

= Insomniac Games =

Insomniac Games , Inc. is an American video game developer whose corporate headquarters is located in Burbank , California . It was founded in 1994 by Ted Price as " Xtreme Software " , and was renamed " Insomniac Games " a year later . It has released titles for the PlayStation , PlayStation 2 , PlayStation 3 , Xbox 360 , PlayStation 4 and Xbox One video game consoles .

The company 's first project was Disruptor , for the first PlayStation console , whose poor sales almost led to the company 's bankruptcy . Insomniac 's next project was Spyro the Dragon , a successful video game that spawned two sequels within two years . Insomniac then developed a new franchise , Ratchet & Clank , for the PlayStation 2 . The company also developed the Resistance series for the PlayStation 3 , and released its first multi @-@ platform game , Fuse in 2013 . The company also worked with Microsoft Studios on 2014 's Sunset Overdrive . The company 's current projects include an underwater Metroidvania game called Song of the Deep , an Oculus Rift action @-@ adventure game titled Edge of Nowhere , and an as @-@ yet untitled Spider @-@ Man game for the PlayStation 4 .

Insomniac Games has received recognition from critics as an acclaimed video game developer . It was named the twentieth @-@ best video game developer by IGN , and the best place to work in America by the Society for Human Resource Management . Some employees who left Insomniac Games have founded their own independent companies , such as High Impact Games .

= = History = =

= = = 1990s = = =

Insomniac Games was founded by Ted Price , who was determined to work in the video game industry since the release of Atari 2600 in 1977 when he was nine years old . The studio was officially established in February 28 , 1994 by Price .

Price was later joined by Alex Hastings , his fellow graduate and an expert in computer coding and programming . Hastings joined the studio in June 1994 . Hastings ' brother Brian Hastings joined Insomniac shortly afterwards . The studio was named " Xtreme Software " for a year but in 1995 it was forced to rename itself by another company with the same name . The studio shortlisted " The Resistance Incorporated " , " Ragnarok " , " Black Sun Software " , " Ice Nine " and " Moon Turtle " before choosing the name " Insomniac Games " . According to Price , the company chose this name because " it suddenly makes sense " , even though it was not their first choice .

Shortly after the company 's establishment , it began developing its first project . The team took inspirations from the popular Doom , and hoped to capitalize upon the industry 's excitement for a first @-@ person shooter . The team still lacked experience and considered developing a " Doom clone " . The game was developed for the Panasonic 3DO because its developer kit can be purchased inexpensively , and the team had high hopes for the console . Using a time frame of one month , the team developed a functional gameplay demo for the game . It was pitched to various publishers and was later shown to Mark Cerny , an executive producer from Universal Interactive Studios , who was impressed by the team 's efforts . Universal later published the game and helped with funding and marketing . Universal also helped the game 's development and cutscenes , and hired actors to film real @-@ time sequences . Catherine Hardwicke was hired to lead production design , and inspirations were taken from Warhawk .

Cerny also gave input and feedback on the game 's level @-@ design . However , the 3DO did not perform as they had expected , and Universal suggested that the team should switched to Sony Computer Entertainment 's PlayStation to increase sales of the game . The game originally ran on a custom engine developed by Alex Hastings , and was upgraded and converted for the PlayStation within a month . The debut title was called Disruptor , and was released worldwide in November 1996 .

Disruptor was released to positive critical reception , and was named " Dark Horse of the Year " by

various gaming publications . John Romero , founder of Doom developer id Software praised the game. id Software considered Disruptor a lesson about video game development . According to Price , it was " the best game that nobody ever heard of " . With little marketing and advertisement , the game was a commercial failure for Insomniac and the company almost went bankrupt . Sales of Disruptor failed to meet the team 's expectations . Despite the game 's poor performance , Universal continued to partner with Insomniac for its next game . The team 's morale was low ; they decided to develop something new instead of a sequel to Disruptor .

At that time , the demography for the PlayStation shifted as more teenagers and children started to use the console to play video games . As a result , the team decided not to make another violent game like Disruptor and instead develop a family @-@ friendly game that would be suitable for every member of a family , regardless of their age . The family game market was dominated by Sony 's competitor Nintendo with games like Super Mario 64 , while the PlayStation has no similar exclusives . Cerny later pushed Insomniac Games to develop a game with a mascot and mass appeal . An environment artist of Disruptor , Craig Stitt proposed that the game 's theme and story should revolve around an anthropomorphic dragon . At the same time , Alex Hastings began developing an engine that specialized in games with panoramic view , which is suitable for open world games . The engine allowed more gameplay features including the ability for the dragon to glide through air . Spyro the Dragon was released in late 1998 .

