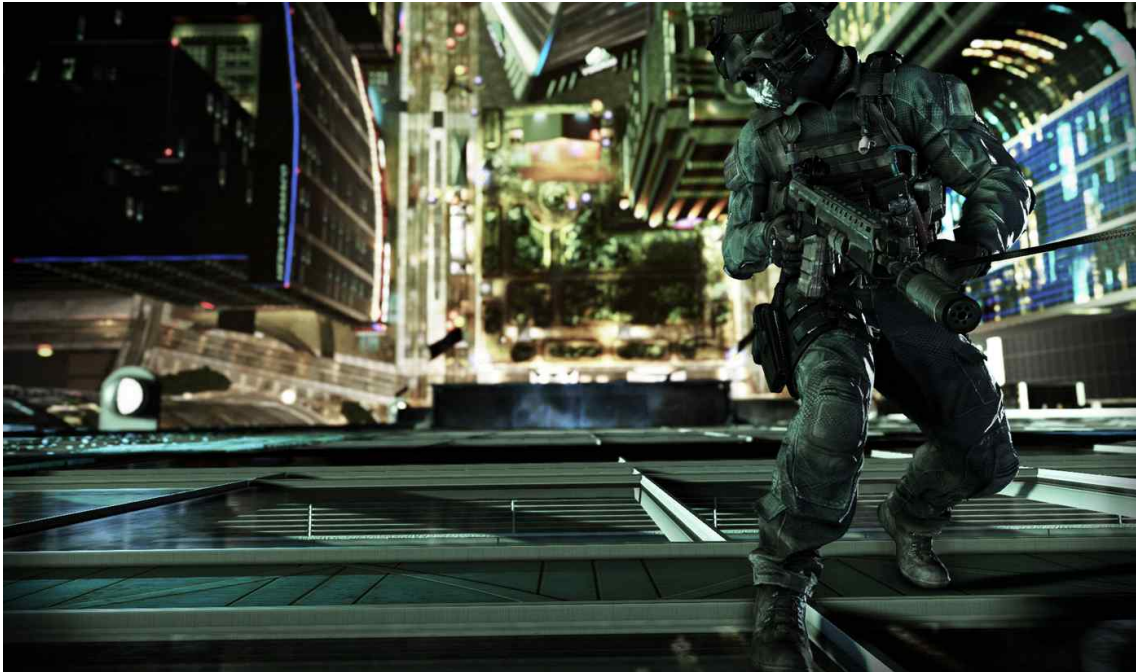


3D Modeling and the Game Industry

20110373 French Culture/Psychology

Seran Bae



(in-game screenshot from 'call of duty : ghost'¹⁾)

People are very familiar with the word '3D' these days. Probably, it's because of the development of the film and game industry. Lots of attempts to apply the 3D technology to various area have been made and nowadays there are tons of games and movies based on the 3D technology. 'Avatar' directed by James Cameron is a representative example.

Like the movie industry, 3D technology is widely used in the game industry. Especially, most FPS(First-Person Shooter) games are 3D based games. For instance, 'Infinity Ward' which was in charge of production released 'Call of duty : Ghost' (the 10th series of 'call of duty') 13 May, 2013. It's the game that is known for its tight story line and realistic computer graphic. As you can see, it's almost like a steel cut from a film. This game is based on upgrade version of MW 3.0 engine that was developed by Infinity Ward. Its delicate 3d modeling contributes to give us a real-like experience.

1) image from <http://www.callofduty.com/ghosts/media?filter=images>