

= Development of L.A. Noire =

The development of L.A. Noire began in 2004 following the founding of its developer Team Bondi . Rockstar Games published L.A. Noire on 17 May 2011 for the PlayStation 3 and Xbox 360 , and on 8 November 2011 for Microsoft Windows . Though Team Bondi oversaw development , the work was shared between the core team and multiple Rockstar studios around the world . L.A. Noire was delayed numerous times through its seven @-@ year development , which included a change of publisher and platforms . The working hours and managerial style of the studio during development was met with public complaints from staff members . L.A. Noire was formally announced in 2005 ; it was heavily promoted through video trailers and press demonstrations .

The game is notable for being the first to use the newly developed MotionScan technology developed by Depth Analysis . MotionScan uses 32 surrounding cameras to capture actors ' facial expressions from every angle , resulting in a highly realistic recreation of a human face . The technology is central to the game 's interrogation mechanic , as players are required to use the suspects ' reactions to questioning to judge whether or not they are lying . The game uses full motion capture actors to record the voices and movements of the characters . Over twenty hours of voice work was recorded for the game .

L.A. Noire 's open world is a recreation of 1947 Los Angeles . The development team conducted field research in Los Angeles throughout the game 's development , and compiled multiple aerial photographs to gather traffic and building information . Various plot points and investigations in the game are based on real life events , such as the Black Dahlia case . Like other games published by Rockstar , L.A. Noire uses licensed music provided by an in @-@ game radio . Over 30 licensed tracks continuously loop on one radio station . The game also features an original score composed by a group of musicians and inspired by 1940s films .

= = Production = =

= = = Overview = = =

Preliminary work on L.A. Noire began after the founding of developer Team Bondi in 2003 . Though Team Bondi oversaw development , work was shared between the core team and multiple other studios owned by publisher Rockstar Games . Unlike other games published by Rockstar , L.A. Noire uses a custom engine , which includes a combination of facial motion capture and animation software . The game also uses MotionScan to capture actor 's facial expressions . BBC News reporter Kev Geoghegan estimated that the development budget for the game exceeded US \$ 50 million , making L.A. Noire one of the most expensive video games ever made .

L.A. Noire was developed for the PlayStation 3 and Xbox 360 , and later ported to Microsoft Windows . Windows copies of the game are distributed on two DVD discs , while Xbox 360 copies are distributed on three ; the PlayStation 3 version fits onto one Blu @-@ Ray Disc . A total of 16 cases ? the game 's form of missions that advance the game 's narrative ? were removed from the final version of the game as they would not have fit on one Blu @-@ ray Disc ; while five of these cases were later released as downloadable content , eleven cases from the departments Bunko and Burglary were completely removed .

= = = Technical development = = =

While most games published by Rockstar since Rockstar Games Presents Table Tennis ( 2006 ) use the proprietary Rockstar Advanced Game Engine , L.A. Noire uses a custom engine , which includes a combination of motion capture and animation software . The game also utilises Havok for the animation and physics .

L.A. Noire is notable for being the first game to use the newly developed technology MotionScan , developed by Australian company Depth Analysis . MotionScan is a motion capture technology that

records the face of an actor at over 1000 frames per second . This technology is crucial to the game 's interrogation mechanic , which requires players to use suspects ' facial reactions to questioning to judge whether or not they are lying . MotionScan functions by recording actors with 32 surrounding cameras to capture facial expressions from every angle , resulting in a highly realistic recreation of a moving human face . Despite using 32 cameras , not all are required ; Oliver Bao , head of Depth Analysis R & D , said that the extra samples allow the team to " reconstruct a better 3D surface in general " and to " remove reconstruction noise a little more easily " .

Although the use of MotionScan was critically acclaimed for its highly realistic capture of faces , it was criticised for its inability to capture body movements . Many players considered that characters are " dead from the neck down " . Game director Brendan McNamara attributed this to players ' expectations of realism ; " people expect to see clothes moving and the rest of the body moving in a way we can 't replicate in video games , " he said . " We would have loved to have spent more time on fine @-@ tuning that for L.A. Noire but it wasn 't feasible due to the scope of the scripting and talent involved , " said Bao .

