

11am Pt

Tina Guo LIVE \u0026 Q\u0026A (Jan 26, 2021 @ 11AM PT / 2PM ET) - Tina Guo LIVE \u0026 Q\u0026A (Jan 26, 2021 @ 11AM PT / 2PM ET) 52 Minuten - Can't wait to see you guys soon! I'll be playing some music for you plus answering your questions LIVE. Please leave any special ...

Intro

Cant Hear Me

Aleman from Box

Diego Silva

Future Projects

Hans Zimmer Live

Studio Setup

Room Doors

Pandemic

Cello Sheet Music

Horizon Zero Dawn

Dealing with Work Relationships

Upcoming Projects

Biggest Inspiration

My Inspiration

How Do You Play

Favorite Color

Favorite TV Show Movie

Before Concept Prep for Better Concentration

Game of Thrones

Wayne Highway

College dropout

11am, Pt. 1 - 11am, Pt. 1 1 Minute, 36 Sekunden - Provided to YouTube by DistroKid **11am., Pt., 1** · EldenWhite · EldenWhite · EldenWhite 11am. On a Friday. ? 1119023 Records DK ...

The most UNFAIR deck I've ever played got a NASTY new combo? | Standard MTG Arena - The most UNFAIR deck I've ever played got a NASTY new combo? | Standard MTG Arena 1 Stunde, 1 Minute - This deck is just a menace honestly ??Check out my other EDGE OF ETERNITIES videos: ...

Development Update + Gathering Footage - 11AM PT Friday, July 31, 2020 - Development Update + Gathering Footage - 11AM PT Friday, July 31, 2020 1 Stunde, 29 Minuten - In case you missed it, on July 31, 2020, we had our Ashes of Creation July Development Update live stream! We shared our ...

Jeffrey Bard I Am the Lead Game Designer for Ashes of Creation

Studio Update

The Design Team

Gift of Magi

Prismatic Beam

Level Up Effect

Phoenix Wings

Three Types of Gatherables

Favorite Dungeons

Environment Art

Particle Effects

Seaside Environment Assets

Junior Node Buildings

Character Art

Swimming

Kayla Robes

Spellbreaker's Gauntlet

Creature Animation

War Beast Animation

Ram

The Turntable with the Spider

Spider Creatures

Reminders

Bonus Dev Discussion

Development Update with Unreal Engine 5 Announce - 11AM PT Thursday, December 23, 2021 - Development Update with Unreal Engine 5 Announce - 11AM PT Thursday, December 23, 2021 1 Stunde, 40 Minuten - In our latest update, we announced we're developing on the Unreal Engine 5! Follow our development journey for in-game UE5 ...

Intro

Reminders

Studio Update

Design & Engineering Update with Unreal Engine 5 Announce and Performance Changes

Environment Art Update

Character Art Update

Outro and Q&A - Didn't hear your question in our Q&A? Check to see if it was answered over on our forums

Development Update + Early Boss Footage - 11AM PT Tuesday, December 22, 2020 - Development Update + Early Boss Footage - 11AM PT Tuesday, December 22, 2020 1 Stunde, 26 Minuten - Watch the December Development Update from our team, featuring an in-game world boss fight from our Alpha One Preview ...

Quick Updates

Studio Update

Design Update

In-Game Preview

Environment Art Update

Character Art Update

Q&A - We also try to provide quite a few answers to questions in our Q&A thread each month, so head on over

Update at 11AM PT! Plants vs Zombies Battle for Neighborville! - Update at 11AM PT! Plants vs Zombies Battle for Neighborville! 34 Sekunden - The last update starts at **11AM PT**, in Plants vs Zombies Battle for Neighborville! Wildflower and TV Head Zombie will be available ...

Development Update + Alpha One Early Dungeon Footage - 11AM PT Thursday, April 30, 2020 - Development Update + Alpha One Early Dungeon Footage - 11AM PT Thursday, April 30, 2020 1 Stunde, 15 Minuten - In our most recent live stream, Steven Sharif, Jeffrey Bard, and Margaret Krohn take you on a journey through the development of ...

