Building the World of The Witcher 3: Wild Hunt

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Overview

Talk will focus on our latest game: The Witcher 3: Wild Hunt, covering production scope challenges, technical design ideas and details about features we implemented while creating our first truly open world game.

Production scope challenges part will start from showing the global game vision, followed by some insights into detailed statistics about the production. Next I will talk about ideas behind dynamic environments, art pipeline conversion (PBR), weather system, physical movement (both rigid body physics and pseudo-physical movement) and briefly about hub based quest and community system.

Last part will focus on specific engine features we implemented and problems we encountered. This part will cover massive terrain and water shader, rendering bottlenecks, memory consumption problems and general optimization. Talk will end with short 5min Q&A session.