= = = Research and open world design = = =

For L.A. Noire , the development team recreated 1940s Los Angeles by using aerial photographs taken by daredevil Robert Spence . In a career spanning over 50 years , Spence took over 110 @,@ 000 aerial photographs of Los Angeles . The team used the photographs to create traffic patterns and public transport routes , as well as the location and condition of buildings . While striving to recreate an accurate model of 1947 Los Angeles , the team also took some artistic license , such as including the appearance of the film set for D. W. Griffith 's Intolerance ; the set had actually been dismantled in 1919 .

Los Angeles was extensively researched for the game . The team spent the first year of development researching Los Angeles by using newspapers and magazines , organising field research field trips , and capturing photographs . A total of 180 @,@ 000 photographs were available as resources throughout development , and over 1 @,@ 000 newspapers were used for research . Both the interior and exterior of multiple sets were the result of researched reference material . For example , the Barclay Hotel in Los Angeles was used as a reference point when modelling an apartment building in the game . However , some sets were originally designed , in order to meet the gameplay or the narrative script .

= = = Character development = = =

L.A. Noire has over twenty hours of voice work . To cast the characters , the team held secretive auditions . In the game , Aaron Staton portrayed Cole Phelps , Gil McKinney portrayed Jack Kelso , Rodney Scott portrayed Ralph Dunn , Sean McGowan portrayed Stefan Bekowsky , Michael McGrady portrayed Rusty Galloway , Adam Harrington portrayed Roy Earle , and Keith Szarabajka portrayed Herschel Biggs . Singer and model Erika Heynatz and actor Andrew Connolly also appear as Elsa Lichtmann and Captain James Donnelly , respectively . Many of Staton 's Mad Men co @-@ stars are also featured in the game , including Vincent Kartheiser , Rich Sommer , Michael Gladis , Patrick Fischler and Morgan Rusler . Their performances were mostly recorded using motion capture technology . During their performances , the actors attempted to appear as realistic as possible . Director Michael Uppendahl said , " I try to monitor the performances to make sure we ? re getting the human element that ? s going to make it compelling and interesting . " Initially , McNamara was not keen about the casting of Staton , but Rockstar Vice President for Creativity Dan Houser convinced him into agreeing . " [ Cole Phelps ] is conflicted and has quite a bit of depth and [ Staton ] is great at conveying those things , " said McNamara .

When discussing the player character change near the end of the story , from Phelps to Kelso , McNamara explained that the narrative " got to the point where [ Phelps ] couldn 't really do much more , and you have to go outside the realm of being a cop to bend the rules " . He stated that , when players performed poorly , the game was set to allow them to become a " rogue cop " , in

which they must defend themselves against other police officers ; this feature was removed from the game during development as the team felt that it was " massively out of character " .

Prior to performing , Staton received a 12 @-@ page document that outlined the story , and the history of Phelps . He has said that he received the document as there wasn 't enough time to read the 2 @,@ 200 @-@ page script before filming began . Staton cumulatively worked on L.A. Noire for about eighteen months . He said , " consecutively I think I worked six months , and then for the next year here and there picking things up , adding , changing and tweaking things " . When discussing his character , McGowan felt that Bekowsky was initially jealous of Phelps , but eventually warmed up to him . " Like a good older brother he 'll always have his back but will never take shit from him , " he said . McGrady , who portrayed Rusty Galloway , said his own introverted personality helped him connect to the character . " I am a classic introvert but I can hold court when I need to . I think Rusty is that way too , " McGrady said . Harrington described Roy as " jaded , tough , mean , cruel , brutally honest and ... very funny " . He took credit for all of Roy 's facial expressions , but said that all of the dialogue was scripted , as opposed to ad @-@ lib . Many characters in the game are influenced by real people and events ; for example , Captain Donnelly is loosely based on both McNamara 's father , and LAPD Captain Jack Donahue . Additionally , many cases that Phelps solves are based off real life events , such as the Black Dahlia case .

