

**AMD Cinema 2.0 Experience
Professional Gamers Video Transcript**



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www.amd.com/cinema2

Transcript:

Cameron Hatzmann: My name is Cameron Hatzmann. I'm 17 years old, from Dallas, Texas. I've been playing PC games for about six years now, and competitive for about three to four. Currently, I'm on Team Double Take. It's a competitive Counter Strike team.

Alyson Craghead: I'm [Cal from the Crag Dolls]. I'm part of an all-female, professional videogaming team, and we travel all over the United States competing. Right now we're playing Halo 3 and Rainbow Six Vegas Two.

Cameron Hatzmann: Visual detail is very important. If I'm going to play a game for fun, it's going to have to look good. Like, if it doesn't look good, it's just not enjoyable.

Alyson Craghead: I started off with games that were real comicy looking, and they've progressed, like they're trying to look realistic, but they don't quite have it yet. Like the characters don't move right, and their skin and their facial features don't look like real people yet.

Cameron Hatzmann: The ultimate goal for gaming, from a visual perspective, would be so that I can't even tell the difference between a movie and a videogame. Really high detail in graphics, very realistic, like photorealistic graphics.

Alyson Craghead: The day when a movie and a game look identical, that's when we've hit the pinnacle of gaming.

Cameron Hatzmann: This type of game play experience would be sweet. It would completely change the way I look at videogames. It would open up a whole new level of entertainment for me. Just being able to control and see like a -- 300, for example, if I were one of those soldiers and to see the 300-something-thousand soldiers staring back at me would be really thrilling.

Alyson Craghead: I play Halo 3. It's my competitive title, and it is a great game, but it's not realistic. Like, it's not photorealistic. And I think once we get to that point, just wow.

Cameron Hatzmann: As much as I would like that experience, it's got to be affordable. It has to be cool, it has to be quiet, and it can't be a power hog.

Alyson Craghead: Say I'm playing, like, the latest title, like Far Cry 2. I don't want to cause, like, a blackout in my area. It's got to be, like, power efficient, also.

Cameron Hatzmann: It needs to be easy to use, easy to configure, it has explanations on what each setting does, and so you're able to tweak it exactly the way you want.

Alyson Craghead: Since we've got such amazing technology now, the progression rate is going to grow, so I'd give it, like, another four to six years before we get real into, like, graphically, photorealistic quality gaming.

Cameron Hatzmann: From computer games, the way it is now, to the movie realism? Another ten years.

[End of recorded material.]