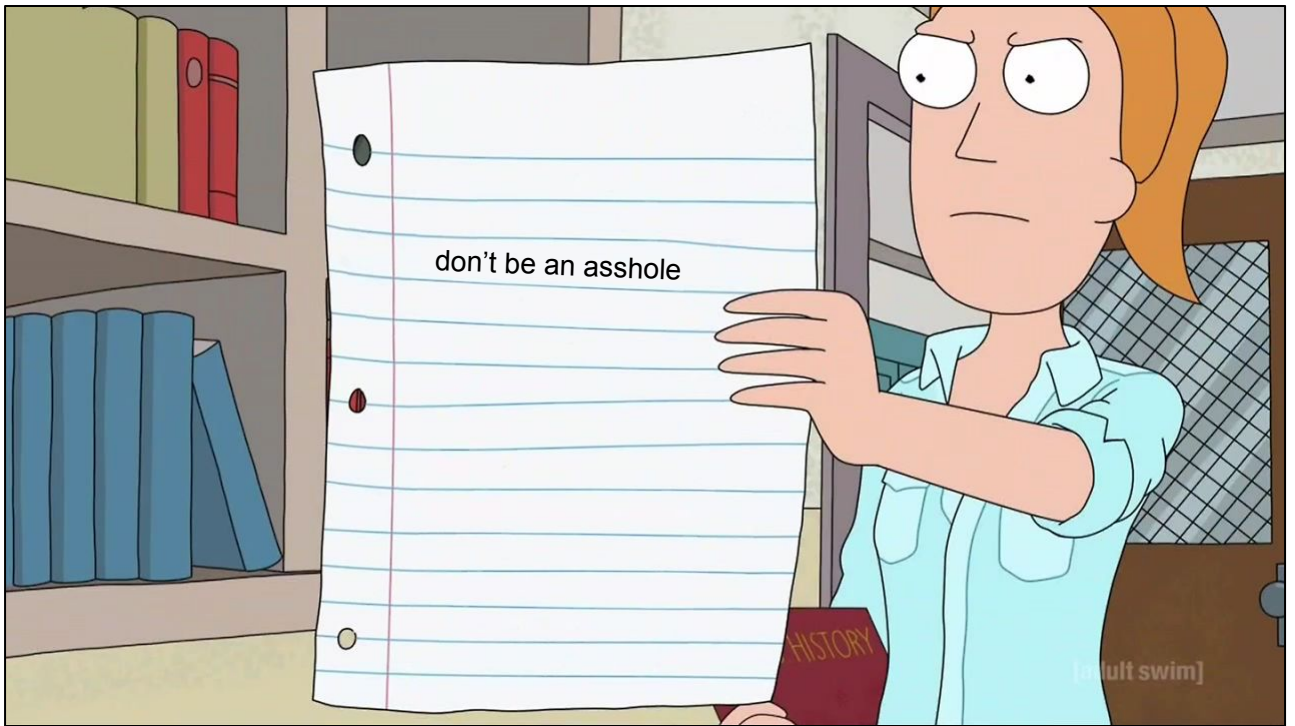




Sorry **Brenda** couldn't be here

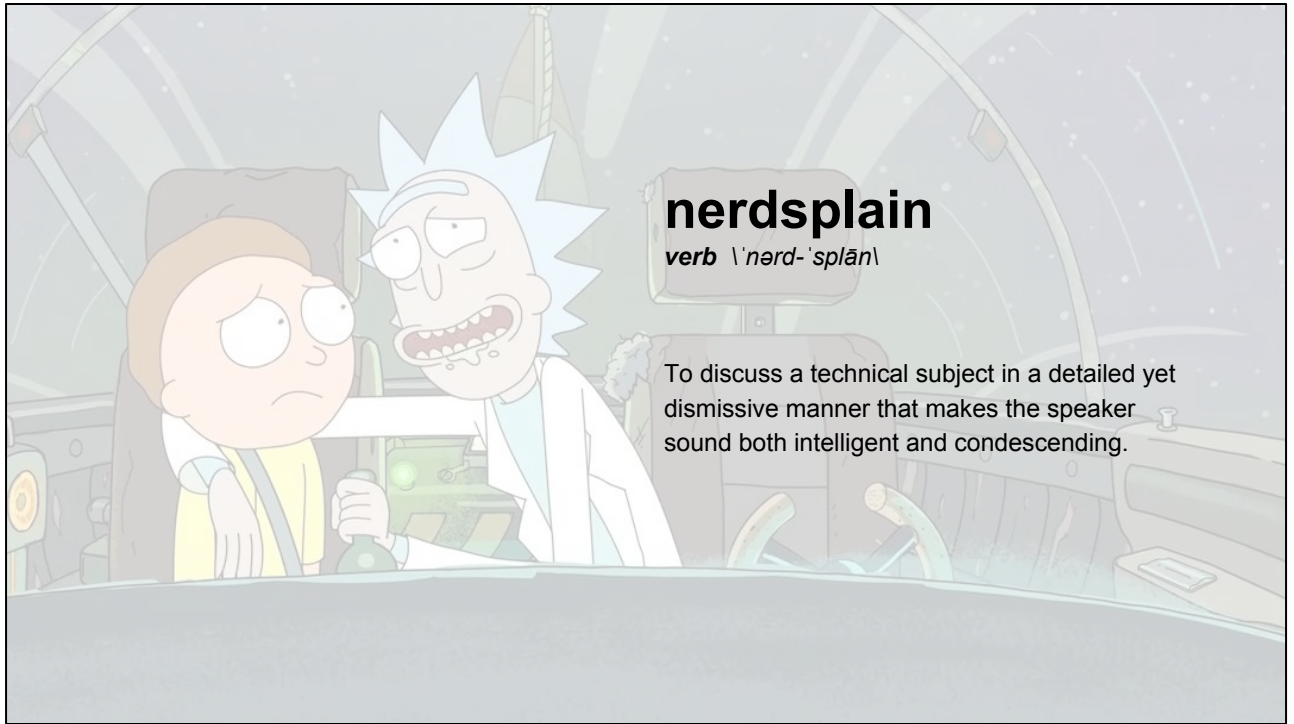
Want to talk about some things **not taught**, but essential