SPYRO 2: GATEWAY TO GLIMMER – DEVELOPER INFORMATION

Insomniac Games

Who Are These Guys?

Insomniac Games has been around since the beginning of 1994 and has quietly built a reputation for developing top-notch games for the Sony PlayStation. Its first game, Disruptor, was released for the PlayStation in 1996 and earned praise from all corners of the gaming world, including awards for "Best First Person Shooter" and "Sleeper Hit of the Year". Its current game, Spyro 2: Gateway to Glimmer, is being published by Sony worldwide and is poised to become one of the biggest PlayStation releases this year.

Where Are They Now?

Insomniac is based in beautiful Los Angeles, CA where the sun really does shine 350 days a year. The company has a three title exclusive contract with Universal Interactive Studios. Currently the company is working on its third title and looks forward to taking its technology, art and gameplay skills to a new level this year. And what is that new title?
Heh, heh - if we told you, we'd have to hire you...

What Is The Insomniac Philosophy?

From the very beginning, Insomniac has been focused on creating one very high-quality game at a time while around it, competitors have crashed and burned by attempting to overextend themselves making multiple, average-quality titles. In this crazy, dog-eat-dog world of game development Insomniac believes that slow, steady growth and a happy, motivated and talented team are the keys to long-term success. With this in mind, Insomniac has fostered an environment where there is very little to impede creativity and enthusiasm. Politics? Forget it. Bureaucracy? Never heard of it. We never forget that we are in the business of making games and making games should be FUN!

Biography

Ted Price

Position:	President
Specialty:	Art Direction
Responsibilities:	Handles the company's business and legal affairs, Art Director, wireframer.
Previous Games:	Disruptor
Education:	B.A. in English from Princeton University

Ted founded Insomniac Games in 1994 because it was the only way that he could write off the purchase of video games as "market research".   Prior to starting Insomniac, he worked in the finance side of the medical industry which wasn't the most logical starting point for a career in video games, but he learned a lot about health insurance.   He graduated from Princeton with a degree in English.   When he grows up, he wants to be an astronaut or perhaps a fireman.

Alex Hastings

Position:	Vice President, Software
Specialty:	Designing ultra-fast game engines
Responsibilities:	Designs and codes game engines, creates overall programmatic structure of games, special effect programming, creates menu/save systems, cinematic sequence programming, basically codes everything that the other three programmers aren't coding.
Previous Games:	Disruptor
Education:	B.A.'s in Computer Science and Cognitive Science from Princeton University

Al is the best Mario Kart player in the world.   He loses sometimes, but only when he feels sorry for everyone else.

Brian Hastings

Position:	Vice President, Technology
Specialty:	Creating superior tools for use by the artists. Creator of Karma
Responsibilities:	Designs and codes tools used by artists to create game environments and characters, develops AI system used by characters and writes gameplay code.
Previous Games:	Disruptor
Education:	B.A.'s in Mathematics and Literature from Claremont McKenna College

Brian was born in Moorehead City, NC and attended Claremont McKenna College where he received degrees in mathematics and literature.   At Insomniac Games he coded much of the critically acclaimed Disruptor for the PlayStation and authored the graphic and

technical tools which are the foundation for the Spyro team.   Prior to Insomniac, Brian created software for the medical industry and modeled for the Guess Jeans company (Well, not really, but his Mom wanted him to).   In his spare time he attempts to find the way of Zen by not looking for it.

Craig Stitt

Position:	Artist
Specialty:	Creating unparalleled backgrounds (i.e., the skies) using gouraud-shaded polygons
Responsibilities:	Designs and builds backgrounds, builds wireframe environments, creates textures and texture animations, applies textures and shading to levels and characters, contributes to production design
Previous Games:	Disruptor, Sonic2, Sonic Spinball, Kid Chameleon
Education:	B.A. in Art Education from San Jose State

After completing Ph.D.'s in Nuclear Physics, Quantum Mechanics and Lunar Oceanography, Dr. Craigario A. Stytte took an extended leave to tour the world in search of the elusive "Drakus Violetus Minor", or 'small purple dragon'.   Upon his return, Dr. Stytte remained mute concerning any discoveries made during his travels and has in fact disappeared from the academic circles he once presided over.   He is now living under the guise of 'Craig A. Stitt', a simple artist who supposedly spent several years at Sega helping to develop a mildly successful series of games based on a small blue insectivore, and from there, joined Insomniac Games to contribute to the highly acclaimed but little known Disruptor.