Hiring Announcements

Armors

Creation of the Fishing Pole

Tongs

Mounting Horses

Water-Based Caravans Skins

Those Specific Types of Items Have a Risk in Transit so whether They'Re on Your Person Your Body or Character or They'Re in a Mule or They'Re in a Caravan the Death of It either of those Things Will Result in the Partial Loss of those Goods or Even Full Loss Depending on the Transit Style So Getting those Things to a Specific Node May Be Difficult Too from a Transfer Standpoint However if You'Re Out in the Open World and You'Re Doing Things and You Come across these Items and You Get Them and You Don't Want to You Know Get Back to Your Home Base

In that Scenario It Would Be Obviously a Ranged Weapon but It Would Be One Where You Could Perhaps Augment the Types of Potions and or Damage That's Done Based on the Enhancements That the Weapon Receives and Then Vladimir Would Like To Ask Will It Be Possible To Rent a Game Server To Create a World with Personal Settings Very Interesting Would Not Be Possible To Rent a Private Game Server To Test Things no Potential for Us To Incorporate a Test Zone That Is Local Perhaps on a Player's Client Where You Could Try Out Your Cosmetics or Play with Different Skilled Builds

Ford Temple 1990 Commercial - Ford Temple 1990 Commercial 31 Sekunden - ... ET/2pm CT/Noon PT) Fridays at 6pm (8pm ET/7pm CT/5pm PT) Saturdays at Noon (2pm ET/1pm CT/**11am PT**,) Sundays at 4pm ...

Development Update + Early Freehold Footage - 11AM PT Friday, May 29, 2020 - Development Update + Early Freehold Footage - 11AM PT Friday, May 29, 2020 1 Stunde, 31 Minuten - In our most recent live stream, Steven Sharif, Jeffrey Bard, and Margaret Krohn take you on a journey through the development of ...

Studio Update

Quick Updates

Monthly Cosmetic Swap over

Studio Update

Custom Images

Animal Husbandry

Junior Caravan

Armor for Females

Lighting

Armor

Environment

Waterfalls

Particle Effects

The Engineering Team

Can You Elaborate More on How You Plan To Prevent One Shotting in Ashes of Creation

How Do You Craft in a Node When a Siege Has Been Declared

Who Is Currently the Most Skilled Ashes of Creation Player in the Company

Will Stack Limits Be Based on Weight or Volume for Inventory Management

Stack Limits

Can You Attack the Caravan while the Structure Is Up

Which Is What Has Been the Most Challenging Part of Working from Home during this Time

Development Update + Early Hybrid Combat Footage - 11AM PT Friday, August 28, 2020 - Development Update + Early Hybrid Combat Footage - 11AM PT Friday, August 28, 2020 1 Stunde, 19 Minuten - In case you missed it, on August 28 2020, we had our Ashes of Creation August Development Update live stream! We shared our ...

Studio Update - EU Studio

Design Update - Hybrid Combat with in-game footage

Design Update - Castle Sieges with in-game footage

Environment Art Update - Node Art Progression

Character Art Update - Armors and Shell of the Ancients with in-game footage

Q\u0026A - We also try to provide quite a few answers to questions in our Q\u0026A thread each month, so head on over

Live MMORPG Reddit AMA with Creative Director Steven Sharif - 11AM PT Sunday, June 13, 2021 - Live MMORPG Reddit AMA with Creative Director Steven Sharif - 11AM PT Sunday, June 13, 2021 1 Stunde, 4 Minuten - Steven Sharif, our Creative Director, was invited to do an AMA with the /r/MMORPG Reddit. Throughout the week (from June ...

Intro

Hexangoo - How is your day Steven?

Talents - What is your idea for the direction you'd like to take combat and what are some of the big combat changes you want to test and implement in the future?

Fellcas - Will the Bard class be more like Dnd support archetype or more like old The Bard's Tale all-rounder fighter with supportive capabilities?

Hurtmeii - Do you have any plans to create OST for certain individual Bosses? Like their own theme.

Lordsigmund415 - Can you tell us your plans on how the summoner will interact with the other archetypes? Based on the class names we can assume some things but I think we all want to know.

Ashone1 - Any announcement as to who will replace Jeffrey Bard?

GloriousDJPenguin - How extensive will gambling be? Tavern games or gambling halls? And will it be done with gold or an alternate currency specifically for gambling?

Donekyfam - Will there be difficult content that is made for the more hardcore fanbase for a challenging experience and perhaps cosmetic rewards

False-Adhesiveness-5 - Do you worry that people will end up feeling disappointed in Ashes due to overhype or is that just par for the course?