part of **teamwork** for coders

Three things to talk about....



The first seems **obvious**

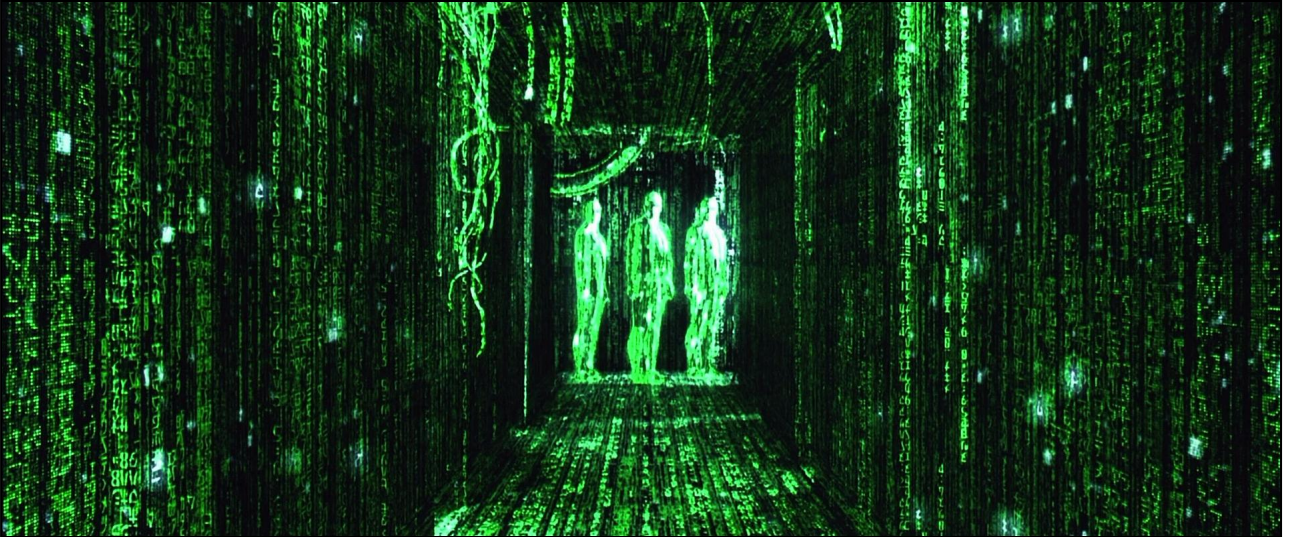
But from **my experience** it needs to be said



