



## MEDIA ALERT

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# Ubisoft Launches “Tech Makers”, a Podcast About Some of the Video Game Industry’s Most Innovative Work



# TECH MAKERS

A UBISOFT PODCAST

**Paris (France), June 21, 2022** — Today, Ubisoft launches “Tech Makers”, a podcast created by Bruno Guglielminetti and produced by Stéphane Berthomet, about the origin and development of some of the most exciting innovations in the video game industry. Hosted by David Usher, founder, and creative director of Reimagine AI, this five-episode podcast will show you how researchers and industry professionals alike convert their hypotheses into prototypes that have tangible effects on games loved by millions of fans around the world:

## Episode 1 – FORGING THE FUTURE: LA FORGE

In this first episode, you will dive into the world of the founders of Ubisoft La Forge, Ubisoft’s in-house research and development department, which is celebrating its 5<sup>th</sup> anniversary this year. Travel back in time to its creation and discover its many impacts, triumphs, and of course ... its failures.

*Guests: Yves Jacquier (Executive Director—Ubisoft La Forge), Olivier Pomarez (Director of Development—Ubisoft La Forge) and Cédric Decelle (VP Technologies—Ubisoft Montréal)*

## Episode 2 – FORGING THE FUTURE: CHARACTERS

In this second episode, we explore how scientists at La Forge are revolutionizing video game characters and how text-to-speech technology is helping our artists improve and refine the gaming experience by making character voices more realistic. You will also learn

about Choreograph – a prototype that predicts the movements of playable characters to give them a fluidity like those recorded in motion capture.

*Guests: Marc-André Carbonneau (R&D Scientist and Director of a team of researchers on speech and sound machine learning—Ubisoft La Forge—TTS), Ylva Ferstl (R&D Scientist—Ubisoft La Forge, Toronto), David Coulombe (Production Manager – Ubisoft La Forge) and Raphaël Saint-Pierre (engine programmer—Far Cry)*

### **Episode 3 – FORGING THE FUTURE: ENVIRONMENTS**

In this third episode, we discuss the Torch prototype, which combines physics and programming to improve on traditional methods of animating fluids such as water, air, and fire. We also dig into the differences between academic and corporate environments, and how La Forge manages to bring these two worlds together through research and development.

*Guests: Shahin Rabbani (Director of Scientific Research and Development—Ubisoft La Forge—Torch) and Claude Langlais (Director Pipeline Information)*

### **Episode 4 – FORGING THE FUTURE: ACTION**

In this fourth episode, we explain how the SmartNav prototype manages to create more realistic and responsive behaviours for non-playable characters and how their design enhances the immersive experience for players in various open-world games.

*Guests: Joshua Romoff (Research Scientist at Ubisoft—Ubisoft La Forge—SmartNav), Gabriel Robert (Technical Lead—Ubisoft La Forge) and Julien Varnier (Technical Architect for AI & Gameplay—Far Cry 5, 4 & 3)*

### **Episode 5 – FORGING THE FUTURE: BEYOND TECH**

In this final episode, our experts discuss innovations beyond gaming. For example, how the self-driving cars in Watch Dogs can teach kids the basics of machine learning, how AI can raise climate-change awareness by simulating its possible consequences, and how our research is helping reduce dangerous online behaviours thanks to some unexpected allies...

*Guests: Elisabeth Doyon (Student at Université de Montréal—MILA Climate Change Project), Amanda Jarrell ([MURL], User Research Project Manager—Ubisoft—ToxBuster) and Andrea Feder (Production Manager – Ubisoft La Forge)*

All episodes are available on [our website](#) and on all streaming platforms.

**Source:** Ubisoft

**About  
Ubisoft  
La Forge** Ubisoft La Forge is a research and development (R&D) laboratory that links the academic and industrial worlds through the creation of prototypes. This team is situated at the very heart of production and is in constant direct contact with the realities of the industry. The flow of knowledge between experts from these two distinct but highly complementary backgrounds enable the emergence of new ideas and innovative concepts. For more information: [laforge.ubisoft.com](http://laforge.ubisoft.com)

**About  
d'Ubisoft** Ubisoft is a creator of worlds, committed to enriching players' lives with original and memorable entertainment experiences. Ubisoft's global teams create and develop a deep and diverse portfolio of games, featuring brands such as Assassin's Creed®, Brawlhalla®, For Honor®, Far Cry®, Tom Clancy's Ghost Recon®, Just Dance®, Rabbids, Tom Clancy's Rainbow Six®, The Crew®, Tom Clancy's The Division®, and Watch Dogs®. Through Ubisoft Connect, players can enjoy an ecosystem of services to enhance their gaming experience, get rewards and connect with friends across platforms. With Ubisoft+, the subscription service, they can access a growing catalog of more than 100 Ubisoft games and DLC. For the 2021-22 fiscal year, Ubisoft generated net bookings of €2,128.5 million. To learn more, please visit: [www.ubisoftgroup.com](http://www.ubisoftgroup.com).

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