

GRADUATE LECTURE MAXIME DURAND

From Dreams to Realities: Adapting History in the Assassin's Creed video game series.



Maxime Durand is the Assassin's Creed franchise historian. A graduate in History from the University of Montreal in 2010, he has worked on most titles since. Yes! A history grad who works with his diploma.

Date: May 25, 2016

Time: 15.00 to 17.00 h.

Venue: Vrije Universiteit
Amsterdam
Main building
Rooms HG 14A-00
De Boelelaan 1105
1081 HV Amsterdam

The past is a puzzle of which we lost most pieces and miss the art cover. Yet, the teams working on Assassin's Creed have mastered a unique method to interpret it through breathtaking digital environments. From assumed inaccuracies to unnoticeable historical details, the procedure is complex but rewarding with tens of millions of fans. This conference is divided in two parts; a design workshop on a historical game conception and a lecture on the methods applied at Ubisoft and how we address the issues.



The Notre Dame in Paris during the French Revolution. Screenshot from Assassin's Creed Unity, ©Ubisoft

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