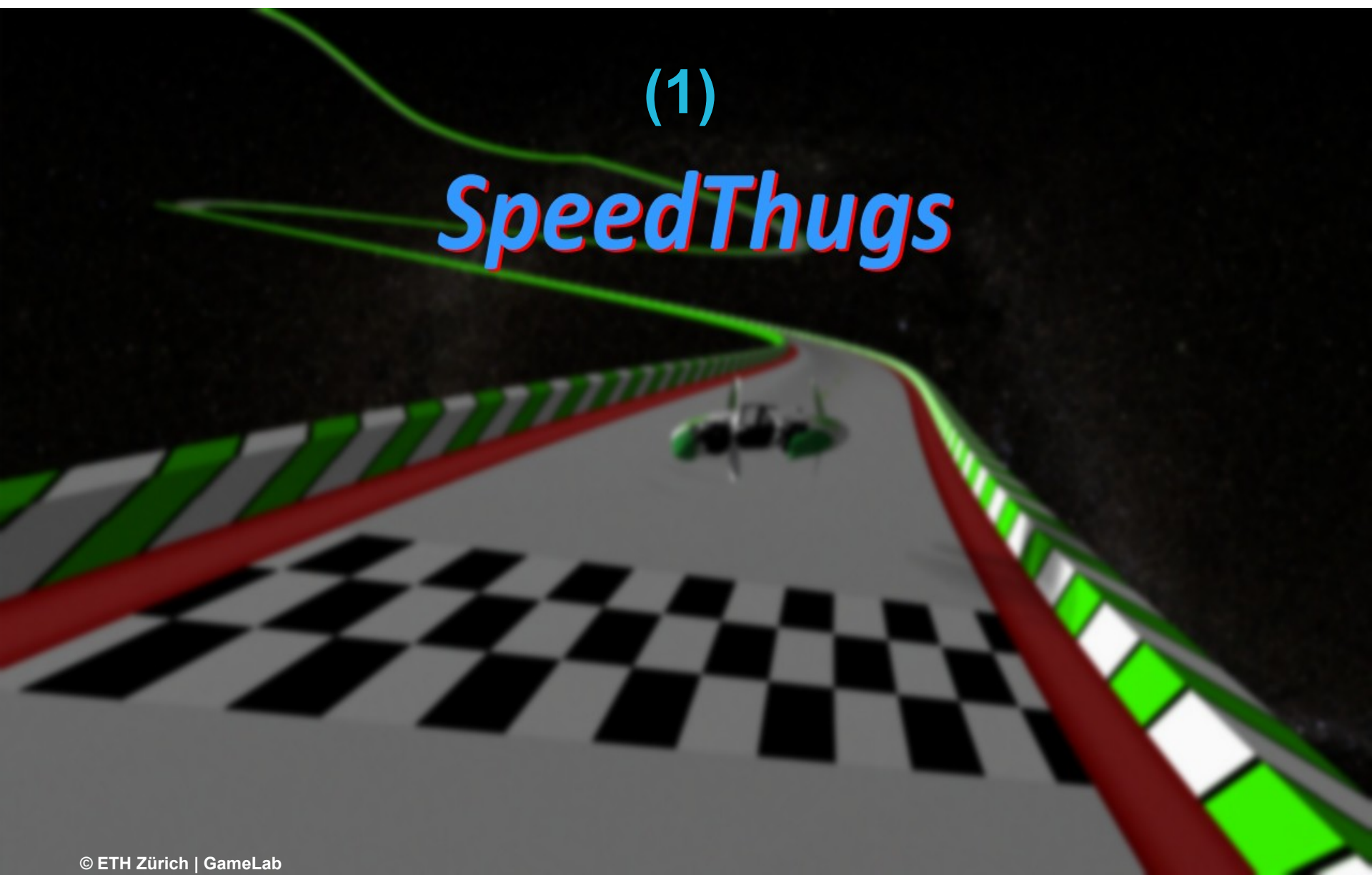


(1)

