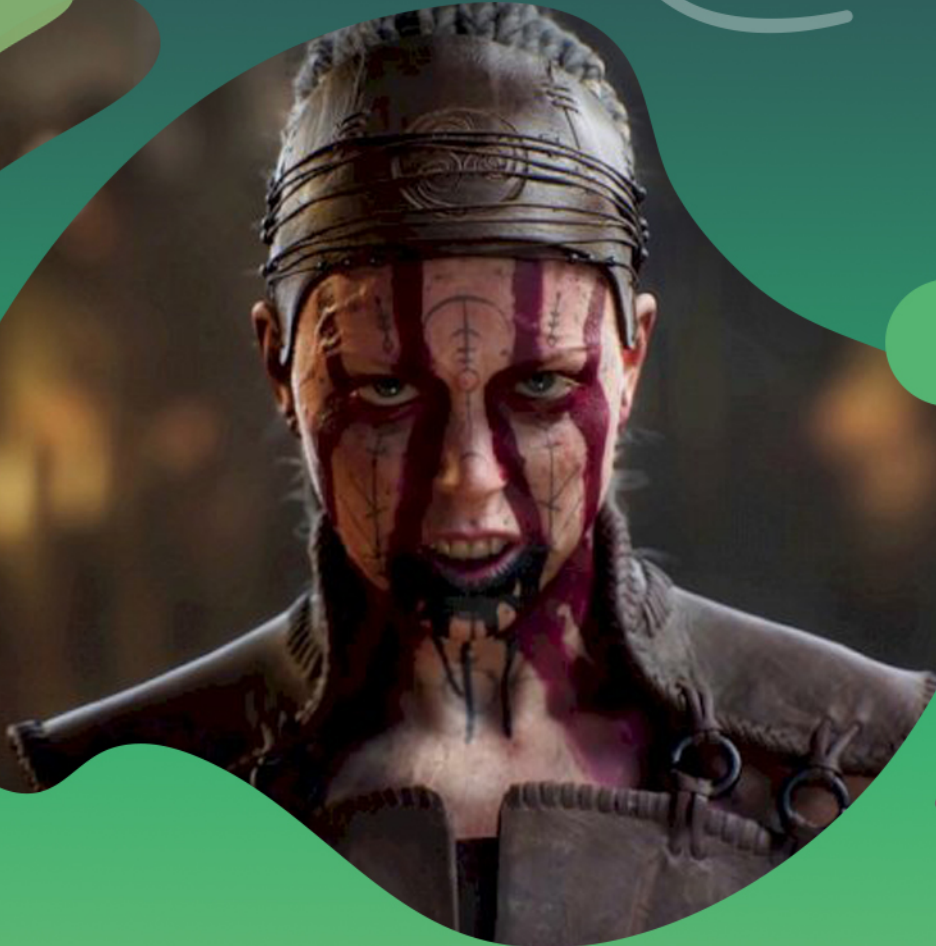


# 3rd issue

| August 2022 |



## Photorealism in video games, what's next?

- Latest News
- Interview with Omid Goudarzi
- Your messages and ideas bract

# Hello Gamers

welcome to the our third issue of Game Taste Café (GTC) newsletter.

If you don't know already, Game Taste Café (GTC) newsletter is here to expand everyone's knowledge of video games in every aspect possible. In each issue, we focus on a challenging somewhat underdog topic to see what's new in the games world and what will happen in this industry's future.

In this issue, we talk about photorealism in video games, will it stay a dream and what's next? So if you were wondering about this topic for a while, this is your read.

This newsletter is presented to you by GTC studio, written by Tarokh Tarhandeh and designed by Parmida Tarhandeh.

If you have anything video game related to share with us, do not hesitate to contact us via these

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# News

## Take-Two CEO Thinks We're About A Decade From Games Being Photorealistic



Take-Two Interactive CEO Strauss Zelnick thinks that in a decade, photorealism in video games will be achieved easily. He believes it will be like an option to make things look photorealistic or not.

Via GamesIndustry



## Unreal Engine 5, Chasing Photorealism

UE5 is going all in and it wants to achieve photorealism asap! According to Quentin Staes-Polet, General Manager of Epic Games, Unreal Engine 5 is built very specifically to “chase” photorealistic graphics in games.

“We are chasing photorealism with Unreal Engine 5,” Staes-Polet said. “The new engine will save a lot of time and at the same time, it gets us one step closer to full reality simulation.”

Via Indian Express



# PS5 And Xbox Scarlett Will Hopefully Achieve Photorealism, Says Dev

This piece of news was published in September 2018 Matteo Sciutteri of indie studio RuneHeads – who’s serving as the game designer on the Darkest Edition of the story-driven RPG Fall of Light – hopes to see exactly those sort of improvements with the PS5 and the Xbox Scarlett (or whatever Microsoft ends up calling the next Xbox).

