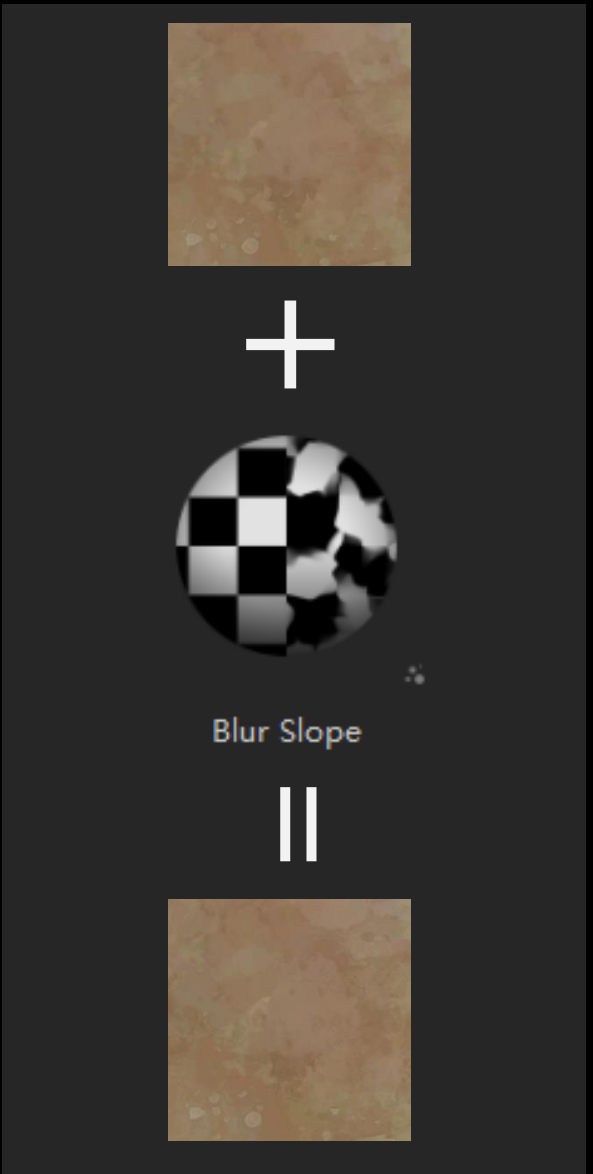




Terrain Tint

Grass-filling







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