# *SpeedThugs*



# Initial Idea



# Techniques

- Cel-Shading



- Motion Blur / Tunnel Vision

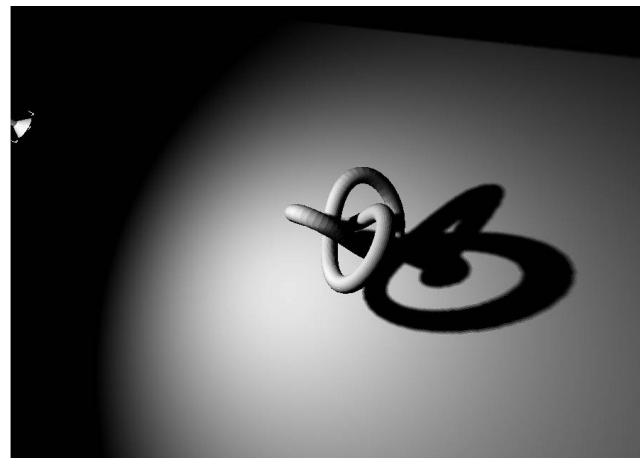




# Techniques

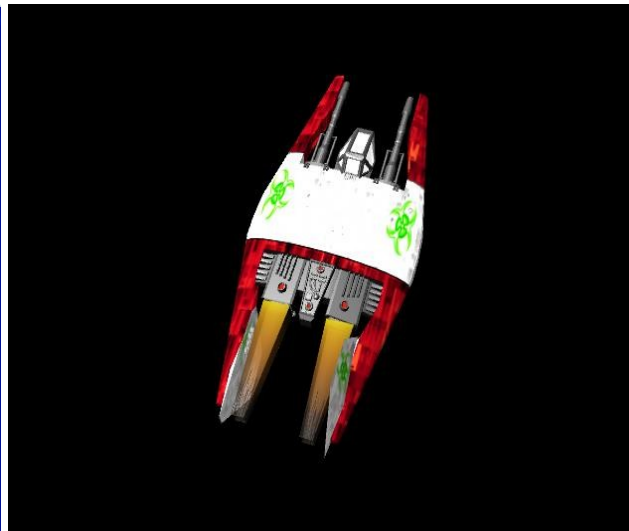
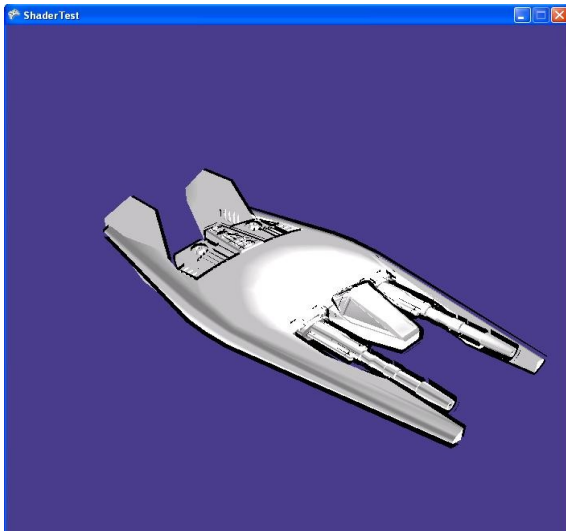


