



WORLD IN CONFLICT

Artist interview /
Jenz Olsson

*"Battlefield of Hometown where
my church is about to be blown to pieces"*

How long have you worked at Massive Entertainment?

I came to Massive February 2005 as an intern. We were five people that began Massive 's first intern program. Our job was to create our own map for the upcoming game, World in Conflict. The game weren't even green lighted at that time. We were working on a Swedish countryside map with wind-mills, railways and crop fields. We got a lot of attention at the office for our effort and result. So we all got hired. And I gladly said yes after 4 month hard intern working with the benefit of free cola.

So, **June 20th 2005** I got hired by Massive Entertainment.

At what stage in the project did you begin?

I got here right after the second map was created. It was a small village map very similar to "USTown". And only a handful of units were built. And everything was in a polished dummy form. But the idea and concept of the game were all there. I had the opportunity to test play WIC the first day I came to the office. Even at that time I thought the game looked good but compared to how the game looks now it was nothing! Two-three months after that, we began making a map for a closed section at E3. It was the same time as "Wic" got green lighted. And after that it was a cannonball race for the Gold. So you could say I was there right from the start.

What was your role in the making of "WIC"?

I was hired as a 3D Artist. My main job was to model house, units and props for World in Conflict. After I had built the models they were sent to the Texture artists. And I got to continue with making Shadow files, Physics, Wrecks and all sorts of time consuming tasks. I have also gone to events at Dreamhack, Sweden and Wc3 ladder 3 finals in Köln to represent World in Conflict. It was very fun to see how the audience liked Wic.



"Two of my Nato units. The Artillery and the Chopper"



"A cold day in the US"



"Russian sturdy bunker stands tall"

How and what steps are there in creating content for WIC?

There are a lot of steps in creating for example, a house for WIC. You may think it is only a model of a house placed in the world. But there is a lot of extra work to complete a house. First you have to model your house using reference images and own ideas. Laying out the UV is the second stage. For the shadow of the house you will have to build another model with the basic shapes of the house. And of course, the house must be destroyable, resulting in building another house that is a destroyed version of the same house. And when you have finished your models and have textured it, you have to optimize your model, removing geometry in three new files. Where the last file is a new model consisting of a basic box that has a baked texture of the original tiled houses texture. After that you have to set it up in our editor, add physics boxes and add various FX effects of explosions and smoke when the house explodes.

All of this was a real hell in the beginning of the project, when the coders hadn't streamlined all the steps. The smallest step could be the worst and hardest. But it still takes a very long time creating a complete house but the tools have evolved a lot thanks to our friendly programmers. But struggling with tools is the charm of building models for games!

"Armada of Nato Units"



What have you made and built?

Oh, I have built so much content I hardly know anymore. Another thing you have to count is that we have worked in iterations. I modified many models other guys built. So I think I have been over every house and prop in game and changed or made something with it. Even units that I have made to completion, have another made the very last small tweaks to. But I show some of my work here on these pages.

"Seaside town full of unique houses"



What tools are you using?

When I came to Massive Entertainment they all used Lightwave. I came from a Maya background and could not use Lightwave for modelling. Then our Technical Art Director decided the office to go over to Modo. It was a great decision, Modo works excellent but we still have to use Lightwave scene editor for doing some things besides modelling. Otherwise we paint our textures in Photoshop and use our in house editor for setting up the props and units.



"Highway controlled by US"

What were the biggest challenges with your work?

One of the biggest challenges was the UVtiling. Generally when you UVmap your model you place the parts untiled on your UVspace. Like all of our units in game. But for our houses we have to keep us to a pixel ratio to 6m/256px. This result in walls and surfaces has to share the same UVspace. And when you make LOD objects you have to be careful that you don't delete seams. You have to think before so that you build a LOD friendly model. And of cours we have had a lot of restrictions that have been hard to get use to, but now I have gotten used to it all. Another thing is, not hard but irritating, when new tech has been implemented and you have to change it to a hundred houses. But by now I am used to that as well.

"Viva la Europe, France 89"



What have you learned of the years making WIC?

A lot more knowledge of how games are made. I have also learnt much about how it is to work in a real game project. It has been a long and rewarding journey for me. Not only have I become better at my work, building models for WIC, I have also become better working together with other people. I began as a newbie and now I am one of the guys that have been here the longest. When I came here we were about 35 persons, now we are over 125 persons. So first I was the one that ran all over place asking how to do things but now I am the one telling the others. And that feels really good, knowledge is power!

Are you satisfied with your work and how WIC turned out?

Absolutely! The game has turned out great. At the end of the project we test played a lot. That gave me a lot more love for the game. Everybody I know says that the game looks graphical stunning. During the project I worked so intense with the graphics, I could only see it with critizining eyes. I could only see flaws and bugs or things that could have been better. But now when the game is finished I think the game looks awesome. And I feel proud to have been a part of it. And I want to have this feeling again and again. So I just have to keep on doing my best and be responsible for doing the best I can for the games I work on.

How do you see your upcoming future project?

I love my work and I want to continue making games. I thought WIC was a really fun project and I could easily work with a sequel. But I would also like to work with something else, which is not modern warfare, but instead, some sci-fi fantasy game. But we have to see where the road leads me. Keep it coming!



"Soldiers defending their barracks"

"Storm the europe countryside"