The game received critical acclaim upon launch and received awards from publications . Sales of the game was relatively low initially , but climbed after Christmas that year , and overall sales of the game exceeded two million . The team was expanded to 13 staff members . Because of Spyro the Dragon 's success , the studio was requested to develop a sequel for it . The development of Spyro 2 : Ripto 's Rage ! began shortly after the launch of Spyro The Dragon . The team considered developing the sequel a challenge for them ; they had to develop new ideas to " revolutionize " the franchise within a short time . The team brainstormed ideas but later chose to expand a mini @-@ game from the original Spyro the Dragon , which they thought had offered a different experience from Spyro . The team also designed a mature story and advanced cinematics for the game . It met its target release window , and was released in late 1999 . Alex Hastings was worried about the release because the game 's development cycle was rushed and truncated .

= = = 2000s = = =

The studio was asked to develop the third installment in the Spyro the Dragon series upon the release of Ripto 's Rage ! . To make the game more varied than its predecessors , the team introduced more special moves for Spyro The Dragon and more playable characters . The dragon 's personality was also made more approachable for players . The company struggled to create new ideas for the sequel . During the game 's development , the team expanded to about 20 to 25 people . Brian Allgeier , who would later become Insomniac 's games ' director , also joined the studio at that time . Spyro : Year of the Dragon was released worldwide in late 2000 . After releasing three games in three years , the team decided to move on for a new project that had new original characters . Year of the Dragon is the last Insomniac Games @-@ developed Spyro game . Universal retained the intellectual property rights to the Spyro series , even though Insomniac created it . This was also the end of Insomniac games ' partnership with Universal as the team at Insomniac started to work directly to develop games for the PlayStation consoles .

In 2000 , Sony released its successor to PlayStation , the PlayStation 2 . Insomniac 's ideas for its first PlayStation 2 project included Monster Knight , a concept that was designed in 1999 but the game did not get beyond its planning stage . The canceled project was revealed 13 years after the game 's conception . The second title was Girl With A Stick , which took inspirations from The Legend of Zelda and Tomb Raider . It was intended as a serious game , and to prove Insomniac 's ability to create games other than platformers . Insomniac spent six months on the project , developing several prototypes and a functional demo . However , most staff members , beside Price , were not passionate about the project , and thought it was " one @-@ dimensional " . Sony also thought the game would not find a market , and recommended Insomniac to " play to [their]

strengths ". As a result , Girl With A Stick was scrapped . According to Price , Girl with A Stick is a lesson for Insomniac and its first failure .

A few weeks after the cancellation of Girl with a Stick , Brian Hastings proposed that the company should work on a space adventure game with a science fiction theme . The game originally revolved around a reptilian alien with weapons traveling across planets . The reptile character later evolved into a cavemen , and eventually became a fictional creature called a Lombax . They later named the creature Ratchet . They designed an android companion called Clank for Ratchet . Inspirations for the game were drawn from manga , Conker 's Bad Fur Day and from Spyro the Dragon . To differentiate the project from Insomniac 's previous projects , they made the game more complex and included shooting and role @-@ playing gameplay elements . The team was excited about this project ; however , the company was unable to develop a demo for the game because it did not have a suitable engine . As a result , they developed Art Nuevo de Flash Gordon , a Metropolis diorama , for Sony , which decided to help the Ratchet game 's funding and publishing . Jason Rubin , on behalf of Naughty Dog , lent Insomniac the engine used in Jak and Daxter : The Precursor Legacy . The game 's title was Ratchet & Clank ; it was originally to be a launch title for the PlayStation 2 but it was delayed by two years and was released in November 2002 . It was a critical success .

