

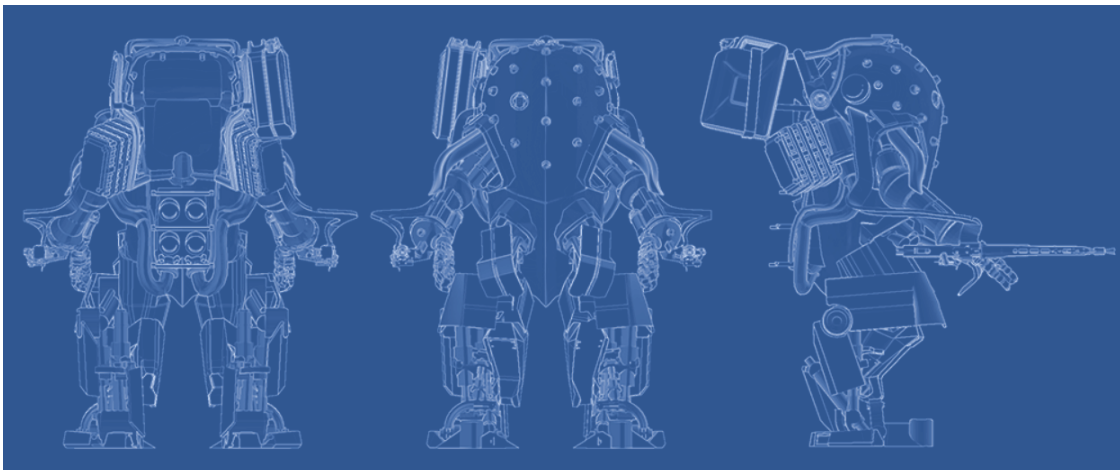


STELLAR JOCKEYS AUGUST NEWSLETTER

Welcome to the Stellar Jockeys newsletter for August. Read on for a discount for the store, another brief dive into company history as well as your regular round up of community contributions.

Benjamin, Stellar Jockeys

Get 10% Off Your Next Merch Order



Back in May's newsletter we announced that we had changed shipping rates to overseas territories, which we only recently realized turned out to be **completely** inappropriate. On the upside we did discover we were vastly overcharging to some territories (apologies to anyone in Norway & Switzerland put off by our shipping rates; we have since fixed this). With that in mind, please enjoy a 10% discount on your next order from our store - simply enter promocode **JOCKEYS** (all caps) at checkout, or click the button below.

[Get Discount](#)

(P.S. This discount code is limited to **one use per customer** and to the **first 50 people** who use it, so don't delay!).

Understanding The Brigador Journey: "Ziggy"?

One of the things that sticks out about our archival project into Brigador's history is just how little we've talked about the elephant in the room: the

engine. At one point the Brigador engine was briefly codenamed "**Ziggy**", though the name never took off with other team members - possibly because game engines are tremendously complicated.

If you aren't familiar with what a game engine is, it's typically defined as a software framework that's used to make and run games, and comes with a suite of development tools. A good example is Unreal Engine, which comes with its own physics engine, renderers, animation and scripting among other things. For anything a game engine **can't** do, there are also proprietary tools that can handle such things - like how Brigador uses FMOD for its audio.

The other main thing about the Brigador engine is that it is **entirely custom made** and the result of years of work mostly by two programmers: Dale & Harry, who we've already mentioned in previous newsletters. We should also note that at the time of the Brigador engine's creation circa 2011, the game engine landscape was not how it currently is. Using engines like Unity (Escape From Tarkov) or Unreal (Fortnite) came with steep license fees that would typically either require a lot of money up front or significant publisher support. That has changed drastically in the past decade. Although there are open source projects like Godot (Cruelty Squad), it only came into being in 2014.

While money is an important factor, the other bonus of not using an off-the-shelf engine is you effectively get to control your own destiny. Most of the above mentioned engines are created with a specific genre of game in mind. If you decided to make a game in an engine that doesn't support a feature you want to have in your game, you are effectively at the whims of the engine's creators as to whether such a feature is important enough to ever get supported. If you've ever read stories about game studios switching engines mid-development, it's likely because the engine they were using wasn't able to support their design goals.

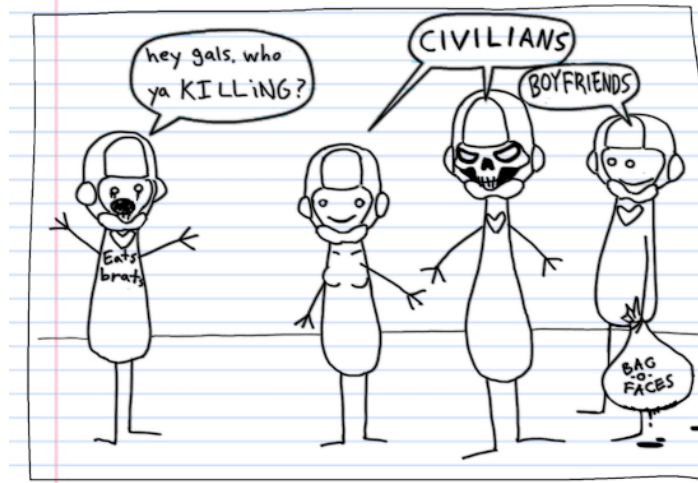
So making your own engine all sounds great... except for the part where you have to write the damn thing. While we won't be going into precise detail behind all **118,435 lines of code** that are currently in the Brigador engine, in subsequent months we will explain a few things going on under the hood that you are unlikely to be aware of, starting with how the game creates the illusion of 3D models using sprite textures... with a twist.

Community Spotlight

Not everyone has been consumed with making freelance maps for the Grave to the Rave competition. **GetKraken** has instead been consumed with making Precursor James a reality.



...**Flyingdebris** returns with an homage to Strong Bad's Teen Girl Squad...



...and **Juntti** has graced us with Man From Volta striking the Jack-O Pose from Guilty Gear.



This is only a smattering of what's available in the **#becks_best** channel on our Discord server.

[Join Our Discord Server](#)

Next Month

In September we'll attempt to explain the Brigador engine's lighting system and show off some aspects of the art pipeline.



Stellar Jockeys

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