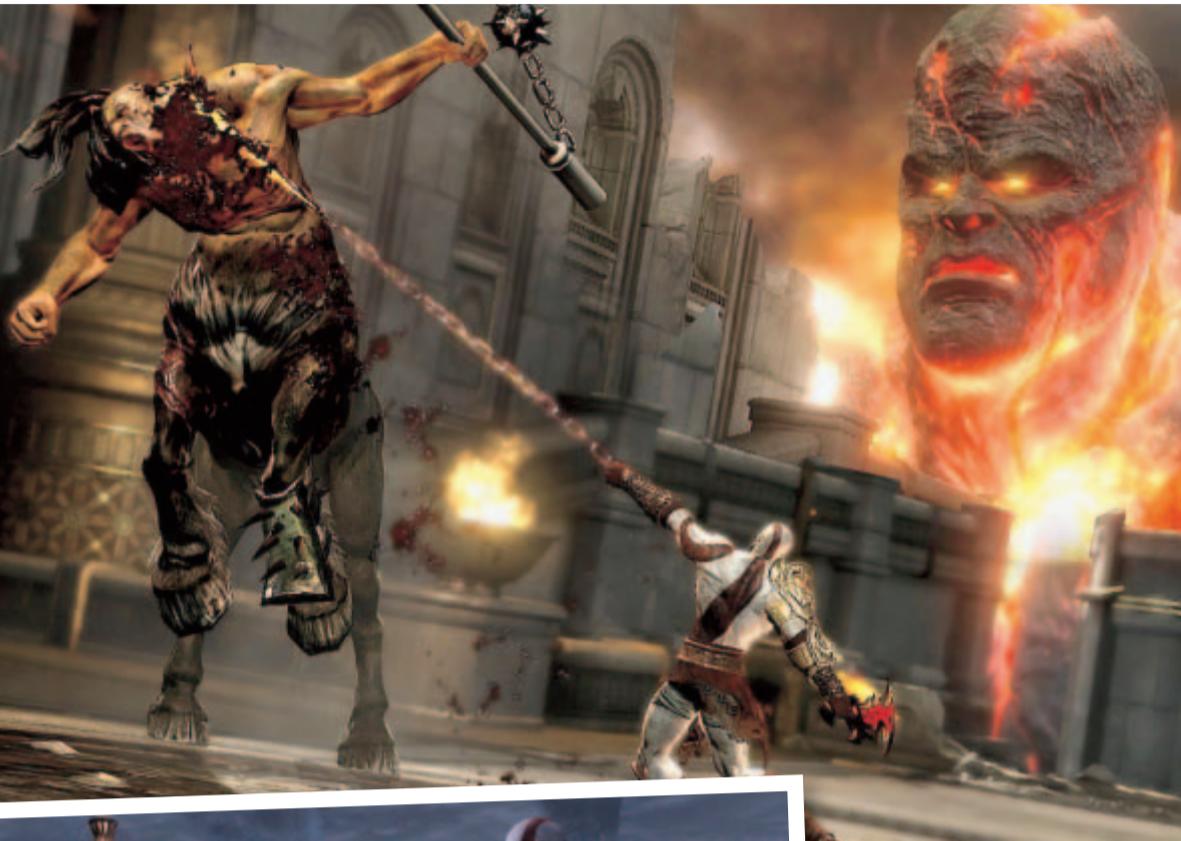


TIME IN

Had enough time out on the town? Check out these home entertainment options



Behind those sweet smiles: Despite their baby-faced appearance, Bruno Velasquez and Johnathan Hawkins, two of the developers behind the *God of War* series, have helped design one of the most gory games on the market.

While *timeOUT* tackles the behemoth that is *God Of War III* on Playstation3, resident games guru Rob Farquhar catches up with two of the developers behind the game – senior designer Jonathan Hawkins and lead animator, Bruno Velasquez, both from Santa Monica Studios. Here is what they had to say...

RF: *God of War III* hit retail shelves on March 18. The first game was released within a week of the same date in 2005. Playstation gamers have spent five years with Kratos' god-slaying saga. How do you guys feel about that?

BV: Our major goal was to get the title out. We love making the game and we love seeing the players' reactions. It's been a three long years of working on this game – it's an honour to come to Australia to meet the fans and realise this game has spread worldwide. There were a lot of smiles (at a community event last night). People were very, very excited.

RF: The three years that you mention doesn't include the development time for *God of War*. When did that start?

JH: I came on to the project in October 2003; I believe the project was in the works for a year and a half before that.

RF: So it's been about eight years from when *God of War* was first birthed. What were some of the high-points during the behind-the-scenes saga?

Q&A

WITH GOD OF WAR III DEVELOPERS JONATHAN HAWKINS AND BRUNO VELASQUEZ

JH: Working with the team, all the great people, building the camaraderie, the team spirit and getting the job done – we felt gratified that we were able to create something so well received around the world. The biggest highlight was creating something that people truly love and enjoy.

