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Costume design in Assassin's Creed III: a comparative study between the real and the virtual

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Abstract:

This paper presents a detailed analysis of *Assassin's Creed III*'s character Haytham Kenway's costume, with emphasis on the physical qualities as well as the symbolic factors used in the garments. The costume is constructed physically in order to facilitate a further comparative study between the real and the virtual qualities looking at historical and technical accuracies in order to aid game companies in constructing accurate virtual costume.