Noticed a **trend of perceived superiority** among game programmers

Stems from a common **personality trait** of smart nerdiness

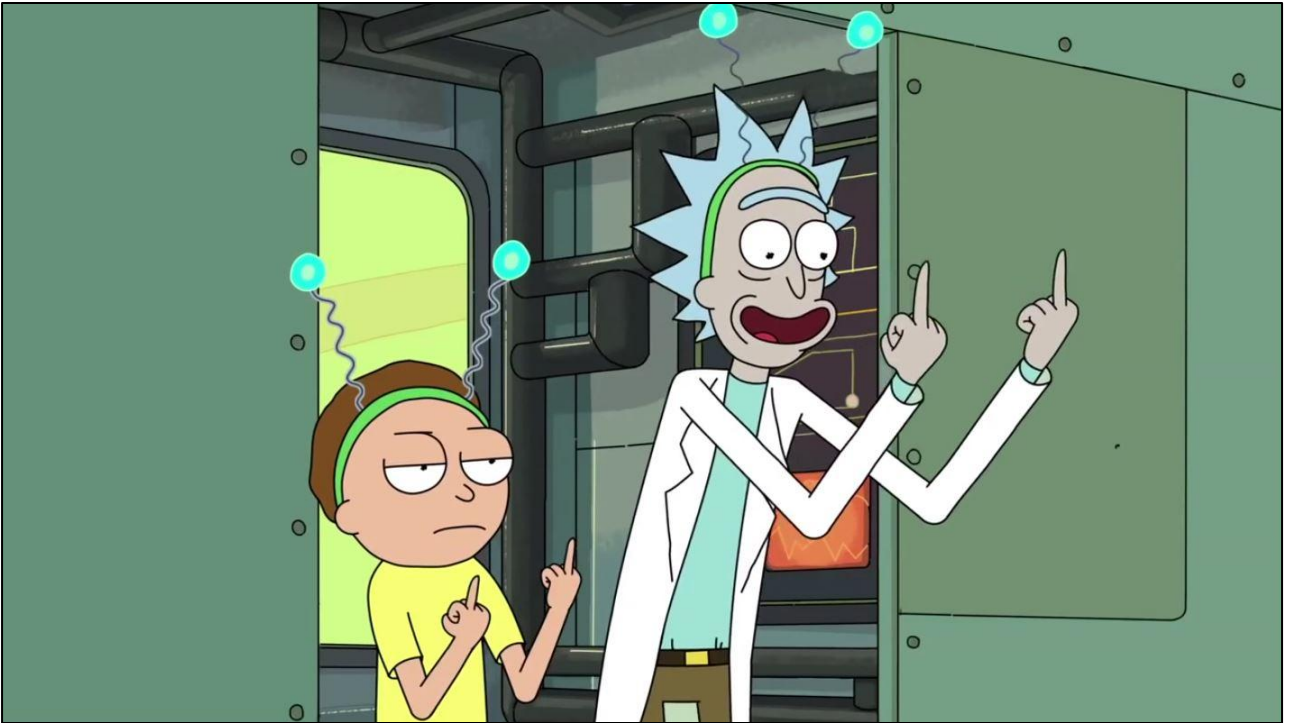
This is **not useful**



Coders do **ship games** - but everyone makes them

It needs to **work**, look **good**, and be **fun**

Everyone wants their bit to be great, but the **game comes first**

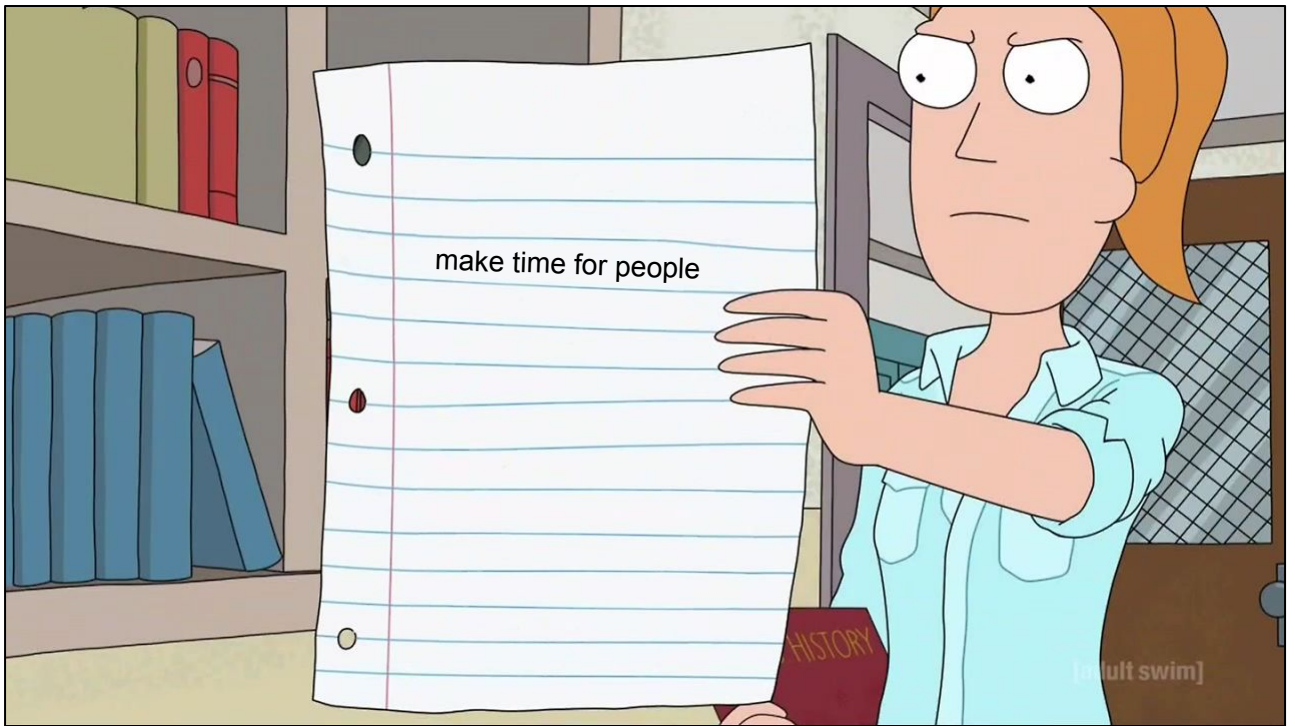


Don't just say **no**, even to stupid requests

Otherwise they'll **find a way** anyway

Explain restrictions, **give alternatives**