John Fiorito

Position:	Artist
Specialty:	Creating unique art styles for worlds through detailed production design drawings
Responsibilities:	Contributes heavily to production design of levels, builds wireframe environments, creates textures, applies textures and shading to levels and characters
Previous Games:	Maui Mallard, Aladdin, Lion King, Hercules
Education:	B.A.'s in Architecture and History from UCLA, B.F.A. from Art Center College of Design in Pasadena

John was born in the San Francisco Bay Area and graduated from the University of California, Berkeley, majoring in architecture and architectural history.   He attended Art Center College of Design in Pasadena, CA, earning a degree in illustration.   John is also responsible for much of production design and spends most of his days building, shading and texturing Spyro's levels.   Prior to joining Insomniac Games, he worked in retail, food preparation and Disney Interactive.

Matt Whiting

Position:	Programmer
Specialty:	Designing one of the best camera and control systems in a 3D character-based game to date.
Responsibilities:	Creates camera and control systems, writes AI and gameplay code.
Previous Games:	Black Dawn, Treasures of the Deep
Education:	B.S. in Aerospace Engineering from St. Louis University, M.S. in Aeronautical Engineering from George Washington University

In 1996, Matthew Whiting earned his Masters Degree in Engineering at NASA Langley Research Center.   Rocket science didn't really pan out, so he decided to move on to something a little more high-tech.   Video games being the obvious choice, Matt joined Insomniac games in 1997 where he has been working as a programmer on Spyro.   His future aspirations include someday beating everybody, including Alex Hastings, at Mario kart.

Dan Johnson

Position	Artist
Specialty:	Fastest wireframer in the West
Responsibilities:	Creates wireframe environments, some character animations and all environment animations.
Previous Games:	Treasures of the Deep, Pong
Education:	Various courses at Iowa State, some mental institutions

Dan stems from Iowa where he started his animation career in 1993 at 19.   Due to the lack of animation training facilities in his home state, he decided to educate himself in Alias|Wavefront's Advanced Visualizer, Kinemation, and Dynamation.   After accepting a job offer in Santa Monica, CA., Dan continued his "education" as lead animator on his first game title, Treasures of the Deep.   While on the same project he taught himself Alias| Wavefront's Poweranimator over the course of three months.   In December of 1997 Dan accepted a position at Insomniac Games.   Currently he is working as a modeler and assistant animator on Spyro.   Dan currently lives in Calabasas, CA and plans to continue his studies.   His hobbies include computers, animation, traditional art, photography, and video games.

Chuck Suong

Position:	Artist
Specialty:	Creating hi-res images of Spyro to be used on magazine covers, point-of-purchase displays, etc.
Responsibilities:	Creates all materials used for PR, keeps everyone laughing constantly
Previous Games:	Cardinal Syn, Dark Rift
Education:	B.F.A. from Art Center College of Design in Pasadena

Chuck is a graduate of the Art Center College of Design in Pasadena, CA, having earned a B.F.A. in Illustration while on scholarship.   He also attended L.A. County High School for the Arts where he was also a scholarship winner.   Prior to joining Insomniac, Chuck worked at Kronos Digital Entertainment where he created animation for Cardinal Syn, DarkRift, and the Saturday morning cartoon series, Spider Man.   Chuck also worked at Sierra On-Line where he did background design and illustration for The Realm.   At Insomniac, Chuck is responsible for generating marketing images for Spyro and creating soundsync animations.

Jared Hardy

Position:	Systems Administrator/Level Cleanup
Specialty:	Keeping the 30+ computers at Insomniac running at light speed
Responsibilities:	Sets up occlusion, sets polygon flags, maintains network, orders & upgrades equipment
Previous Games:	N/A
Education:	B.A. in Computer Science from USC

The new weirdo at Insomniac, Jared Hardy, is somewhere between a little helper and a life saver.   His schizophrenia helps him serve as a level cleaner, system administrator, network administrator and art critic.   In his spare time, he moves between inventing, painting, mixed media art, novella writing, 3D modeling, Java and C++ programming and making up useless math games. He is a (very) recent graduate of USC, earning a B.A. in Computer Science and a minor in Fine Arts.   He managed to learn the "neaten" system in a few days, but he's still having trouble memorizing everyone's names.

