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Motion capture technology employs three sensors set up at the corners of the pitch to detect the positions of the ball and players, equipped with specialised cameras in FIFA 22. This data is then analysed in four “labourators,” which track players in three dimensions at a rate of 240 frames per second. All 22 real-life players were needed to capture the matches, with each player wearing motion capture suits and sensors at strategic locations on their body to capture the location and moment of contact with the ball during a full-length match. Each laborer is connected to different data to ensure that the player’s physical speed, acceleration and contact area are replicated in the player model. The integration of the motion capture data is the result of a lot of effort and time spent on planning and simulating the movement of the ball and player throughout the pitch. FIFA 19 introduced a series of new animation workflows and motion capture for movement and animations. These advancements have been improved upon in FIFA 22 with the inclusion of “HyperMotion Technology,” which in addition to more accurate animations brings new speed and gameplay, demonstrated by the high-intensity matches filmed in FIFA 22. In addition to improved player animations, sound was also reworked to aid in the clearer identification of players, as well as other on-ball events. FIFA 22 also introduces the “Real Player Motion” technology, which captures every movement made by the player and updates the player model instantly, bringing a truly lifelike experience, especially at the feet of the players where movements can be more complex. Finally, the physics system was also tweaked to bring a more realistic simulation of the ball and opponent’s body, bringing an overall feeling of accuracy and realism to the game, which resulted in a physics engine that is more than 40 times faster than the previous iteration of the code. The new physics engine is also coupled with the Hyperesophic Movements, which, like the physics system, is designed to bring more of an accuracy to the way players move in-game. On top of all this, FIFA 22’s Vision Engine was significantly improved, bringing in-game lighting, reflections, volumetric atmospheric effects and more. Visuals and animations Hyperesophic Movements provides a completely new way of physically modelling players by accurately modelling and replicating their movements and interactions

Features Key:

- Hybrid Intelligence - A true movement and ball physics engine, powered by millions of expert-crafted, real-life player movements, tackles, aerial duels and on-ball actions.
- Intelligent Speed, Intelligence & AI - Prioritise player movement and ball physics based on the speed of the game and the intelligence of the opposition.
- We Love Movement - Simulation and animation are a combination of our best efforts to bring our most ambitious game play innovations, including player and ball movement control systems, play transitions and psychological movement.

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- Master League - Complete your club experience by becoming a Pro. Utilise our new hiring system to hire, manage and coach your own team in the complete Pro mode, with an enhanced manager career mode with a new manager hierarchy, redesigned transfer system, FM adviser, improved contract renewal system and more.
 - Be There - Discover and write your story as you play through the experiences that matter most to you, and use the new avatar creator to customise your very own football Superstar.
 - AI Manager - Adjust tactics and psychological profiles to ensure your team wins, or crush your opponents. Get an AI Manager that's 100% customisable.
 - Player Emotion - Mastered using data and movement, each individual player will understand what the others are doing and feel it in real time. The team will interact and react differently to you and your style of play - you be the boss.
 - Legacy System - The legacy system keeps your team environment and player look-and-feels the same across the generations, so that progression and appreciation is shared across new and old generations.
 - All-Stars - Put elite Barcelona, Bayern, Chelsea, Juventus, Inter and Napoli among your opponents this year.
 - FIFA Unite & FIFA Rivals Modes
 - Play in the fastest game mode in the franchise, featuring reduced loading times and new additions like Maneuver Ball.