Understand the **reasons behind requests** - eg. particle glow



Take any chance you get to **explain how things work**

Be approachable, **make time** for people

Notable trait among the **best coders**



Really **hit home** during production on FC Primal

Open world, wide **vistas**, dense **forest**

Lots of optimization - **tech artists profiling** constantly



Next gen consoles: **async compute**

Interfering with **profiles** of shadows

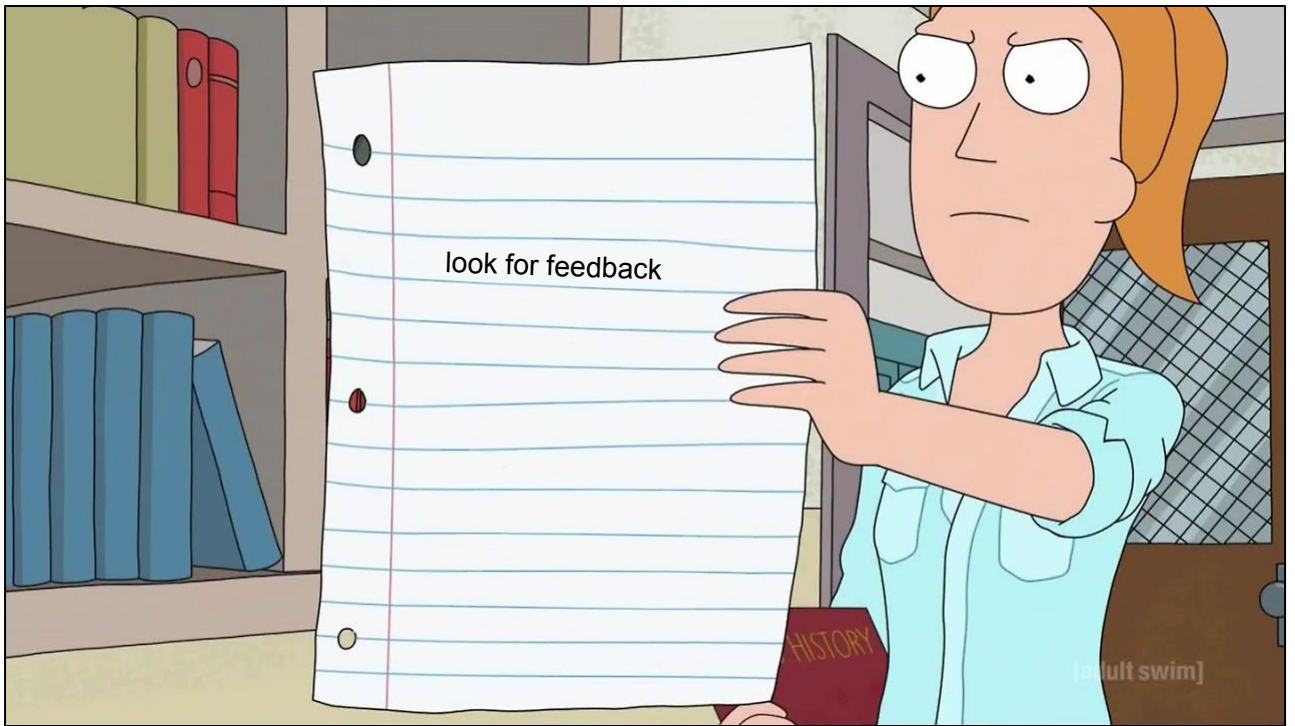
Had a chat with tech artists about **GPU pipeline**



