

Pharaoh's Tomb



by
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Gameplay

- Play an archeologist
- Solve puzzles in order to bring the pharaoh back to his tomb
- And save the world

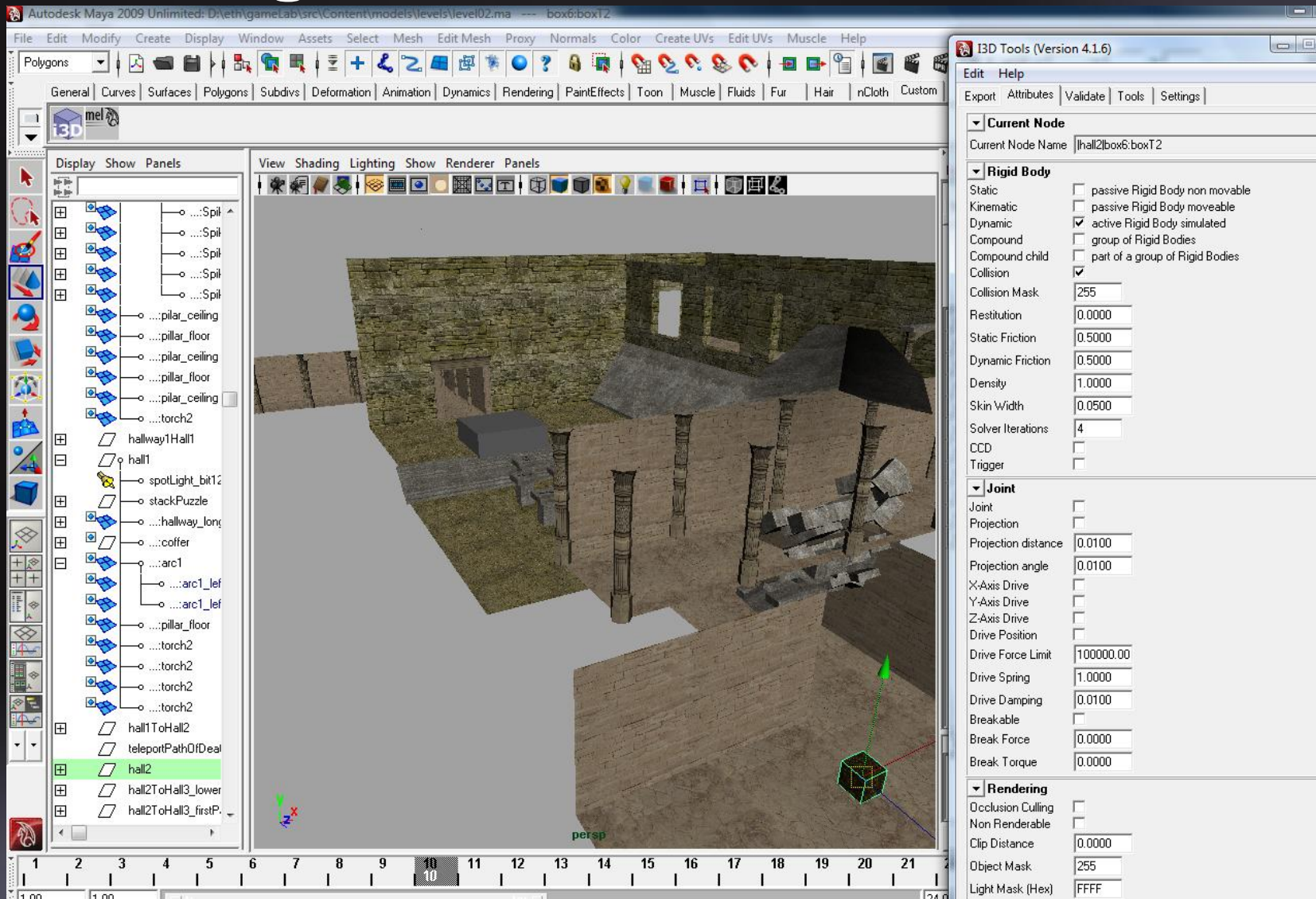


Technical Difficulties

- How to create and handle all the content



