Dark and Light Web Reviews

STRATICS

Dark and Light e3 Day two
By Shelby "Optikfusion" Stong

...The game, now in its first stage of beta, takes place in a mythological world where the word "confined" does not exist...

view

...One of the first things you notice is the wonderful terrain rendering technology called VWorld. With the infinate view distance [...] the VWorld terrain rendering technology make for a beautiful sight and game playing experience. The 15,000 square miles of prospectable land to explore was made with actual satellite photos taken of the earth. These photos were tweaked and made to fit together to form parts of the world. The parts of the realm are consistent and exist as a whole. Dark and Light does not require "zoning" because of the technology that the game is using...

...Detail was defiantly part of the development team's game plan. The world is rich with vegetation (there is an actual vegetation layer apart from the base terrain layer), world props, buildings and NPCs for different areas. To go along with the terrain and vegetation features the world would not be complete without a weather system. The game's weather system is the best and most elaborate I have seen in a game yet. When seasons change, weather changes as well. In the summer it might rain or the sun may be out all the time. In the winter the trees will start to age and snow will fall to the ground. The really neat thing about the snow is that you know when the weather is changing is when you see the snow caps on the mountains in the far distance start to become larger over the days. Weather will effect the players ability to do many things, including travel, crafting and fighting, be it either PvPor PvE. The game uses year, time, temperature, wind speed and current weather to determine these effects....

...Another system that affects the way items are crafted is the weather. On a rainy day you might not have the same outcome on an item as if you crafted it on a sunny mild day. One of the most unique features to the game is the astronomy system. The alignment of the stars in the sky determine if some spells can be used and may effect the way they're used...

...This game belongs on the main show floor as it has great potential at having some very innovative and revolutionary breakthroughs in MMO gaming technology...

WARCRY

The way the Dark and Light developers plan on making their game succeed is by making it bigger than all the rest of the games currently on the market. Using the VWorldTerrain engine, the DnL devs are creating a world that is larger than any gaming world currently on the market.

When I was watching the demonstration of the game, the demonstrator pulled back into a world map view and showed me the portion of the world that was currently available for beta testers to play in. The highlighted section was roughly an eighth or a tenth of the current map. "This section," he said, pointing at the screen, "is about the size of the total amount of land in the original Everquest, before expansions." With a game world that size, travel becomes an integral part of any gamer's play time, and the Dark and Light crew members were quick to point out the multiple travel types that are available, even in beta. "We have pets that you can ride on, as well as cheap public transportation, where you ride on dragons and other creatures or contraptions," he said.

The immensity of the world and the ease at which the developers created the environment was made possible through the new VWorldTerrain technology, a development tool that allows game designers to simply designate what type of environment they would like to see in a certain area, and the technology will construct the gaming environment for them. That is how the development team was able to construct nearly a landscape that covers 15,000 square miles. Even with the size, the game world looked unique and hand made, even though the majority of it was randomly generated..

...Editor's note - BigWorld, the server technology behind Dark and Light, instead of VWorldTerrain, the technology responsible for the terrain creation and rendering in Dark and Light, was referenced by mistake in the original article...

Gaming Illustrated

...DARK AND LIGHT has an incredible meteorology engine. As the days go by, the seasons actually change… you get real storms moving across the world (yes, you can even pull up the weather and see the wind speed change) and this effects game play and all aspects of the world....

view

...DARK AND LIGHT also has developed two awesome capabilities – characters can jump off a cliff and deploy a "DaVinci-like" flying apparatus, and glide around the map… or they can deploy a "parachute". This raises the specter of your team gliding into the enemy territory and conducting raids and other sorts of mayhem...

...Lastly, our quick peek at DARK AND LIGHT [...] included the ability to change the camera angle - ok, everyone has that...but how many can have the camera vertically rise – you see the landscape fall away as you move upward and then you are in the clouds! Clouds that are individual, fluffy, moving, and the most realistic damn thing I've ever seen in a game. Now THAT is some good programmers there!

As DARK AND LIGHT moves toward release in the later part of 2004, we are positioned to move across the pond (Atlantic) to see what our friends in France and Europe are doing to finalize this incredible adventure.

File Front

2004

view

File Front

...The actual world of Dark and Light is rather breathtaking. Ganareth, as it is called, spans over fifteen thousand square miles, wich could easily place it as one of the largest worlds in the MMORPG market. The world itself seems far larger than even Everquest or Star Wars: Galaxies...

Mondes Persistants

Mondes Persistants

2004

view

...Pourquoi DnL est-il original, quelle est le quelque chose que les autres jeux n'ont pas??? En un mot -VWorld -

En un phrase: "VWorldTerrain est une technologie permettant le rendu de terrain en 3D temps réel.
"En plusieurs phrases :[...]vous citer sa description: "VWorld présente VWorldTerrain, technologie innovante de rendu deterrain 3D temps réel, qui s'appuie sur des bases de données satellite pour créer de façon procédurale tous types de paysages réalistes (déserts, forêts tropicales, chaînes de montagnes, etc.), selon les besoins de l'utilisateur. VWorldTerrain permet d'atteindre une grande finesse topographique, associée à une couverture végétale adéquate, tout en proposant le paramétrage des conditions météo (vent, températures, neige, pluie, brouillard, tempêtes de sable, etc.) ainsi que la gestion du temps (jour/nuit/ aube/crépuscule)."...Cette technologie révolutionnaire est née du savoir de Vincent Pourieux, Vincent Pelisson et Jean-François Lévigne...

by Mistervanhalen