Halo: Reach. Video Documentary
It is scheduled for release during the fall of 2010

February 19, 2010 - 10:44

This game is an upcoming first-person shooter video game for the Xbox 360. It is part of the Halo series. Its world premiere was held on December 12, 2009, at the Spike Video Game Awards. The game takes place in the year 2552, where humanity is locked in a war with the alien Covenant. Players control Noble 6, a member of an elite supersoldier squad, during a battle for the human world of Reach.

Bungie made it a goal to capitalize on every aspect of the Xbox 360 hardware to make every part of Reach look better than Halo 3. Originally, the plan for Reach was to port existing Halo 3 assets and update them, but as 3D Art Lead Scott Shepard noted, "The more we started looking into this, the more we found that realistically we could rebuild each asset from scratch with a huge increase in quality without significantly investing more time." Texture resolution and polygon counts for models were increased; the Reach assault rifle is constructed of more polygons than an entire Marine character from Halo 3. The prequel concept also gave the art team an opportunity to redesign key enemies, weapons and elements of the series, though Scott stressed that they remained true to the spirit, if not the letter, of the original designs. Artists found inspiration in the original concept art for Halo: Combat Evolved; the shape for the redesigned Covenant Grunts came from a sketch by Shi Kai Wang done ten years earlier. Much of the engine was redesigned.div.overlay { width:1040px; height:644px; } #imgplay { margin:88px 0px 0px 190px; } #player { background:no-repeat url('/videos/news/2010/february/halo.jpg') top center; } #splash, #player, #player embed, #player object { width:560px; height:340px; }

More Information at www.bungie.net. Image and Videos Courtesy of Bungie LLC. Video Montage and Encoding: 3Dup.com