WORLD RALLY CHAMPIONSHIP II EXTREME
STUDIO INFORMATION

Evolution Studios was established in 1999 by the former directors of two of Europe's principal entertainment software developers. Martin Kenwright, founder and key creative force behind Digital Image Design and Ian Hetherington, co-founder and erstwhile Managing Director of Psygnosis shared a common view of the development process and set up Evolution Studios to focus on the core values that first motivated them to bring immersive, compelling games software to the public.

Evolution Studios is an evolving, dynamic business based in the Cheshire countryside and is dedicated to setting new benchmarks for interactive entertainment and the application of cutting edge technology with every piece of software they produce.

Evolution Studios has recruited a "dream team" of development talent, not just from within the games industry but from a variety of technical and creative disciplines. The firm's approach to development shares many similarities with the movie industry. The core development team on a project is deliberately kept small and focussed enabling Evolution Studios to involve the very best people from the areas it needs at any time; peripheral areas like special effects or animation for example, where the best talent of the moment may lie outside the games industry. The company invests significant time into pre-production and planning of both the creative and technical aspects of its products and the team believes that the fun they have developing the products shows through in the final game.

Evolution Studios are currently working with Sony Computer Entertainment Europe (SCEE) on the sequel to their smash hit original World Rally Championship, World Rally Championship II Extreme for PlayStation®2.

Developer Biographies

The Evolution Studios team is a close-knit collective of individuals from a variety of creative and technical excellence disciplines. It is an organisation that thrives through its diversity of talent, which in itself embodies the philosophy of the company: to

employ leading experts in areas of key competence to keep Evolution's titles on the cutting-edge of creativity and technology.

Martin Kenwright, M.D.

Martin's career in the games industry started in 1987 when he joined a local games company as a graphic artist and games designer. After working on various titles at Microdeal and Rowan Software, including Strike Force Harrier and Falcon he became restless; feeling the need to fully develop his own ideas he set up his own development company, Digital Image Design.

DID became one of the World's most innovative and creative development houses in entertainment software. Titles such as F29 Retaliator, Epic, TFX, EF2000, F-22 ADF, Wargasm and Total Air War provided DID with a reputation for outstanding quality, which also allowed the company to compete in the area of military training simulations; real pilots still train using derivatives of DID's gaming software.

In 1999, after selling the majority shareholding in DID to Infogrames, Martin got together with Ian Hetherington, himself a successful figure in the games industry to set up Evolution Studios. Martin takes responsibility for creative direction of Evolution's games.

Ian Hetherington, Chairman

A highly respected figure from the games industry, Ian was a co-founder of software house Psygnosis, responsible for some of the most successful home video games franchises of all time like Wipeout, Lemmings and Destruction Derby. Having sold the company to the Sony Corporation in 1997, Ian continues to be an influential personality in the interactive entertainment business.

Mick Hocking, Development Director

Producer of World Rally Championship and World Rally Championship II Extreme

Mick is a founder member of the Evolution team, joining from DID where he was in charge of production and design. He also wrote Artificial Intelligence code and created the world's first dynamic-campaign AI engine in a flight simulation (EF2000). Mick now juggles writing a state-of-the-art physics engine with the day-to-day management of a busy studio. When not hard at work in the studio, Mick enjoys keeping fit and notably for the rest of the team, Shotokan Karate.

Paul Hollywood, Head of Art

Paul is another founder member of Evolution Studios. Paul worked at DID for nine years and as DID's first employee, worked on art for practically every game the company released. Paul's responsibilities at Evolution include 3D world creation, tool design, systems and art management.

Ian Boardman, Senior Artist

Ian also joined Evolution from DID. A founder member of the team, "Captain" Ian's role at Evolution is a far cry from his first job as a boatman on the Manchester Ship Canal.

Paul Frewin, Senior Coder

Paul has been coding for years, starting his career as a programmer at ICL. Paul joined Evolution following several years as a senior programmer at Psygnosis and DID. Paul's biggest challenge at Evolution is meeting the escalating requirements of the artists with a state-of-the-art game engine.

