MOTO RACER WORLD TOUR

Q&A - Bertrand Gilbert,   Development Director

Q.   **Describe the aim of Moto Racer World Tour in a few words.**
R.   We're not aiming to make a series - it's more to do with developing our game, and making it more and more realistic without losing its initial fun element.

0   **The best selling prequels to Moto Racer World Tour, Moto Racer 1 and 2, were very much "arcade" games.   What changes will we see in Moto Racer World Tour?**
A.   MR1 and MR2 were very much arcade games: the content, circuits and intuitive game-play all added up to make fun games.   We wanted to make Moto Racer World Tour more realistic in every aspect so our goal was to find a subtle balance between the precision and reality of a simulation game and the fun of an arcade game.

The choice of circuits, the care taken with the scene modelling, the improvements made to the 3D engine, to the animation, and the steps taken to make the feeling of driving and controlling the motorbike were the key factors which guided our development.

Q.   **What new features have you brought to Moto Racer World Tour?**
A.   The game has a new element of realism, both visually and from the point of view of the rider.   This gives additional depth to the game.   Through the realistic driving sensation, the player can feel himself becoming more and more skilled at handling the bike and feels as if he is really taking part in the race.

We have also increased the number of disciplines (Racing, Cross, Supercross, Trial, Traffic, Dragster, Freestyle), the different categories of bikes (125cc, 250cc, 500cc), and created 15 completely different circuit environments.

Q.   **Moto Racer World Tour has several modes, which is your favourite?**
A.   It's difficult to say as each discipline has its own special features.   In racing mode, you must be able to master racing lines, chicanes, braking and acceleration.   In supercross mode, in addition to being able to handle the racing lines, you have to be able to do jumps while controlling the throttle and guiding the position of the bike. Trial mode requires both skill and the ability to keep cool to get past the obstacles, while in traffic mode, you have to have the confidence to weave between cars, blasting on your horn to move the stragglers out of the way …

Q.   **Can you describe your work with OLIVIER JACQUE, the famous French rider?**
A.   We had some professional advice when we were fine tuning MR2.   Nevertheless, from the very beginning of Moto Racer World Tour, we wanted to work with professional riders to reinforce our plan to make the game more realistic. We were pleasantly surprised by the kind, enthusiastic and professional response we received from all of the Tech 3 team. The work covered many areas: bringing a better understanding of the world of competitive motorbike riding, driving tips, racing lines, overtaking techniques, as well as comparing how a champion rider might feel when riding in reality and whilst playing Moto Racer World Tour.

Q. **Talking of realism, how did you go about designing and creating the circuits in the game? Do you have any stories about this aspect of your work?**

A. The aim was to immerse the player in a believable, realistic universe. So we decided to recreate real circuits. In order to do this, we wanted to build the most realistic and complete database possible. So we decided to map out real circuits. We sent teams to each country for this. The circuits were photographed metre by metre to create an image bank for the various textures. Then we filmed real races on the circuits with a number of cameras covering different angles, saving all of these images on DVD. This allowed the graphic artists to recreate the topography and different scenery exactly.

Some teams had more luck than others in working on circuits at the other side of the world - such as in Japan or Australia. We also had to juggle our schedule with the weather forecast - whilst on location in the Isle of Man, heavy snowfall had been forecast: screens of white footage wouldn't really have added much realism!

Q. **Can we talk about the graphic engine? Is it the same as before?**

A. We completely rewrote the 3D graphic engine, collision detection, and dynamic modelling of the motorbike and its rider, taking into account of course everything that we've learned about motorbikes. We wanted to make all-round improvements on what we achieved in MR1 and MR2. With our new 3D engine, our graphic artists were able to reproduce circuits better than before, improve the visual rendering (improved sorting of faces, use of mip mapping, use of finer textures, superior screen resolution 512x256). Collision detection is more precise, allowing for different types of ground (e.g. corrugations), allowing more free movement on the circuits. We also worked hard on the bike's physical motor, making the bike's reactions more realistic (e.g. making front and rear suspension independent). The rider's movement was greatly improved, bringing a gripping realism to his different movements, using the rotoscoping technique. Many other improvements have also been made, in areas like lighting and shadowing, falls ...

Q. **Were any of the original development team involved in producing Moto Racer World Tour?**

A. The same team who worked on Moto Racer 1 and Moto Racer 2 also worked on Moto Racer World Tour. At the beginning of the project we strengthened the graphic and programming abilities of the team.

The improvements in Moto Racer World Tour are due to the experience of the development team acquired over several years. It is more difficult to develop a motorbike game than you would think. The simulation of the physical interaction between the bike and its rider, the quality and believability of the animation as well as the sensation of riding the bike that the player must feel are all key factors.

Q. **What other video games influenced you in the creation of Moto Racer World Tour?**

A. Gran Turismo, Sega Rally, Moto Racer

Q. **Which part of the game which makes you feel really proud?**

A. The feeling of driving: you really do feel as if you are in the driving seat; the addition of the new, fun disciplines; the graphic improvements in general.

S.

Q. **When will the game be released?**

A. September 2000