= = = Music production = = =

L.A. Noire features an original score . The game 's score accompanies the gameplay , alerting players at specific times . Like other games published by Rockstar , L.A. Noire also contains licensed music tracks provided by an in @-@ game radio . Over thirty songs , from artists such as Billie Holiday , Louis Armstrong and Ella Fitzgerald , feature in the game . To work on the score , the team engaged Andrew Hale and Simon Hale , as well as Woody Jackson , who had previously collaborated with the team on Red Dead Redemption ( 2010 ) . Recorded at Abbey Road Studios , the score was inspired by orchestral scores from 1940s films . In addition to the original score and licensed tracks , the game also features original vocal recordings in order to create an authentic sound to suit the musical identity of the period . When The Real Tuesday Weld were commissioned to compose the original compositions , they sought vocals that could " evoke the period " , ultimately falling upon Claudia Brücken . Three vocal tracks were produced : " ( I Always Kill ) The Things I Love " , " Guilty " , and " Torched Song " .

Music supervisor Ivan Pavlovich stated that Rockstar 's focus on authenticity and realism inspired the composers to reflect the focus in the music . Andrew Hale felt that composing the game 's score was a flexible process " about setting a mood " , as opposed to a " mechanical " process in which the music was specifically composed to fit with the time frames of the game ; the composers decided to focus on the latter after the music was produced . They also attempted to compose something that felt accessible to players , avoiding exclusively focusing on swing or jazz . Andrew Hale felt that the orchestral score assisted in this .

= = Business = =

= = = Announcement and delays = = =

In October 2003 , Team Soho 's director of The Getaway Brendan McNamara left the London company to form his own studio in his native Australia . The six @-@ person studio , Team Bondi , immediately announced their first project , for " a next @-@ generation Sony platform " . In 2004 , McNamara said that the project was wholly funded by Sony Computer Entertainment America . The game 's title and platform was revealed in 2005 : L.A. Noire was to be released exclusively to the PlayStation 3 . Team Bondi described the game as a " detective thriller " . In September 2006 , it was announced that Rockstar Games would be handling the publishing of the game ; Rockstar only referred to it as a " next @-@ generation crime thriller " , with no platforms specified .

In June 2007 , Rockstar 's parent company Take @-@ Two Interactive re @-@ confirmed the release of the PlayStation 3 version by listing the game amongst its " announced to date " titles for " fiscal 2008 " . A spokesperson for Take @-@ Two later implied that the game was likely to also be released on the Xbox 360 . In September 2007 , Take @-@ Two announced that the game had been delayed until their 2009 fiscal year . The March 2010 issue of Game Informer confirmed that the game would be released for the PlayStation 3 and Xbox 360 in September 2010 ; L.A. Noire missed this release date , when Take @-@ Two delayed the game until the first half of 2011 , confident that the delay would help the game 's success . This was later narrowed down to March 2011 , before a final delay until 17 May 2011 .

= = = Promotion = = =

The game was extensively marketed through video trailers and press demonstrations . For its February 2010 issue , Game Informer magazine ran a cover story on L.A. Noire . On 12 November 2010 , the debut trailer was released . It depicted several scenes from the game , partly narrated by one of the characters , Herschel Biggs ( Keith Szarabajka ) . On 16 December 2010 , the first behind @-@ the @-@ scenes development video for the game was released , titled " The Technology Behind Performance " . It showcased the MotionScan technology used in the game , featuring interviews with the cast and development team . The second trailer was released on 24 January 2011 , particularly focusing on the game 's Homicide cases . A trailer released on 9 February 2011 , titled " Orientation " , featured the first gameplay footage of L.A. Noire . It demonstrated the game 's interrogation and investigation mechanics , and exhibited the game 's combat element . The game 's cover art was unveiled on 23 February 2011 , followed by the announcement of the game 's exclusive pre @-@ order content .

