



Emerge FAQ

- **What is the framerate of the demo?**
 - To view the framerate for your hardware configuration, enable "Simple" Performance Data using the Pause Menu.
- **What are the stats for what is being rendered in the scene?**
 - # Polygons
 - Character - Main – 14,600
 - Exo – 12,000
 - Static Environment - 40,000
 - # of Dynamic Lights - 2 spotlights and 3 omnis
 - # of Dynamic Shadows - 2 spotlights casting shadows for ~40 objects
 - Shader Passes - Depth shadow mapping with 4 and 9 samples smoothing, ambient occlusion mapping, ambient occlusion fields, HDR, specular, parallax, radiance cube mapping, environment mapping
 - Interactive Object Count
 - About 15 containers, canisters, pool balls
 - About 25 ragdoll trees/ferns
- **How much time/work did it take to create this demo?**
 - Time – Approx. 3 calendar months
 - # of Artists
 - Third Degree Games – 2
 - Emergent - .25
 - # of Engineers
 - Third Degree Games – 2
 - Emergent – 2.5
 - Contractors/Partners
 - Will Harper – Character Head
 - Bay Area Sound Design – SFX
 - Lamplighter Studios – Interactive Objects (containers, ferns, trees) & Exo-Suit
 - Scaleform – Front-End, HUD, UI
 - JZ Concepts – Concept Art
 - Massive Black – Textures (control room)
- **What is the Recommended Hardware Configuration for the PC-version of this Demo?**
 - Processor – AMD Athlon FX-60
 - RAM – 2GB
 - Video Card – nVidia GeForce 7950, 512mb RAM, Shader Model 3.0 (also runs on an ATI Radeon x1950XT)
- **Do I get Source Code for the Emerge demo if I buy Gamebryo?**
 - No. The source code for this demo is owned by the developer, Third Degree Games.