Big impact, noticeably more interested in **deep profiling & suggesting optimizations**

Led to **article**

Sure enough, "pff, you really **expect artists to understand** all that?"



Coders have a **big impact** on workflows

Learn them and **seek to improve** things



First game I worked on, one of my **first lessons**



Prototype - open world **action**

Mayhem, explosions, **destruction**

Needed **fog postFX**



Worked well enough, **cut** because tools sucked



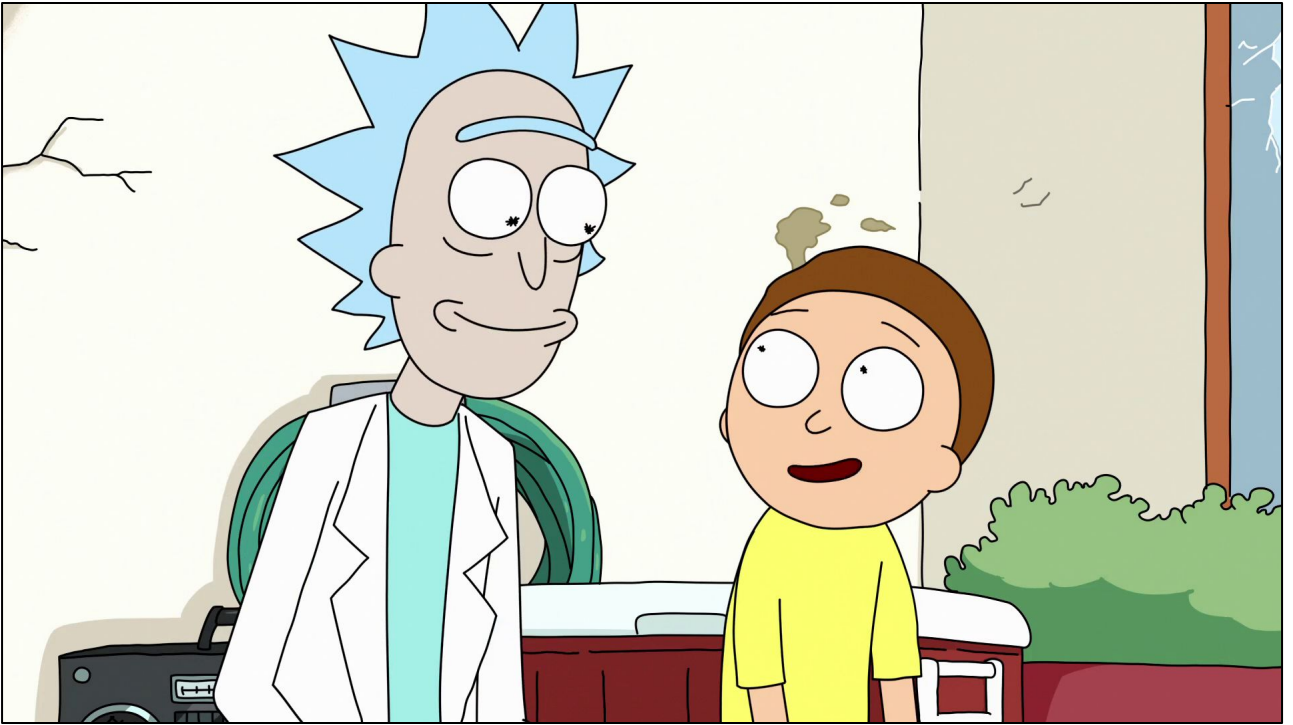
Watch Dogs - great engine-level **threading system**

Iteration workflow sucked



Just as important: look at **how other people do things**

Look to **improve**. Eg. QA light profiling tools



And seeing how other people do things is **interesting**

Goes for **every discipline** too - look at your workflows, suggest improvements

Makes everyone happier!

tweet: **@keithoconor**

mail: **keith@romerogames.com**

work: **romerogames.com (we're hiring!)**

blog: **fragmentbuffer.com**

