The Last Guardian Review

Graphics:

In the last guardian the graphics are amazing. The fur and feathers on Trico are very well done and look realistic. The graphics on Trico make him look like a mix of a dog, cat and bird with small feather and fur around the leg and face with talons instead of paws. Trico is a hybrid like creature with the face of a dog, ears and body of a cat and beak, wing, talons and feathers of a bird. The feathers are a grayish blue and the wings and horns of Tice heal and grow throughout the game. Trico’s eyes also change colour. The graphics on the boy fit his size and don’t glitch through the body must have a long time to make and perfect. The way the environment transitions seamlessly and fits so well with the lighting and theme of the game is wonderful.

Physics:

 the physics of this game was worked on to near perfection. The tail and feathers on Trico move with his body. The way Trico and the boy moves matches with the environment such a when they are on narrow pathway the characters don’t glitch though the walls or floor. The effects of the water rippling and splashing when the characters jump and swim in the water is amazing and wonderful to watch. Trico’s feathers moving in the wind is wonderful to watch. The way Trico tries to get through small holes and gaps and gets his head stuck is very realistic along with the way he jumps other or to things.

Animation:

 The ears on Trico move to convey how he is feeling and if he hears something is amazing to see. The way his eye change colour when Trico is scared or excited is a wonderful effect especially when the horns have fully grown. Trico walking around objects without glitching into or through them while still looking realistic would have taken a lot of work and was definitely worth it.