“I’m very curious,” said Sciutteri “Because they can’t stay sticky on their strategy for a long time: the PS4 is impressive as power and the photorealism is really near. I guess that we’ll achieve it with the PS5 / Scarlett. After that, I guess they will improve other aspects – like Nintendo is doing with Switch.”

Via Gamingbolt



# Main Feature

## Photorealism in video games, what's next?

I suppose since the day video games graphics exited the pixelated era (or even back then), every gamer and every game developer has been thinking about when we will see a game with visuals as high as what we see in reality. Generations of consoles and technologies have come and gone, and now more than ever, we're close to photorealism in video games. Actually, some people believe we have already reached it, achieved it and from now on, we'll see more games,



demos etc, with photorealistic visuals. Take Matrix Awakens game demo for example. At the very first showings, almost everybody thought it was a movie, not a game or an animation. Matrix Awakens was built with Unreal Engine 5, the newest technology from Epic Games that makes it possible for the game makers, artists and animators to present something visually phenomenal.



We are so close to photorealism in video games that achieving it is not a topic of discussion anymore. Consider this article to be one of the first to present this saying: "Photorealism, what's next?". Right now, we both have the hardware and the software to reach photorealism. So it is only a matter of time before one or two titles get announced with full photorealistic graphics.

But let us get back to our main discussion; what will be next after photorealism? Will it become the thing only big studios or companies use for their AAA games? Or indie developers get into it as well and create new experiences with it? One thing that I can assure you of is this: It will lead people to more and more innovation. Worlds are getting built in video games so unreal that it makes them absolutely real! I think that is where we're headed after achieving photorealism in video games. Fictional worlds can become as real as they can get ever with high-end visuals. Emotional moments in the stories could be achieved better and more efficiently. In fact, in 2012, 2K Games boss Christoph Hartmann had an interview with GamesIndustry, and he mentioned his beliefs about the fact that photorealism will ultimately lead to one thing which is innovation.

On the technical side of things, not every game, even massive blockbuster open-world games, cannot guarantee photorealism at its best. Because in open-world games, the amount of details is enormous already and adding to that realistic visuals, lighting etc, makes the game technically challenging to polish. So considering that you cannot expect every AAA game to do photorealism in the future unless it is the 10th generation of consoles and things are way different than they are today. Having talked about that, we most certainly will see jaw-dropping attempts photorealistic-wise from indie developers.

What is your thought on this matter? Well, we have some of your comments and ideas at the end of our newsletter. Be sure to check them out.



# Interview

## with Omid Goudarzi, Lead Artist at GTC Studio

In this issue we have decided to talk with one of our insiders, our art lead Omid Goudarzi. Today we're going to talk about photorealism with him and see whether it is reachable this generation or not.

Hello Omid, and thank you for taking your time and talking with us. First things first, please introduce yourself to our readers like when did you start playing video games, when did you start getting into being an artist, what's your favourite game and why etc.

Hello, I started playing video games at a young age. Watching animations and playing video games inspired me to pick up a pencil and start drawing characters. Art seminars in any school were my favourite academic experience. Following my passion, I went to the UK where I took a BA in 3D animation and games at London MDX University. My favourite games right now are RDR 2 and Death Stranding, whether it's the story or the graphics. I am always amazed at how far the games industry has come over the years.

What are some game projects that you worked at? If it is possible, name some of them and tell us what did you enjoy the most working on them?

I have worked as a concept and 3D artist on many projects, most recently Vinar, a mobile game. For me, working in the games industry is a win in itself as far as office jobs go, but what I enjoy the most is the people. Having a team of like-minded people who somehow share the same vision and are inspired enough to move the project forward is nothing better than having good colleagues.

As you know, with Unreal Engine 5 setting the bar very up high about both quality and quantity of visual aspects in games, what is more interesting to you as an environment artist using an engine like that?

I believe UE5 will give artists the freedom and tools to achieve better graphics than before. With this software getting easier and easier to use, the only thing that matters is the concept and idea of your project.

If we reach photorealism (anytime), what aspect of that event would be more exciting or more challenging for artist like yourself? Will it affect the industry in a big way or not?

It is a double-edged sword. The challenge for me is to get the tools right and achieve the standards we want. The visual aspects of some games would be stunning, but at the same time, gamers may not appreciate indie and stylish games as much as they do now and demand much more from developers.

With this generations hardware and technology and engines like UE5, do you think we will finally reach photorealism at some point, or will it remain a dream?

I think that with the current standards we have achieved the unattainable, even if some are easier to convince than others and we may have more grounds to cover according to some, I would say that we have gone a long way through the uncanny valley.

Is there anything else you would like to share with us? We're all ears. Tell us a little bit about the projects we/you're working at at GTC.