BV: It's always a challenge to keep increasing the scale and scope of each game, especially with the PS3. Speaking of *God of War II* for the PS2 – I think many people said that was probably one of the better-looking games for that system. There were a lot of expectations for our team to deliver the highest-quality visuals possible (on *God of War III*). Our programming team was up to the challenge; they provided motion blur, depth of field and a new lighting engine.

JH: We really wanted to make the flagship PS3 title to show the world what the machine can really do.

RF: The Sony Santa Monica website bills the company as being focused on the Action/Adventure genre. Given that some pundits have started reviewing other action / adventure titles with the caveat "Like *God of War*, but..." you seem to have crafted the genre's pinnacle title. Is there more for SCE Santa Monica to explore in the genre?

JH: We have a very talented team; if we focus our minds on another genre, we could execute to the same quality. We've learned to perfect the action adventure genre – combat, the large set pieces – and defined what 'epic' is.

BV: We enjoy working in the genre. It's exciting that this year there are so many action games released; *Darksiders*, *Bayonetta*, *Dante's Inferno* and of course our game.

RF: Will SCE Santa Monica release a *God of War IV*?

BV: At this moment, the team's taking a break. The last two years we've been working on the engine and we'll definitely put it to use; I can't say if it'll be on a *God of War* title, but the team will definitely be excited. TO



STUFF

■ *God Of War III* is available on Playstation3 now from all good video game retailers.

CD REVIEW

Kick-Ass
Various artists
★★★★☆
(POLYDOR)

BY JESSE KUCH

MOVIE soundtracks are notorious hit-and-miss affairs, but much like the movie that it draws on, the soundtrack to *Kick-Ass* is anything but ordinary. Surprisingly substantial in its musical output, there are great tracks here from the likes of The Prodigy, Primal Scream, Ellie Goulding, The Pretty Reckless and even a bit of the king himself, Elvis Presley. The same can't be said about the theme song from Mika and Redone though, which is utter rubbish. If you like the movie (out today), you'll love this.

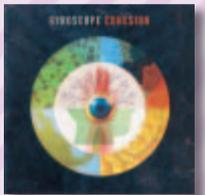


CD REVIEW

Cohesion
Gyroscope
★★★★☆
(ISLAND)

BY JESSE KUCH

PERTH rockers Gyroscope return to the fold in 2010 with their new album *Cohesion*. Their trademark punky vocals and riffs haven't changed much since their last release, but this isn't a bad thing. There are few punk rockers out there in the world today who can match these guys as far as raw intensity goes, and their songwriting consists of a lot more than three chords and a hook. A nice mature effort from one of the country's hardest working rock bands. Support your locals!



BOOK REVIEW

The Hopeless Life Of Charlie Summers
Paul Torday
★★★★☆

RRP \$32.99
ORION BOOKS

BY JESSE KUCH

INTERNATIONAL best selling author Paul Torday is back with a new book, following his critically lauded work *Salmon Fishing In Yemen*. It's not hard to see why Torday sells so many books. *The Hopeless Life Of Charlie Summers* is both humorous and insightful, with a nice original story that will keep you locked in until the last page. Anything that combines Japanese dog food, the GFC and a chap named Bilbo Mountwilliam has my vote.



TOP 5

Superhero flicks

With the release of the hilarious *Kick-Ass* today at Birch Carroll and Coyle Cairns Cinemas, *timeOUT* takes a look at our top five superhero flicks of all time

1 The Dark Knight:

FEW can argue that director Christopher Nolan was on to something when he rebooted the *Batman* series after almost being killed by previous director Joel Schumacher. But it wasn't until his second effort, *The Dark Knight*, where he shone. *The Dark Knight* marked one of the last film appearances of Heath Ledger, who won a posthumous Oscar for his portrayal of The Joker.



Watchmen, based on the deconstruction of the superhero comic genre. Snyder's interpretation remained largely faithful to the comic book, despite changing the ending. It fell short only at the finish line.

2 Ironman:

ROBERT Downey Jr rescued his career with his portrayal of Tony Stark, billionaire playboy and one-man-crime-fighting-machine Ironman. The coolness of Ironman lies behind the fact he has no real superpowers, instead relying on technology to bash the bad boys. Everything a blockbuster superhero flick should be, and more.



4 Spider-Man 2: DIRECTOR Sam Raimi was at his best with *Spider-Man 2*, undoubtedly the best in the series. Featuring great performances from Tobey Maguire and Kirsten Dunst, and enough explosions, twists and villains to keep the most diehard Spidey fan happy, it served as a model for superhero movies in later years.

3 Watchmen:

THERE were mixed reactions from fans with Zack Snyder's movie rendition of



5 Superman: The Movie: THERE have been many failed attempts since, but no one has come close to director Richard Donner's 1978 interpretation. It might not have the special effects of modern counterparts, but made up for it with a great story, stunning action and a seminal performance by Christopher Reeve.