Scott Kirkland, Senior Coder

Scott's main responsibility is for building the 3D engine. Getting the best possible performance out of the PS2 hardware is his main challenge and Scott's extensive experience with 3D hardware support and 3D rendering pipelines at DID give him a good head start.

Russell Payne, Senior Coder

An old-school programmer, Russ reckons he was "born to code". He has worked on games for Rowan Software and almost all of DID's titles and finds the most rewarding part of his job is "making things go faster". Truly dedicated to his work, Russ's favourite film is the Matrix; he thought it was about maths!

Simon Benson, Lead Coder

Simon joined Evolution after meeting some of the team from DID when he worked at BAE Systems. Simon's experience includes writing safety critical software for the Eurofighter project, work on military flight simulations and a Formula 1 simulator for McLaren. Supremely confident in his abilities, Simon says that he doesn't have time for hobbies and the hardest thing about his job is keeping his desk tidy.

Paul Ahthion, Senior Coder

Paul is an expert software engineer with 16 years experience, advanced swearing capability, and an irritating knack for being right. He has been programming for 3D consumer hardware since it was introduced, and has remained at the vanguard ever since.

Mark Lomas, Senior Coder

Mark's mission is to push game production into the 21st century by turning brand new ideas into applicable game technologies.
He specialises in the research and development of advanced real-time computer graphics topics.

Kostas Karanikolas, Coder

Kostas joined Evolution Studios in December 2001 after completing his postgraduate studies in computer animation systems and virtual environments.
He is currently working on multiple aspects of WRC II Extreme including the world construction tool and the character animation system.

Jerry Ibottson, Audio Engineer

Jerry got involved with Evolution when he was reporting on UK games development for BBC Radio 5 Live. Jerry's nine years working in radio at the BBC including a four-year stint as a reporter and presenter for Radio One Newsbeat made him an ideal candidate for the team at Evolution and now Jerry turns his ear to everything from the clicks on the GUI to crowd and engine effects.

Christopher Scullion, Artist

A talented artist, Chris has a degree in Graphic Design is responsible for the design of the game's GUI. Working on the Evolution team is Chris's first experience of games development and a long, long way from his first job as a pizza chef.

Andy Gahan, Senior Artist

Andy first started working with some of the team almost ten years ago when he joined DID from college. Since then he has worked on all of DID's published projects including the simulation work for the military. Before joining Evolution Andy worked on Rage's GTC Africa, as Lead Artist and was also the Art Director for a company

making interactive avatars for use on the Internet. His wide range of skills has even seen him compete in the World Graffiti Championships.

Jay Brown, Senior Artist

Jay started working with some members of the team back in DID. His first project was the highly acclaimed Wargasm for PC. Following DID Jay worked for Software Creations on titles such as FIFA 2001. He was then snapped up by Evolution during the last half of WRC to work on building worlds for the Rally game.

Will Storer, Artist

Will joined Evolution after originally training in architecture. He worked for 5 years as a lead multimedia designer and is now passionate about all things front end especially web based. He has yet to find the elusive signed copy of "the silver surfer" number one

Simon Barlow, Assistant Producer

After completing an Honours degree in Sound Technology Simon's first job in the games industry was as a tester for Bizarre Creations (Fur Fighters, Metropolis Street Racer). He then joined Evolution Studios as QA Technician on WRC. Simon has recently been promoted to the role of Assistant Producer on WRC II Extreme.

For more information on WRC II Extreme, please visit our website
www.wrc.com/playstation

Developer: Evolution Studios **Genre**: Rally Simulation **No. Of Players:** 1-4 **Platform:** PlayStation®2
Peripherals: Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2), Speedster ™2, Driving Force USB Wheel.
Release Date: Quarter 4, 2002

Sony Computer Entertainment Europe Ltd.
Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PlayStation, PS one and PlayStation 2 software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. At the end of March 2002, over 36 million PlayStation units had been shipped across these PAL territories, over 89.6 million worldwide. Between its European debut on 24 November 2000 and 5 May 2002, 8.8 million PlayStation2 units have been shipped across the PAL territories, over 30 million world-wide, making it one of the most successful consumer electronic product launches in history.

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