

Female Character Models: unrealistic physical proportions



Ein interessanter Artikel in der [Wired](#) über [weibliche Spielercharaktere](#) in Ego-Shootern wie [Warface](#):

„The female skins [are] a good example of how we see how culturally the different regions approach the same game in different ways,“ he says. „The skins we’re showing right now are the skins that basically came out of our Russian region. They’re not what our players at first requested in the Russian region. They tended to be considerably more extreme than what we ended up shipping with.“

By extreme he means revealing clothing and rather unrealistic physical proportions.

[Frau Dingens](#) twitterte dazu: „Crytek vergleicht Frauen in Games mit Cola, Spieler wollen sie in Highheels und Riesendekolltee“.

[GamesIndustry](#) hatte das Thema schon vor ein paar Tagen

diskutiert: „Warface producer: 'sexy' female character skins
result of ,cultural relativism'.“