

SCEE Studio Cambridge Profile

Studio Cambridge, the award-winning creators of the Primal and the MediEvil series was formed in July 1997 when SCEE acquired the Millennium development studio from Cyberlife Ltd., following a successful collaboration on the first MediEvil game. Released in 1998, MediEvil told the tale of Sir Daniel Fortesque, a long dead hero unwittingly brought back to life to defeat his long-time adversary Lord Zarok in a battle to save the land from zombies.

A critical and commercial success, the best-selling MediEvil shot Studio Cambridge to the forefront of gamers' psyches and paved the way for the team to begin work on a highly anticipated sequel. In 2000, MediEvil 2 was released to critical acclaim, winning "Best Game – Console Category" at that year's BAFTA awards.

For their next project, Studio Cambridge moved in a somewhat different direction, trading in the antics of the undead for aliens enslaving humanity in C12: Final Resistance. While part of the team was putting the final touches on this action-packed PlayStation adventure in early 2001, work had already begun on the company's first PlayStation 2 title: Primal.

The story of Jen Tate, a modern-day girl who must face the demons of an immortal universe to discover her own supernatural origin, Primal delivered a new standard in entertainment on PlayStation 2. The advanced technology of the next generation hardware allowed Studio Cambridge to create a huge, atmospheric gameplay universe with a dynamic loading system, allowing for uninterrupted gameplay, seamless character morphing, and extravagant particle and environmental effects. Combining superior special effects with a compelling storyline and well-developed characters, in Primal, Studio Cambridge had created a game with a true cinematic feel.

Utilising all the technical experience gained from Primal, Studio Cambridge recently embarked on its most ambitious project yet – Ghosthunter. Inspired by the cinematic styling of classic horror films, Ghosthunter combines high production values with compelling gameplay, creating a macabre, supernatural universe packed with stealth, exploration and all-out action, scheduled for release later this year.

Staying true to its independent roots, Studio Cambridge continues to invest time and money in research and development and the Studio infrastructure. Amongst many other assets, this now provides Studio Cambridge with a comprehensive set of custom development tools and libraries for PlayStation development, as well as sound recording facilities. The studio currently comprises 72 development staff under the direction of Development Director, Rob Parkin, and is now embarking on a third title to complement Primal and Ghosthunter.

###