

grand theft auto 3 & grand theft auto *vice city*

XBOX Technical Enhancements

Grand Theft Auto's debut on the Xbox this fall will finally satisfy the needs of Xbox gamers worldwide.

- **Specular Lighting:** Stunning visual improvements with the use of Specular Lighting redefine Grand Theft Auto 3 and Grand Theft Auto: Vice City. Adding to the dramatic vibe of each city and fully immersing the player into the game, this feature allows for objects to be illuminated by the light that is cast from every street lamp and headlight in real time.
- **Reflection Maps:** Reflection Maps result in smooth graphics throughout both Liberty and Vice City and are particularly noticeable on the 50+ vehicles. To further highlight the differences between the vehicles, Real Time reflections are cast of varying degree. The result is high-end sports cars looking the part with a styled gloss, while the older, low end cars are naturally not quite as slick.
- **HDTV 16x9 480P Support:** Essential for obtaining the best-looking graphics and bringing the game to life is the use Progressive Scan. The Xbox version of Grand Theft Auto has taken advantage of the technology available and now has HDTV 16x9 480P Support. The end result is a larger viewable frame that is considerably sharper.
- **Custom Soundtracks:** Players can make multiple custom soundtracks by ripping their favorite CD's onto the Xbox hard drive. From there, the game recognizes each soundtrack as a CD or tape that can be changed by the new CD changer/Tape Deck (in vehicle).
- **Texture Re-Insertion:** Brilliantly detailed environments are the result of almost every texture in the game being reinserted at a much higher resolution. The end result is a game that looks very sharp with intricately modeled areas and landscapes.
- **Higher Polygon Models:** Every single vehicle in the game has been vastly enhanced due to a higher poly count. In addition, each major character has been updated and skinned using higher polygon models making for a much more seamless look.
- **Enhanced Audio:** The sound in both Grand Theft Auto 3 and Vice City was meticulously put together and each audio effect is at its best as a result of the Xbox supporting Dolby 5.1.
- **Enhanced Particle System:** All of the game's particle effects (from smoke to water sprays) have been enhanced to give of a more realistic reaction and look. Rain drops now cling to the game's camera and fire gives off more radiosity resulting in a more realistic appearance.



Published by Rockstar Games
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