PCC Mathematics and Computer Science

DIRECTING VIDEO GAMES

from **RATCHET & CLANK**
to **EDGE OF NOWHERE**

with
Brian Allgeier

**Friday, April 14
7:30 p.m.–9:30 p.m.**
Westerbeck Auditorium

Many students want to either develop video games "right now" or earn a degree in Computer Science with a specialization in video game development, like from the program offered at UC Santa Cruz. But, they don't understand how Mathematics and Computer Science are used in the design and implementation phases of video game development.

Brian is a top-level executive with the Burbank-based Insomniac Games, and is the the longtime director, designer, and co-creator of the Ratchet & Clank series. He has worked in the video game industry for over 25 years; most of it at Insomniac

Games serving as a Creative Director on the Ratchet & Clank series on the Playstation 3 and 4, as well as the recent VR title, *Edge of Nowhere* for the Oculus Rift.

Brian will share his experiences on directing games including the popular Ratchet & Clank series and the recent Oculus VR title, Edge of Nowhere. He will reveal lessons and pitfalls learned while developing Edge of Nowhere, one of the launch titles published for the Oculus Rift. He will also discuss Insomniac's process, some Ratchet &Clank development stories, and show early production prototypes and game footage.

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