



WHAT THE PRESS ARE SAYING ABOUT THE DIGIMASK FEATURE IN 'RAINBOW SIX: LAS VEGAS' FOR XBOX 360



(Note some graphics/logos are hyperlinked)



- "The awesome Digimask magic face-mapping tech creates a custom head that looks exactly like you."
- "The mere fact that you can sneak around beautifully-rendered Vegas casinos and neon-lit cityscapes... with a bunch of mates over Xbox Live, while seeing their actual faces on their actual characters is a huge technological leap forward for multiplayer gaming."
- "Xbox Live Vision Camera plus Rainbow Six: Vegas equals future of multiplayer gaming"

EUROGAMER

- "Thanks to Digimask's new plug-in for the Unreal engine, players can now map their own faces on to their multiplayer avatars with scarily realistic results"
- The results of the game's facial mapping feature are frighteningly authentic.



- "My attempt at face mapping however was an immediate success....I sat with my head in front of the camera and positioned it so it appeared within the red box on the screen and then pressed 'A' to take the shot. I then turned to the side and took another shot. Within a couple of minutes my face had been mapped onto the character, it's as simple as that!.... I was extremely impressed with the result."
- "This new face mapping feature is something that I can't wait to try out with friends... Seeing my character in action on screen was extremely weird but made the game even more believable and intense."

[\(Interview with Jean-Paul Cambiotti, the lead designer of Rainbow 6: Vegas\)](#)

HEXUS: What feature are you most proud of?

J.P: We're really proud of the Vision camera feature. It was easy to implement and it's great in the sense that you can play with your friends, it's not just a faceless game.



"Taking this customization to the nth degree is the way the Xbox Live Vision camera has been introduced into the game. Take one front face snapshot and one from the side and within minutes your very own face will be present in the game.

"It's striking and more than a little spooky... It's a fantastic feature though, both technically and gameplay wise. This isn't just a case of mapping a texture over a predefined head, the game actually builds a 3D mesh based on the two photos."



- **"Sit down behind a Live Vision camera, take a picture of the front and side of your face and you can actually map your own features onto the character. How close to real these characters actually look astounded me and the system that maps your face onto a model does a really good job."**
- **"The 'yer-face-on-yer-character' concept is pretty awesome though ... My prediction is that this will be the future for multiplayer games and everything from Counter-Strike to Second Life will have this face capturing technology. This is something that is kind of cool, if slightly unnerving"**



"...you can apply your handsome image to your online avatar. The results were, to my great astonishment... producing convincing likenesses."



.....there are a few gems to the multiplayer experience, such as the facial mapping feature. If you are outfitted with a Live Vision Camera then you can use this feature to map your face, with stunning accuracy, onto an avatar that can be used online and in Co-Op.



Unlike previous attempts to put your face in games, this doesn't just take a snap and bend it round the character's face, instead, it actually maps your features out in three dimensions, which is something of a gaming first... once in the game it's actually frighteningly realistic

TECHDIGEST

The one feature which really impressed me was that through using the 360's Live Vision camera, you can take a photo of your ugly mug, and the game uses technology that analyses facial geometry, then interprets it, transplanting it to the character's face. It's not just taking a picture and wrapping it, like other games have done previously, oh no, this baby uses facial mapping, and is the first game to use this tool.

Following the successful implementation of the Digimask technology into Activision's 'World Series Of Poker' game released in October 2006, Digimask is proud to announce their contribution to the hugely-anticipated game, 'Rainbow Six: Las Vegas' published by Ubisoft.

Early press reaction has been universally positive, without exception bestowing the Digimask personalisation feature with a collection of superlatives we would have been embarrassed to proclaim ourselves!

There is little doubt now that gamers want to see themselves, and both their friends and enemies(!) in the online gaming environment. Digimask is the only technology enabling this in a quick and fully-automated way.

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