Alex Schaeffer

Position:	Artist
Specialty:	Painting beautiful textures in Photoshop
Responsibilities:	Creates textures, applies textures and shading to levels.
Previous Games:	Maui Mallard, Lion King, Hercules
Education:	B.F.A. from Art Center College of Design in Pasadena

Alex began his art career by posing as a nude model for life drawing classes.   He was chosen specifically for his ability to twirl his leg hair into tiny spikes.   After seeing everyone's "purdy drawings," Alex decided to become an artist himself.   He studied at the Art Center in Pasadena until he was asked to leave, (the charges were eventually dropped).   He has done work for several interactive companies including Disney Interactive and has done some automobile design (he designed the Yugo Skrewyorselph). He is currently being kept in a small box at Insomniac where he creates level textures when he is not busy making odd noises.

Oliver Wade

Position:	Animator

Specialty:	Creating cinematic sequences with the crystal dragons
Responsibilities:	Creates animation for crystal dragons as well as animating Spyro during those sequences, builds camera paths for sequences
Previous Games:	Cold Shadow, Gargoyles, Hercules, Toy Story

Oliver is from St. Louis, Ohio.   His first animation can be found at the Hubert Humphrey Middle School Library in the margin of Chapter Twelve of the book "Building Better Citizens Out of Unruly Boys" by Master Sergeant Horace "Horace" Strictman, retired. Upon graduation from high school, Oliver went into the typewriter repair business on the advice of his career counselor, but always dreamed of being an animator.   His big break came when his boss at AAAAA-1 Type-Right tapped Oliver to handle their 10-second TV spot on public access channel 78. At 3:37 am that next Tuesday, Typo the Typewriter was born and a career was launched. Oliver parlayed those 10 seconds into a weekly kids variety show which eventually caught the eye of the Hollywood bigshots who flew him out to California and the rest is history.   He quit his job at Type-Write, handed the variety show over to Leif Garret and followed his dream west to Studio City where he works at Insomniac Games and continues to make kids smile with his animation.

Chad Dezern

Position:	Artist
Specialty:	Painting gorgeous landscapes with a polygonal brush.
Responsibilities:	Production design, building level wireframes, creation and application of textures and shading to environments.
Previous Games:	Toy Story, Cold Shadow, Nightmare Ned, The D Show, Small Soldiers
Education:	B.F.A. in Illustration, Savannah College of Art and Design.

Chad Dezern began his career in a hardscrabble Branson, Missouri auditorium as a hayseed choir boy in "The Hagar Twins' Good Tyme Hee-Haw Revue." He spent spare minutes watching the artists at Grandpa "Boxcar" Sovine's Kuntry Car-toon Korner. Those grain alcohol-soaked afternoons planted the seeds for a special dream: the dream of owning a charicature portrait with a humorous caption like "gone fishin'" or "ya'll want a bis-cuit?" His video game career began quite randomly in 1995 when he won the Kellogg's Pop Tart "Be a Video Game Artist for Three or Four Years" sweepstakes, just as the first Magnavox Odyssey set-top boxes were making their way into Branson area K-Marts. Jobs at Disney Interactive and DreamWorks Interactive segued nicely into a position at Insomniac, where he wireframes and paints textures and quotes Minnie Pearl.

Jackie Evanochick

Position:	Sound Engineer/Office Manager
Specialty:	Creating sounds that make you laugh. Or just making you laugh in general.
Responsibilities:	Creation and application of sounds, music post-production, office management.
Previous Games:	Production support on Running Wild, Crash Bandicoot2, Spyro
Education:	BA in Communications and Marketing from Kings College

After graduating from Kings College, Jackie joined Warner Bros. Records where she was able to feed her need for music by accumulating more cd's than any one person should ever own. After a short stint at Industrial Light + Magic's Commercial Department, she moved into the ILM Art Department where she provided production support on "Star Wars: Special Edition," "Forrest Gump," "The Mask," "Mission Impossible," "Star Trek: Generations, "Twister," "The Flintstones," "Disclosure," "Dragonheart," "Jumanji," "Congo," "Casper," and a host of others. She got her first taste of working with video games at Crystal Dynamics before joining Universal Interactive Studios. There she provided production support on "Crash Bandicoot 2: Warped," "Running Wild," and "Spyro The Dragon." Fortunately, Insomniac was able to steal her away with the promise of much better parties...