Trailers for the game 's exclusive pre @-@ order cases were released on 3 March and 31 March . The game 's investigation and interrogation aspects were further showcased in a gameplay trailer released on 9 March 2011 , titled " Investigation and Interrogation " . The game was exhibited at PAX in March 2011 . An exclusive theatre presentation was displayed at the L.A. Noire booth . The third trailer was released on 8 April 2011 , particularly focusing on the game 's depiction of the police department 's corruption in the Administrative Vice department . The final pre @-@ launch trailer was released on 11 May 2011 .

Viral marketing strategies were used to market the game . The official L.A. Noire website was redesigned on 27 January 2011 to show a preview of characters and cases in the game . On 25 April 2011 , L.A. Noire was honoured as an official selection at the Tribeca Film Festival , becoming the first video game to do so . Rockstar also ran a competition to win a trip to Los Angeles to attend the Festival of Film Noir Grauman 's Egyptian Theatre , and play the game a month before its official release . L.A. Noire was the focus of the 15 April 2011 episode of GameTrailers TV with Geoff Keighley , which featured interviews with the development team and previews of the MotionScan technology .

To encourage pre @-@ order sales of the game , Rockstar collaborated with several retail outlets to provide pre @-@ order bonuses . These included the extra cases " A Slip of the Tongue " and " The Naked City " , the side quest " The Badge Pursuit Challenge " , and the bonus detective suits " The Broderick " and " The Sharpshooter " . Rockstar Games and L.A. Noire shirts were also offered as pre @-@ order bonuses . In addition to the pre @-@ order bonuses , the extra case " The Consul 's Car " was included in all North American copies of the PlayStation 3 version ; it later became available for purchase from the PlayStation Store , and as part of The Complete Edition . On 6 June 2011 , Rockstar teamed up with Mulholland Books to publish L.A. Noire : The Collected Stories , a collection of short stories from noted crime authors , all based on the L.A. Noire universe .

= = = Staff complaints = = =

Shortly after the launch of the game , a group of former Team Bondi employees launched a website

called lanoirecredits.com , containing over 100 names which had been excluded or incorrectly listed in the official game credits . This was later followed by a series of claims and counter @-@ claims about working hours and company managerial style during the game 's development . Anonymous members of the development team publicly discussed the managerial style of the studio , the studio 's staff turnover rates and the working hours and conditions associated with L.A. Noire .

In July 2011 , a series of confidential emails were leaked along with further comments from staff members . They claimed the emails highlight the contentious relationship between Team Bondi and Rockstar , and indicate that the two companies are unlikely to work together again . An anonymous source from the development team claimed that " it has been quite clear that [ Rockstar ] will not publish Team Bondi 's next game " , and that " the relationship with Rockstar has been badly damaged " . The source claimed :

Part of the conflict between Team Bondi and Rockstar was due to Rockstar 's frustration with Team Bondi 's direction , and eventually Team Bondi 's management in turn resented Rockstar for taking lots of creative control . It 's also worth pointing out that Rockstar used to be very keen on making Team Bondi something like ' Rockstar Sydney ' - the more they worked with Team Bondi management , the more they came to understand that this was a terrible idea .

Team Bondi was placed into administration in August 2011 , and was wound up in October 2011 . The company 's assets were all bought by Kennedy Miller Mitchell , including McNamara 's next game , titled Whore of the Orient . Rockstar retained the L.A. Noire intellectual property . Some Team Bondi former employees went on to work for different Rockstar studios , while some went to Kennedy Miller Mitchell . Despite the allegedly difficult relationship during development , McNamara maintains an optimistic attitude towards Rockstar . " I 've no hard feelings about Rockstar and hopefully it doesn 't have any hard feelings about us , " he said .