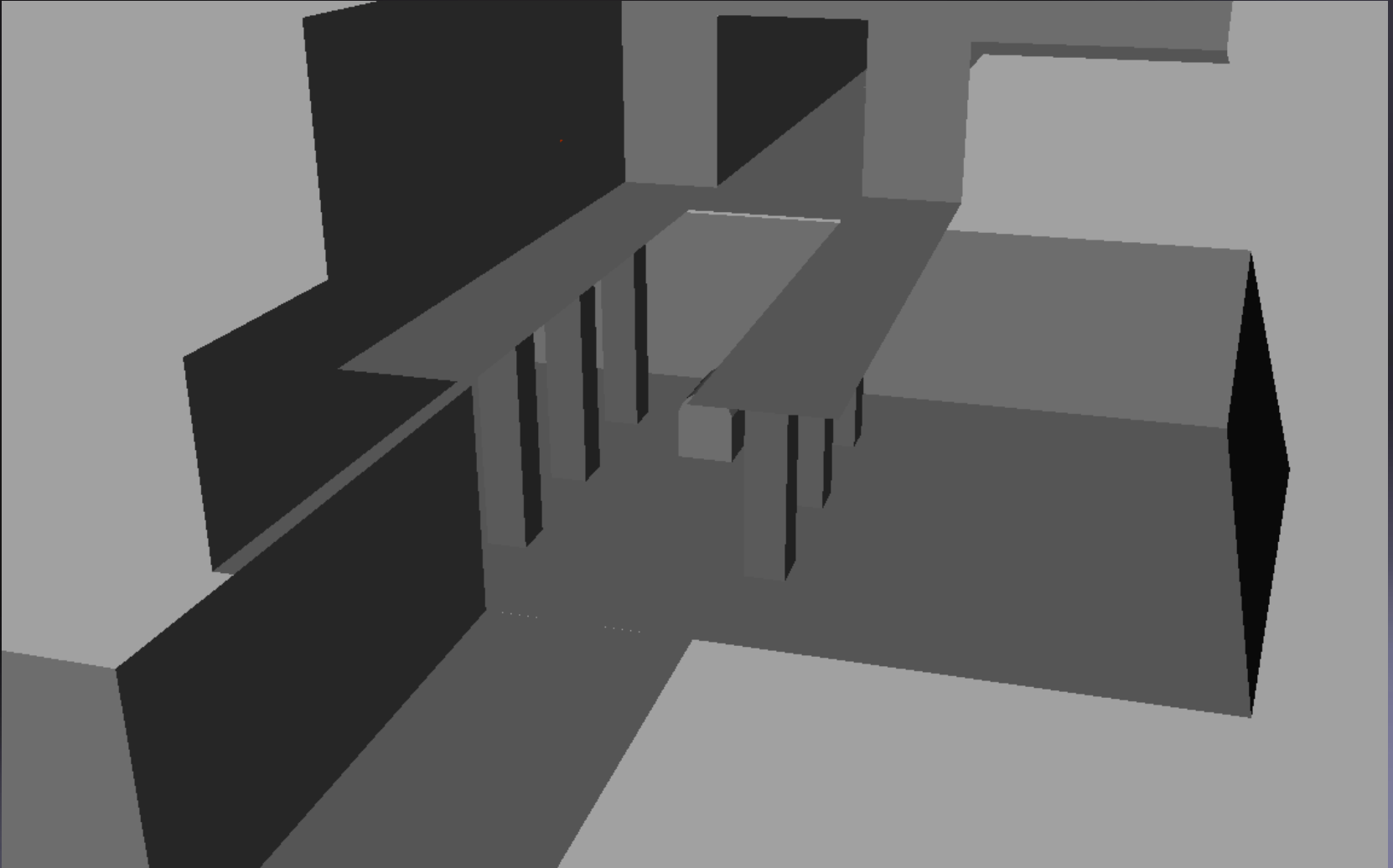
Creating Content – I3D Format



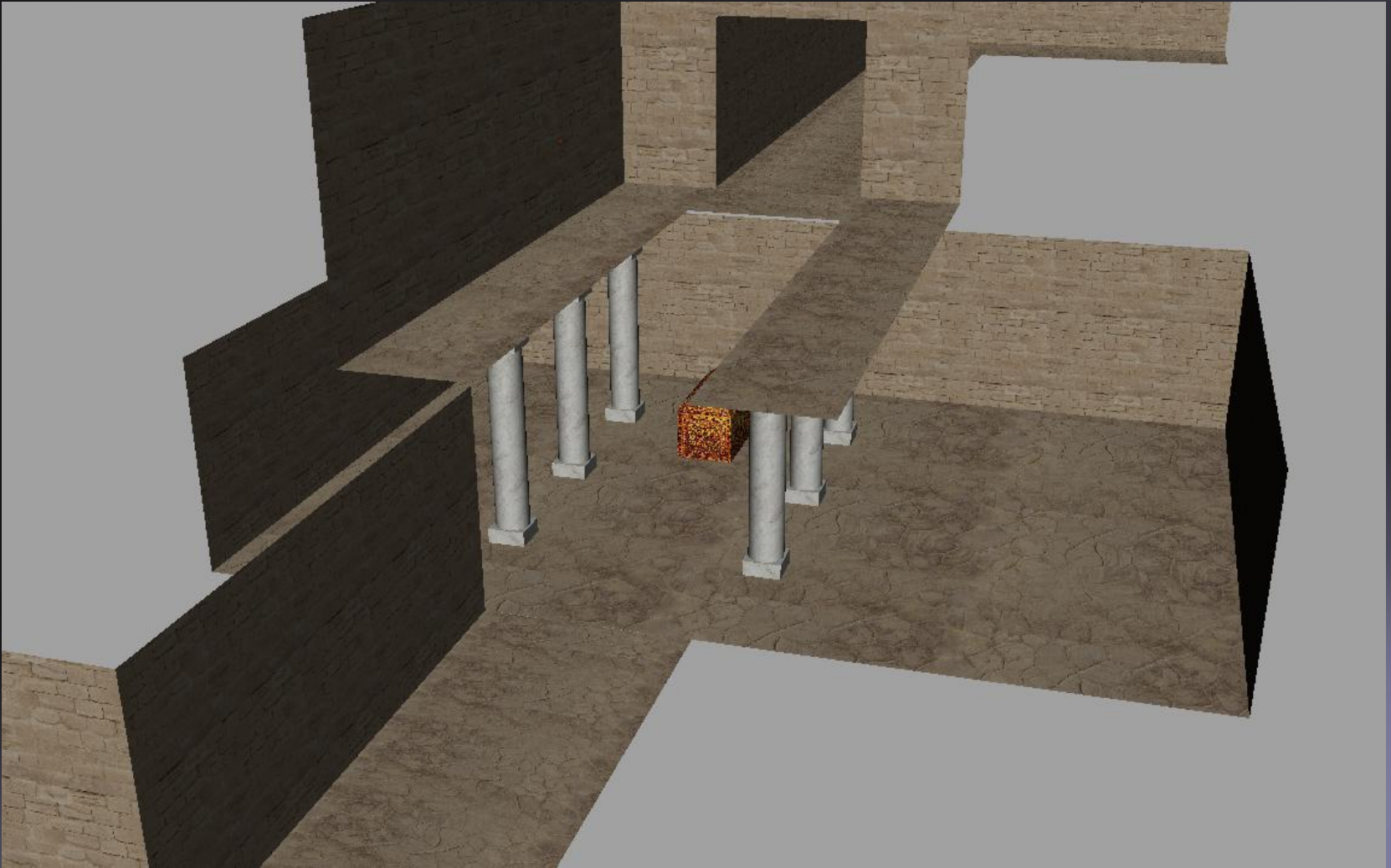
Technical Difficulties

- **Getting the performance on the XBOX**
 - **Aggressive distance culling**
 - **Occlusion culling**
 - **Final rendering needs to be single pass**
 - **Handle up to 4 lights in one pass**
 - **Reduce render target resolutions**
 - **No dynamic heap memory allocation**

Level Evolution – First draft



Level Evolution – Textured



Level Evolution – More Details



Level Evolution – Lighting



Level Evolution – Shadowing



Level Evolution – Effects



Level Evolution – Effects



Demo