

How Citadel Studios conquered the limits of time with the new Wacom Cintiq 27QHD!

“All eyes were on us and after the success of our first MMORPG game *Monuments*, we couldn't risk making our fans wait too long for the release of our next game, *SHARDS*. Any new time savers we could find really made a difference! The new Wacom Cintiq 27QHD was one of them.”

-William Crantfield of Citadel Studios

Customer Profile

Just like the skills needed to succeed in a harsh video game fantasy world- agility, creativity, strength and speed- designing the new game, *SHARDS*, by Citadel Studios required a great deal of one of them. Speed. In order to get it out on time with top quality graphics and game play, they needed as many time saving tools as possible.

The majority of video games take between three to four years to complete. *SHARDS* was scheduled to be finished and on the shelves in two and a half.

Citadel Studios is relatively new and was founded in 2010 by William Crantfield and Josiah Thompson. Working out of San Francisco, CA, they made a name for themselves after the success of their first Massive, Multiplayer, Online Role Playing Game (MMORPG) entitled *Monuments* put them on the map. They had to follow it up with another success in a short period of time.

Upgrading makes a difference

Citadel Studios used a product called a Cintiq by Wacom to help create and design their first game. A Cintiq is a large screen that resembles a monitor. You can draw directly on it with a stylus pen. Everything created on the screen goes directly into the computer program and gives designers a natural feeling of working on paper but through a screen that works similar to a large iPad.

At about the time the new Cintiq 27QHD was being released, Thompson read about the new features and contemplated buying them for their studio. They were preparing to begin production on their new game *SHARDS*. It would be a pricey investment but he was convinced it would give them the edge they needed to catapult the speed of their output. To test them out, Thompson and Crantfield bought three new Cintiq's to add to their studio.

“We worked on Cintiq's for the first time with our previous game and they helped increase our productivity immensely! The improvements on the new Cintiq version gave us a reason to add a few in our studio to see if they could help move things along faster on *SHARDS*. “

The Citadel Studios team was very concerned that their artists would not be able to meet their deadlines. Having both the previous model and the new Cintiq in the same studio gave them a chance to see the differences between both side by side.

“Our artists were able to complete environmental designs 20% faster than on the previous Cintiq.” said Thompson “They consistently thanked me for getting several new Cintiq’s and kept asking when we might get more. It definitely made their work flow much smoother. It was amazing how much more work we were able to get done in a short amount of time.”

They were so impressed that Citadel Studios decided to replace all of their screens in the studio with the new Cintiq model.

Saving millions on production time

Their favorite feature of the new Cintiq 27QHD is the touch capability that makes it easy to use your fingers to zoom, pan and rotate your image. You can even activate on screen controls by touching the screen. This saved time because the designers did not need to move from pressing buttons on the side of the Cintiq while working. They could do everything on the screen and remain focused.

Another favorite for the team was the Expresskey Remote that could be held or placed next to the screen. The small remote control with a touch ring helped them effortlessly move their image onscreen and spend very little time finding controls they needed. “With the touch screen option and the remote, our workflow was not only faster but more flexible!” exclaimed William.

Citadel Studios reached their goal of completing the game in two and a half years with help from the time saving features of the Cintiq 27QHD. Josiah was impressed with what they accomplished, “It was like a miracle the way we were able to finish *SHARDS* in two and a half years when our previous game took four. We owe a great deal of that speed and ease to the new Cintiq.”

The project was completed on time and the studio saved over 6 million dollars from the hours gained. Creating a video game may be full of adventurous twists and turns but with the power and speed from the Cintiq 27QHD on their side, Citadel Studios has the skills needed to conquer their next design challenge in record time!