Interview with John Carmack – Podcast

This interview starts with the presentation of our guest John Carmack. He is the creator of Doom, Quake and Wolfenstein video game saga and he’s also Ocolus CTO. “Doom” is also famous for being one of the most important first-person shooter (FPS) game ever made.

Firstly, they talk about benefits of having an open-source code, because people could create “Doom clones”, that basically are the fan’s versions of the original game. Then they discuss about gaming tournaments, a topic that is becoming more and more relevant nowadays, especially for teenagers who have the opportunity to get involved and win huge prizes.

The podcast continues with the problem of motion sickness due to Oculus tricking our balance senses, ‘cause it covers all of our field view. There’s also a precaution system called “Guardian System” that prevents you from banging your head into walls and getting hurt while you’re playing VR by showing you a pop-up when you are too close to a wall. Carmack also offers some possibilities, such as scanning the real world and bringing it into VR, but we don’t know if it’s socially acceptable.

There’s another change of topic when they talk about Elon Musk’s Neourlink, the first talk about its potential of giving a disabled person super intelligence, then John explains that when he went there, he was very excited by the idea that people can play just by using their minds. They go back talking about VR and the fact that in a couple of decades we will have UHD ( Ultra High Definition ) in VR systems, they also compare gaming PC with gaming cellphones which will never be at the same level due the limits of technology.

The interviewer brings us into Carmaks’s working life, the man explain how many hours he spends working ( about 50 h/week ), but he underlines the importance of choosing to work more than is required and not being forced to do so.

John has other interest out of computers, when he was younger, indeed, he played wrestling and judo, but he had to stop due to some knee problems. He also become interested in cars when his uncle got him once and its cylinder broke after just one day. He had two Ferraris, then he bought a Tesla.

Personally I really appreciate VR experience, that like anything, it has its pros and cons, but when I tried it I felt I was really inside the game: people and sounds that were around me before I put my headphones and oculus just gone, I was completely surrounded by the game, I couldn’t realize what was real and what was not. I think this is the main problem of this technology: you have to been able to distinguish reality from virtualization.

Obviously, this technology will improve and it will become a part of our life in future.