

Professor answers student questions that have been emailed over the week:

Why are stocking practices for games different from movies?

The DVD industry is much more mature than the games industry. Most games are very short lived while DVD's can become classics and generally have a longer shelf life.

Sidebar on games looking more like movies and more life like:

ATI is creating cards capable of nearly photorealistic work that was [presented](#) at the most recent GDC (Game Developer's Conference)—lighting systems with full coverage reflections, water and puddle deformation as well as droplets physics on window surfaces. This is the future. These graphics promise the Holy Grail of the industry, and ATI is doing it. Other companies will follow in close pursuit. The future of games will be even more dependent upon imagination. The tools will be there to help you realize your visions—but tools, no matter how good, are only tools in the hands of the unskilled.

How does writing for games differ from film?

The writing is different primarily because games have a decision-branch structure. It becomes much more complicated than film. This is one reason why Hollywood hasn't taken over games. Hollywood thought they would take over the industry twenty years ago because they were the best storytellers. They were wrong because they were only expert at linear storytelling. Games are inherently nonlinear. The games industry is like the movie industry in the 20s or 30s as it is still in its infancy and there is still much room for innovative techniques and ideas.

At this point, the professor switched to the slides.