Five months before the launch of Ratchet & Clank , Sony approved the development of its sequel . Insomniac hoped to bring new elements to the franchise ; it received feedback from players and improved some features of Ratchet and Clank . About a year later , Ratchet & Clank : Going Commando was released , at which time Insomniac had finished the prototype of their next game , Ratchet & Clank : Up Your Arsenal , which introduced a multiplayer mode and expanded upon Going Commando 's arenas . Alex Hastings continued to optimize the engine and increase its processing power to fine @-@ tune the game . The sales of Up Your Arsenal were considerably higher than those of its predecessors ; it was the highest @-@ rated game in the franchise 's history .

Insomniac released three Ratchet & Clank game within three years . As of 2015 , Insomniac intends to change the direction of the franchise after Up Your Arsenal . Hastings hoped the company 's next game would have a darker tone than its predecessors . As a result , the plot switched its focus to Ratchet . The developers were inspired by Running Man and Battle Royale ; they developed an action game with no platform elements . While the gameplay of the fourth game in the series is similar to that of its predecessors , Clank 's role was significantly diminished and the character 's name was removed from the game 's title . Ratchet : Deadlocked was released in 2005 .

While Insomniac was handling the development of the Ratchet & Clank franchise , the team wanted to work on something else . With the launch of the PlayStation 3 , the team thought users of the new console would be more mature than those of its predecessors and wanted to develop a game to cater for them . They also thought the studio should not specialize in one genre . This new project was part of Insomniac 's expansion ; the company wanted to have multiple projects in parallel development . This project began development after the completion of Deadlocked . The team agreed to develop something different for a different platform . Inspired by Starship Troopers , Resistance : Fall of Man was Insomniac 's first first @-@ person shooter after Disruptor . To make the game stand @-@ out , they experimented with turning it into a squad @-@ based shooter and introducing giant lizard enemies which were later scrapped . Sony recommended Insomniac to change its lizard antagonist because they were not fun to play with . Furthermore , the team disagreed about the game 's setting .

Cerny wanted to set the game ? proposed as a " space opera " game ? during World War I , but this was later changed to World War II because the developers wanted to introduced extreme weaponry to the game . It was then shifted to the 1950s because the team considered the market for World War II shooter was over @-@ saturated at that time . Fall of Man was a launch title for the PlayStation 3 ; the team said developing a new game for the console was a challenge because they had to work quickly to meet its target release window . The game is a financial and critical success , despite causing controversy over the use of Manchester Cathedral . The development of the sequel soon began ; the team wanted to drastically change the game , leading to internal debate between

staff members . The sequel , Resistance 2 , was released in 2008 .

Meanwhile , development of the Ratchet and Clank franchise continued . The team decided to rewrite the characters when the franchise shifted to the PlayStation 3 . They introduced the Future series , which includes Ratchet & Clank : Tools of Destruction (2007) , Quest For Booty (2008) and A Crack in Time (2009) . In 2008 , the company established a new studio of 25 to 30 developers , led by Chad Dezern and Shaun McCabe , in North Carolina . The new studio was responsible for some of Insomniac 's Ratchet & Clank games .

= = = 2010s = = =

Both the Resistance franchise and the Ratchet & Clank franchise continued into the 2010s . The team in North Carolina developed Ratchet & Clank : All 4 One , which received mixed reviews . The North Carolina team continued to develop the next game in the series , Ratchet & Clank : Full Frontal Assault , which expanded upon levels from previous games in the series and has a structure similar to that of a tower defense game .

Meanwhile , the company developed Resistance 3 ? the sequel to Resistance 2 ? which was designed to be similar to Fall of Man . The team at Insomniac reviewed players ' feedback regarding the negative aspects of Resistance 2 , re @-@ introduced some mechanics from Fall of Man , and focused on narrative . They considered such an approach can differentiate a franchise from other first @-@ person shooters . Resistance 3 was regarded by the team as the best game in the series , but it sold poorly and was a financial failure . According to Price , the team was disappointed but were still proud of the project . In early 2012 , Price announced that the company would not be involved in any future Resistance projects . Sony retained the intellectual property rights to the franchise .

Insomniac had exclusively developed games for the PlayStation consoles ; this changed in 2010 when Insomniac announced it had partnered with Electronic Arts via EA Partners to develop a multi @-@ platform game for PlayStation 3 and Microsoft Studios ' Xbox 360 console . The company hoped to reach a wider audience , while keeping the rights to its IP and retain full control of its franchises . The company revealed nothing about the game . The company established a new subsidiary called Insomniac Click , which focused on casual games and games for Facebook . Its first game was not set in any of Insomniac 's existing franchises . Insomniac again partnered with Electronic Arts , which owned the popular casual game developer Playfish , to help the game to reach a broad audience . Outernauts was announced shortly after ; it was released in July 2012 for browsers and mobile platforms . Click was later re @-@ incorporated into Insomniac , and the browser version of Outernauts was canceled .