Malicus03 - Can you share or tell us anything new about the development of the orc races. Particularly the Vek. Dying to know what they'll look like in game.

Nibblescookies - How will you stop the big mafia guilds from owning all the good dungeons and world bosses by camping them?

VmanGman21 - What is your opinion on expansions making all previous content obsolete and effectively reducing the amount of meaningful content as opposed to expanding it?

Lightword - How can you ensure that open world PVP will not eventually make the game unplayable for small guilds and individuals?

Tiberius2068 - We've heard a lot about the PvP side of the game and we know that 80% of the world is supposed to be contestable. So what will AoC be able to offer PvE focused players that does not involve PvP?

BrekfastLibertarian - Each metropolis node has a \"superpower.\" For instance, scientific nodes allow teleportation between the parent node and any of its vassal nodes for its citizens. Can you tell us any of the other node types' superpowers?

Minecrafter338 - You said before Ashes of Creation is not for everyone. Can you please describe what we can not expect from the game? It seems a lot of people are projecting all their dreams onto AoC at the moment.

Outro

Development Update with Alpha Two Character Creator - 11AM PT Thursday, March 31, 2022 -
Development Update with Alpha Two Character Creator - 11AM PT Thursday, March 31, 2022 1 Stunde, 28 Minuten - This month we showcased an early look at the Alpha Two Character Creator, revealing the Vek 3D model, first look at the Py'Rai ...

Intro

Reminders

Studio Update

Character Creator

Character Art Update

Outro and Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

Development Update with Combat Footage - 11AM PT Friday, July 30, 2021 - Development Update with Combat Footage - 11AM PT Friday, July 30, 2021 1 Stunde, 21 Minuten - Check out our July Development Update where we showcase 4K in-game footage of early combat changes, talk about our Alpha ...

Reminders

Guild Discussions

Studio Update

New Combat Changes Footage

Design/Engineering Combat Backend Discussion

Environment Art Update

Character Art Update

Steven Elegantly Describes the Terror Bird

In-Game Achievable Armor T5

Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

Development Update + Alpha One Preview Gameplay Footage -- 11AM PT Friday, February 26, 2021 - Development Update + Alpha One Preview Gameplay Footage -- 11AM PT Friday, February 26, 2021 1 Stunde, 24 Minuten - Check out our February Development Update where we showcase in-game gameplay footage, talk about our progress towards ...

Reminders

Studio Update

Design Update which includes website, Alpha One progress, and gameplay segment

Environment Art Update

Character Art Update

Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

1/30 @ 11am pt | HFPA's "Women Breaking Barriers" Event at Sundance - 1/30 @ 11am pt | HFPA's "Women Breaking Barriers" Event at Sundance 48 Sekunden - HOLLYWOOD FOREIGN PRESS ASSOCIATION TO HOST "WOMEN BREAKING BARRIERS #IV: AN INDUSTRY SHIFT?" PANEL ...

Cutie patootie. Tune into @HasanAbi's streams everyday after 11am PT! #hasanabi #hasanpiker #clips - Cutie patootie. Tune into @HasanAbi's streams everyday after 11am PT! #hasanabi #hasanpiker #clips von Mars Keine Aufrufe vor 7 Tagen 44 Sekunden – Short abspielen

"Wow." Tune into @HasanAbi's streams everyday after 11am PT! #hasanabi #hasanpiker #twitchclips - "Wow." Tune into @HasanAbi's streams everyday after 11am PT! #hasanabi #hasanpiker #twitchclips von Mars Keine Aufrufe vor 4 Tagen 1 Minute, 1 Sekunde – Short abspielen

Development Update + Early Combat Footage - 11AM PT Friday, October 30, 2020 - Development Update + Early Combat Footage - 11AM PT Friday, October 30, 2020 1 Stunde, 32 Minuten - On October 30, 2020, we had our Ashes of Creation October Development Update live stream! We shared our development ...

Quick Updates

Studio Update

Design Update - Combat, PvP, Castle Sieges

Environment Art Update - Node Work \u0026 Plant Life

Character Art Update - Hair \u0026 Armor

Glorious Gourd Winners

Q\u0026A - We also try to provide quite a few answers to questions in our Q\u0026A thread each month, so head on over

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