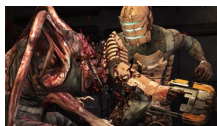


20 October 2008

By: Andrei Dobra, Games Editor



Realism taken to the
limit
IGN

[Dead Space Team Studied Car Accident Victims](#)

Anything for realism

Dead Space is shaped up to be a very gruesome title. The action of the horror survival game is set on an isolated space ship where an alien invasion took place. These aliens have taken over the bodies of the crew members and began devastating the ship. You will be put in the shoes of an engineer, Isaac, who must navigate through this ship, even if it means that he must face the enemies in environments with [no gravity](#).

To portray these aliens and the bodies of their victims as accurately as possible the development team at the EA Redwood Shores studio have taken their devotion to the game to the next level and have studied the bodies of car accident and war victims.

Glen Schofield, executive producer for Dead Space, recently spoke with Edge Online and explained the devotion of his team and how the most realistic portrayal was the only way to make the game look plausible and horrific. He pointed out that, in order for the public to remain impressed, the action had to be portrayed as realistically as possible, even if it meant doing some very nasty research work.

"In the story of Dead Space, there was a war that happened on the ship before Isaac, the main character, gets there. So he's going to find a lot of nasty stuff, corpses in various states of annihilation. We knew this would be difficult to portray, because sometimes gore in games looks cheap and unrealistic. Sure enough, the first few corpses that we did, just weren't convincing enough. I rejected them. This sounds horrible, but we had to go look at pictures of car accidents and war scenes and things like that because we had to get it right; we had to portray scenes of terrible carnage and realism. It's a big part of making that experience convincing."

Well if it's nice to hear that development studios are doing all they can to give players an experience as [realistic as possible](#), the Dead Space team's endeavor sounds pretty bad. All that's left for us to see is the result of their labor in this horrific game that is already on store shelves worldwide.