



OUR PASSION

FULL SPECTRUM TECHNICAL ART

- **NEXT-GEN ENVIRONMENT ART**
- **MATERIALS, TEXTURING & PHOTOGRAHMTRY**
- **LIGHTING & IMAGE FORMATION**
- **VISUAL EFFECTS**
- **PROCEDURAL GENERATION**
- **TECHNICAL ANIMATION**
- **PLATFORM OPTIMISATION & CONTENT REPORTING**
- **DEEP LEARNING & MACHINE LEARNING PIPELINES**
- **CORE TECH SUPPORT**
- **GRAPHICS PROGRAMMING**

UNREAL ENGINE & OPEN WORLD PROJECTS

OUR PAST



OUR PHILOSOPHY

- **HIRE THE BEST**
 - SMART
 - HUMBLE
 - PASSIONATE
- **THINK SLOW, ACT FAST**
 - ELEVATE GAME QUALITY WHILE MINIMISING RISK, CRUNCH AND COSTS
- **LONG TERM TALENT RETENTION**
 - DEMOCRACY AT THE WORKPLACE
 - EQUAL PAY

OUR PRESENT

- DAY III DIGITAL WAS FOUNDED LATE 2023 BY MATTHIJS JANSENS
- STUDIO LOCATED IN THE AUSTRIAN ALPS
- WE'RE CURRENTLY 16 PEOPLE WORKING FROM THE UK, EUROPE AND JAPAN
- WORKED ON 3 AAA OPEN WORLD PROJECTS IN UNREAL ENGINE
 - MAFIA: THE OLD COUNTRY
 - TWO UNANNOUNCED PROJECTS

MAFIA

THE OLD COUNTRY

CASE STUDY



OPTIMISATION

- **MEMORY OPTIMISATION**

- PLATFORM ANALYSIS
- CONTENT REPORTING
- CONTENT OPTIMISATION

- **PERFORMANCE**

- **CPU**
 - CHARACTER PERFORMANCE
 - CONTENT STREAMING
 - COLLISION
- **GPU**
 - VIRTUAL SHADOW MAPS
 - NANITE OPTIMISATION
 - MATERIALS & TEXTURES
 - LIGHTING OPTIMISATION



VISUAL QUALITY

- **VISTA RENDERING**
 - AUTOMATED FOLIAGE IMPOSTOR CREATION
 - CUSTOM HLOD PIPELINES
 - INCREASED QUALITY
 - FASTER GENERATION
- **SHADOW QUALITY**
 - IMPROVED DETAILS + PERFORMANCE



HDR

- ANALYSIS
 - PBR LIGHTING
 - CALIBRATION STRATEGY
- IMPLEMENTATION
 - DIRECT UI & UX TEAM
 - IMPROVE RENDERING OUTPUT
 - EVALUATE ON SDR & HDR SCREENS



