

SERVICES NEWS

This month: d3t, Image Metrics, Valve and IndieVision



Two highly experienced directors who worked at THQ's UK studio have launched a new outsourcing company.

Jamie Campbell, THQ Digital Warrington's technical director, along with development director Stephen Powell, have joined forces to open the independent outfit **D3T**.

D3T – based in Cheshire – offers studios game design, development, porting and bug fixing services across a range of games platforms including mobile, console and PC.

"After the closure of the Warrington studio, we saw an opportunity," Campbell told *Develop*.

"With the games industry continually moving towards a far more transactional and contracting basis, we saw the added value we could offer to employers by allowing them to contract an entire elite group rather than having to find individuals who were available, reliable, capable and affordable."



Image Metrics is internally building a camera-based program that can recognise even the most nuanced human facial movements. This data is converted into code and controls an on-screen 3D character in real-time.

Mike Rogers, director of research at the company, delighted delegates at the Edinburgh Interactive Festival last month with a demonstration of the impressive new tech.

Rogers talked into his laptop camera that displayed the view onto a large projection screen. Then, after activating the new animation program, Rogers continued to talk, but the projector was no longer showing his face. Instead it was displaying a large cartoon panda.

As Rogers smiled, so did the Panda. A raise of the eyebrow, or slight grimace, was replicated in real-time.

Rogers said: "We've got very good at even the most nuanced expressions with game characters."



Renowned industry legend and *Doom* developer **Id Software** has licensed Sweden-based Hansoft's eponymous QA and project management solution, the Texan studio has announced.

"We were all ultimately sold on Hansoft's speed, its flexibility and its highly intuitive user interface, as well as the impressive responsiveness and overall knowledge of the Hansoft team," said the studio's executive producer Marty Stratton.

"The available SDK has also been great in allowing us to begin valuable customised integrations of Hansoft with some of our other internally developed tools and technology."

Hansoft's version 6.6 tech bundle was launched by the firm earlier this year. The latest edition of the respected kit features enhanced collaborative reporting processes, which Hansoft says will allow users to share data with far greater ease.



IndieVision, the advice site for indie developers founded by Richard Hill-Whitall of Icon Games Entertainment, has announced its successful return to work after a period of difficulty and uncertainty for the site.

The site was created with the intention to 'help other indies in what is an incredibly exciting time to be an independent developer.'

After several changes of both domain name and hosting area, the site's content team say it has now settled permanently at www.indievision.biz.

"I am really excited to get back to IndieVision after a difficult few months" said Hill-Whitall.

"It is my aim for IndieVision to be the largest and most current collection of articles related to indie business. We're not here to tread on the toes of any other organisation out there – just to do all we can to help provide useful information to fellow indies."

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