- Bloom Postprocessing
- Shadowmap



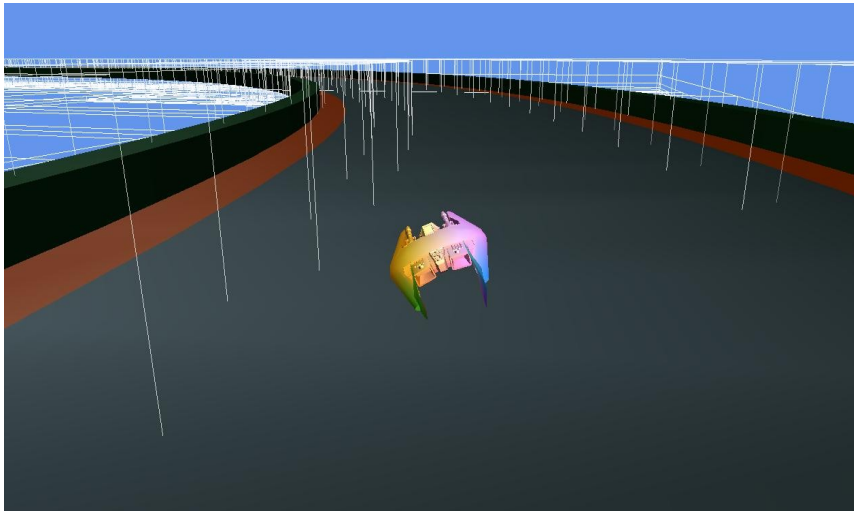
# The Development Process

- Simple Prototypes
- Refinements



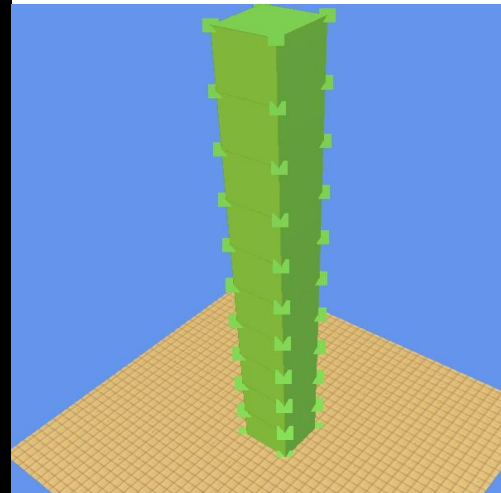
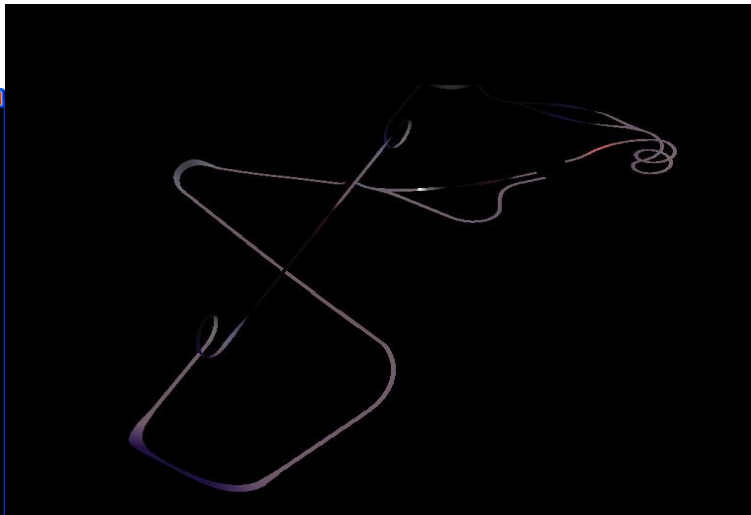
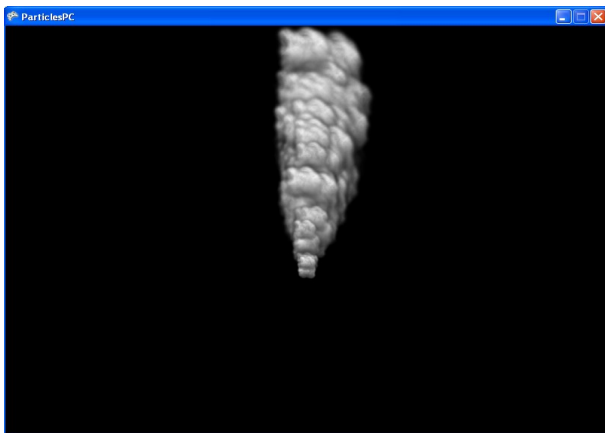
# The Development Process

- Bugs
- Bugfixes



# Things that didn't make it into the game

- Many features are not implemented
- Some features not integrated into the game



A blue-tinted photograph of a large, classical-style building with a prominent dome and arched windows, set against a landscape with mountains in the background.

# DEMO