

SONY COMPUTER ENTERTAINMENT

WIPEOUT FUSION

DEVELOPER INFORMATION

Trevor Jones - Senior Producer - AKA The fat controller

Trevor's past is somewhat murky but our sources have found out that he has been in the industry now for over five years, originally drawn to it by his passion for all things game related. He is known for his opinions on all games that he plays and is always quick on the draw when asked to offer them. Since working in development he has been involved in some of the key franchises on PlayStation: Colony Wars and Formula 1, it is with this heritage that he hopes to take Wipeout Fusion to its deserved place on PS2.....the No1 spot !!!!

Rob Francis - Lead Designer

Rob Francis has been working on the Wipeout series since first joining Psygnosis in 1996. As gameplay co-ordinator on Wipeout 2097 / XL, he was responsible for setting up the ship handling, damage functionality and difficulty curve. Shortly after the game was finished he moved onto the PC conversion as Producer. The PC version of Wipeout 2097 / XL was challenging, being at the dawn of Direct X and PC 3D cards. Next came lead designer on Wipeout 64. In February 1999, Rob started designing Sony's next generation Wipeout for PlayStation 2. Rob's love of games started some twenty years ago playing games on his first home computer, the Dragon 32. This led to writing text adventures. Rob is a stickler for detail and believes in working hard to make the game the very best it can be.

Dave Burrows - Lead Programmer

Dave is currently heading up the programming team within the Fusion Studio. He has been in the industry for 8 years working on a variety of platforms. He started off in the heady days of VR and then moved onto Flight sims with specific work on 3d engines. He has made the final leap now working for Sony on its premium futuristic anti-gravity racer. He hopes he and his team will be one of the first to really push the PlayStation 2 to its limits with Fusion and can often be heard mumbling strange chants towards his development kit in 'assembler' of which he is a master ;-)) He is looking forward to the day when he can truly define his own personal anti grav racer.

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Developer: Wipeout Fusion Genre: Futuristic racing No. of Players: 1 Peripherals: Dual Shock 2 Analogue Controller, Steering Wheel, Memory Card, Release Date: Autumn 2001