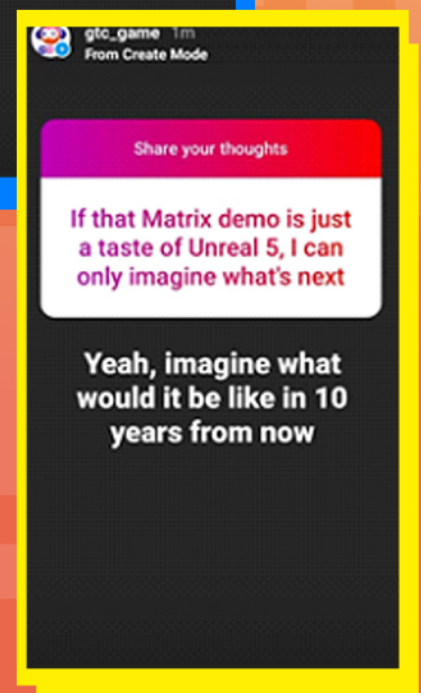
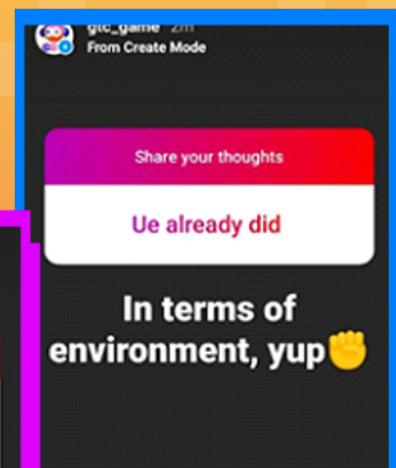
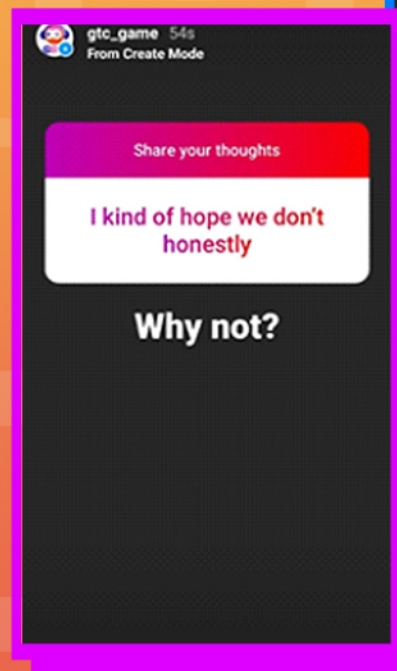
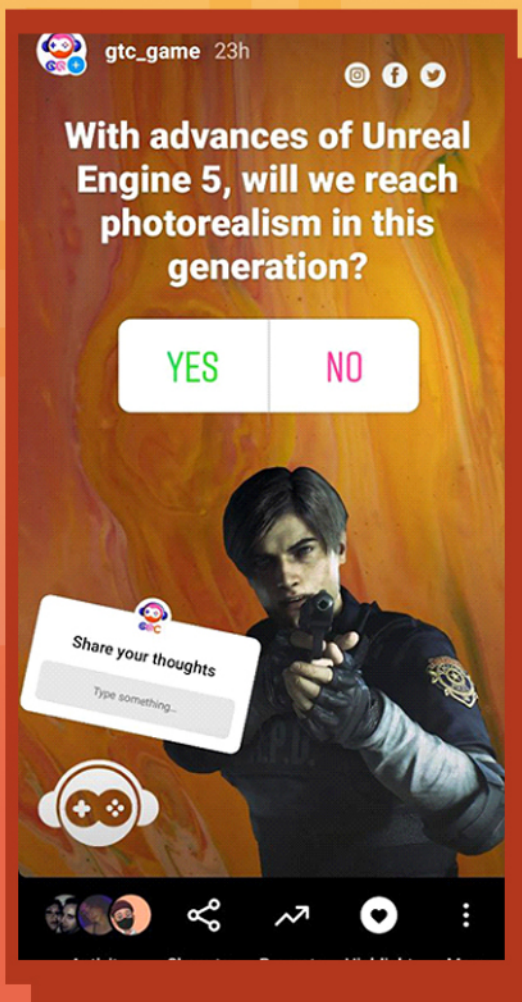
I am working on a studio passion project STBA and can not wait to share it with you all. All the best to you and your readers.

**Thank you for all the great answers, and thank you for your time. I enjoyed talking to you, and I'm sure that the gamers reading our newsletter also enjoyed the interview. Have a great day, and continue creating great art.**



# Your messages and ideas

We asked you on our Instagram (@gtc\_game) that if you think we reach photorealism in video games this generation? 90% of you answered yes! Thinking that it will be achieved this generation.



# Having other ideas?

Share them with us via our social media channels and our website:

 **Instagram: @gtc\_game**

 **Facebook: @GTCgame**

 **Twitter: @\_GTC\_Game\_**

 **Linkedin: @game-tase-cafe-gtc**

 **Website: gtc.ee**