John Lally

Position:	Animator
Specialty:	Designing, creating and animating really big characters that you wouldn't want to meet in a dark alley.

Responsibilities:	Character design, modeling and animation.
Previous Games:	Parasite Eve, Chocobo's Mysterious Dungeon 2
Education:	B.S. Mass Communication, Boston University; M.F.A. Film, Computer, and Video Animation, University of Southern California

Originally from Boston, MA, John moved to the LA area four years ago to pursue a degree in Animation at USC. While at USC, he co-produced a short film, "Pets", which earned him and his partner a Student Emmy Award. Before coming to Insomniac, John animated FMV sequences at Square USA, worked on "The Real Adventures of Johnny Quest" TV series at Buzz F/X, and completed an intership at Hot Dog on a Stick.   John is by far the worst Mario Kart 64 player at Insomniac.

Vanessa Russell

Position:	Animator
Specialty:	Creating and animating characters that you want to hug.
Responsibilities:	Character design, modeling and animation.
Previous Games:	Neverhood, Skull Monkeys
Education:	Pursued a degree in graphic design at Cal State Fullerton

As one of Insomniac's legendary "Three Old Men," Vanessa Jones' pioneering studies in digital animation led to the parallel developments of the vertex, the pixel, and the wuxel. She ascended through the ranks of the old guard with nasty pirate tactics of backstabbing and willy-nilly cutthroat treachery and hooliganism.   Look out! She once shot a man just for snapping a vertex too loud.   Before joining the sleepless ones, Vanessa studied Graphic Design until Doug, Mike and Ed from the Neverhood hired her to learn the ancient Babylonian art of edgy clay-animated interactive product making.

Caroline Trujillo

Position:	Level Designer
Specialty:	Taking a bunch of crazy, push-the-limit ideas for gameplay and, with a little TLC, molding them into a polished level design.
Responsibilities:	Creating and mapping out levels
Previous Games:	Pandemonium II, Legacy of Kain I & II
Education:	B.A. from San Francisco State in Liberal Arts

Caroline was born on a small wheat field in central Tunisia.   As a young girl, she carried large baskets of grain from her native village to the castle of an evil king named Odnetnin the 64th.   On her journeys she often had to contend with perilous jumps, traversing large rivers and fighting off groups of minions using only her wits and her golden bracelets. She never understood why life had dealt her such a cruel hand.   Then one day while she was gathering nuts in a nearby field she fell into a deep pit. In this pit lived a small purplish troll who told her of the future that awaited her.   He threw some strange stones in a fire and the smoke formed the vision of a sleepy eye.   The troll said

that this was her destiny.   She should abandon her life and go to America to seek her fortune.

Upon arriving in America, she obtained her B.A. from San Francisco State in Liberal Arts by age 7.   She then immediately went to work at Sega as a Game tester and later at Crystal Dynamics as a game designer on Pandemonium II as well as both Kain I & II. This took her all the way up to her 9th birthday.   The rest of her years have been spent wondering around in a stupor, looking for the sleepy eye.   Until finally, on a dark and stormy December day, she looked up into the heavens and a single shaft of light illuminated a sign on a building.   That sign read "Insomniac Games" she connected that name with the sleepy eye and was immediately welcomed into the fold as a game designer.   Little did she know that her real fortune awaited right next door at Lens Crafters.   Oh well.

Visit their website : www.insomniacgames.com

Visit our website :
www.playstation-europe.com/spyro2

Developer: Insomniac Games / Universal Interactive Studios
Genre: 3D Free Roaming Platform/Adventure
No. of Players: 1   **Peripherals**:   Dual Shock Analog Controller, Memory Card