The EA Partners game was later officially revealed at Electronic Entertainment Expo 2011 as Overstrike . This game was pitched by Ratchet & Clank director Brian Allgeier and it has a direction similar to that of the Ratchet & Clank series . The team thought Overstrike would appeal to teenagers . After several play @-@ testing sessions , they realized their game was too simple for teenagers . The company developed many weapons for the game , none of which related to the game 's story . The developers retooled the game and changed it to attract older players and make weapons an important part of the game . The game focuses on a co @-@ operative campaign , which the company thought was a popular trend at that time . It was later renamed Fuse and was released worldwide on May 2013 . Fuse was one of the lowest @-@ rated games developed by Insomniac , and was another commercial failure , debuting in 37th place in UK in its first week of release . Fuse was considered a learning lesson for Insomniac to understand the type of game they are good at making . The reception to Fuse showed the company it should develop " colorful , playful experience that 's loaded with unusual , sometimes silly weapons " . Also in 2013 , the last Ratchet & Clank Future game , Ratchet & Clank : Into the Nexus , was released .

Running parallel development with Fuse , and beginning began soon after the completion of Resistance 3 , Insomniac Games began development of Sunset Overdrive . The game was inspired by Hyena Men of Kenya , Tank Girl , I Am Legend , The Young One , Halloween masks from the 1960s , and Lego . Sunset Overdrive was created by Marcus Smith and Drew Murray ; their first

pitch to Insomniac 's head was rejected as being too confusing . They were given one week to re @-@ pitch the title , and they persuaded studio heads to begin the game 's development . The game was later pitched to various publishers , which rejected them because Insomniac demanded to retain ownership of the IP . The project was later pitched to Microsoft Studios , which was eager to work with Insomniac . Microsoft allowed Insomniac to own the rights to the game . Sunset Overdrive was made exclusive to Microsoft 's Xbox One console ; it was released on the 20th anniversary of Insomniac , in 2014 .

Insomniac announced Slow Down , Bull , a part @-@ commercial and part @-@ charity project for release on Microsoft Windows ; it is the company 's first game for Windows . Insomniac released a remake of Ratchet & Clank for the PlayStation 4 in 2016 . In January 2016 , Insomniac announced their next game , Song of the Deep , a water @-@ based video game inspired by Metroid and Castlevania : Symphony of the Night . The game will be published by retailer GameStop .

During E3 2015 , the company announced Edge of Nowhere , a third @-@ person action @-@ adventure game for the virtual reality hardware Oculus Rift . In April 2016 , the company announced two new virtual reality titles : Feral Rites , a hack and slash game , and The Unspoken , a fantasy multiplayer game , exclusively for the Rift . According to Price , the company began focusing on virtual reality projects as the team is enthusiastic about the technology , and that it allows the company to develop an expertise in creating VR game . The studio signed exclusive deal with Oculus VR as Insomniac believed that both companies shared the same passion to " [bring] games to life " , and that they allowed Insomniac to retain the rights of their intellectual properties . Price compared the agreement to their previous first @-@ party deals , and added that having the opportunity to develop games for the first generation of VR platform is something the team could not reject . Despite the new direction , Price added that they will not give up on making console triple AAA video games . At E3 2016 , Insomniac announced their next AAA title , a Spider @-@ Man video game developed exclusively for the PlayStation 4 in conjunction with Marvel Entertainment . Bryan Intihar , producer of Sunset Overdrive , will be the game 's creative director .

= = Games developed = =

= = = Spyro (1998 ? 2000) = = =

Insomniac is the creator of the Spyro series and developed the first three games , Spyro the Dragon (1998) , Ripto 's Rage (1999) and Year of the Dragon (2000) for the first PlayStation console . It is a series of platform games that follow Spyro the Dragon as he progresses through a medieval @-@ styled world . The dragon can glide , charge and exhale fire . The original trilogy has collectively sold 8 @,@ 000 @,@ 000 copies . The series continued after Insomniac ceased developing further Spyro games . Universal outsourced the game development ; two subseries , The Legend of Spyro and Skylanders , were then developed . Activision Blizzard is now the owner of the franchise .

= = = Ratchet & Clank (2002 ? present) = = =

Ratchet & Clank is a series of action @-@ adventure games with platform elements . Players mostly take control of Ratchet as he progresses through various planets in order to save the galaxy . Clank is also playable in several segments of these games . The series is divided into 2 parts ; the original series for the PlayStation 2 (Ratchet & Clank (2002) , Going Commando (2003) , Up Your Arsenal (2004) and Ratchet : Deadlocked (2005)) and the Future series for the PlayStation 3 (Tools of Destruction (2007) , Quest for Booty (2008) , A Crack in Time (2009) and Into the Nexus (2013)) . The first three titles in the series were remastered and packaged in the Ratchet & Clank Collection for the PlayStation 3 and PlayStation Vita , with Ratchet & Clank (2016) being the latest release on the PlayStation 4 . A Ratchet & Clank animated film , with screenplay and additional marketing by Insomniac , was released in 2016 as well , to coincide with the release of the

video game remake .

== Resistance (2006 ? 2011) ==

Resistance is a series of first @-@ person shooter games set circa 1950 an alternate history . An alien race called the Chimera have invaded and conquered Earth , and has turned humans into monstrous supersoldiers . Players play as Nathan Hale in Resistance : Fall of Man (2006) and Resistance 2 (2008) , and as Joseph Capelli in Resistance 3 (2011) . All three games were released exclusively for the PlayStation 3 system . The series also includes the handheld games Resistance : Retribution , developed by SCE Bend Studio for the PlayStation Portable , and Resistance : Burning Skies , developed by Nihilistic Software for the PlayStation Vita .

== Other games ==

Other notable games developed by Insomniac include Disruptor (1996) , Outernauts (2012) , Fuse (2013) and Sunset Overdrive (2014) . The company has canceled several games , including Monster Knight , Girl with a Stick for the PlayStation 2 , and 1080 Pinball ? a pinball simulation downloadable game ? which began development in 2007 . Insomniac is currently developing an exclusive game for Oculus Rift , named Edge of Nowhere , as well as a game based on Spider @-@ Man for the PlayStation 4 .

== Philosophy ==

Insomniac Games focuses on maintaining its independence . Despite working solely for Sony Computer Entertainment for decades , it has never been part of SCE Worldwide Studios . The studio partnered with Sony because Sony helped market Insomniac 's games . The company 's team found being controlled by publishers frustrating . According to Price , working with Sony is an " autonomous " process ; Sony can provide input into the development of games but Insomniac has complete control of them . Insomniac later decided to produce games for platforms other than Sony 's PlayStation series so it can own the rights to its franchises and establish its own brand identity .

When developing its next game , Insomniac usually works on games it considers itself good at making ; these focus on storytelling , creative weapons , and third @-@ person gameplay . The company also recognizes the importance of developing new intellectual properties . The developers thought they were lucky to have the opportunity to develop them .

Internally , the company 's developers are given much creative freedom . Uninvolved staff members can comment on the games ' designs . Price considered game design a kind of social design , in which the team solve problems together . Price said trust is an essential part of a game 's development , and that honest communications between staff members can ensure the correct direction of games . Price also said admitting mistakes can help maximize creativity , and that the company 's leaders should be approachable by staff members .

== Related companies ==

The company has a close relationship with video game developer Naughty Dog , which was located in the same building and are still both located in Los Angeles County (Naughty Dog in Santa Monica and Insomniac in Burbank) . As a result , they often share technology with each other . Some employees left Insomniac Games to form High Impact Games , which later collaborated with Insomniac on Ratchet & Clank projects , Jak and Daxter : The Lost Frontier , and Disney Princess : My Fairytale Adventure . Nathan Fouts , an ex @-@ Insomniac employee , founded his own studio and developed Weapon of Choice . HuniePop was designed by Ryan Koons , who used to be an employee of Insomniac .

== Accolades ==

IGN named Insomniac Games the 20th best video game developer of all time . The Society for Human Resource Management called it one of the best places to work in America . It was listed by Fortune as the 69th best place to work for Millennials .