



skateboarding

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UK Skateboarding Association (UKSA)

Aiming to provide a central place that skaters, councils and businesses can use to help further skateboarding in the UK

UKGSA

The United Kingdom Gravidity Sports Association (UKGSA) is a structured and non-profit making organisation that aims to combine all Gravidity Sport disciplines.

Sk8uk

A UK Skateboarding resource, with news, events a vast guide to all things skateboarding and a strong community forum

Sk8m8

Employs grid references, allowing users in the UK to find out how far away each skate park is from any given town. sk8m8 combines the most extensive list of UK skateparks with the worlds most advanced skatepark search engine

Transworld Skateboarding

The Transworld Skateboarding Magazine provides skaters with trick tips, videos, photos, the opportunity to buy equipment online and the latest news on the skateboarding scene.

SkateboardEurope.com

Information about skateboarding and skateboard events in Europe

Kingpin magazine

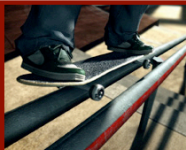
Kingpin is the Home of Skateboarding on the web, with exclusive content, Skate blogs, forums and a place to share and review the latest skate videos

Sidewalk magazine

The constant source of information for the British skate scene. Sidewalk is the monthly bible for British skateboarders, contains news, forums and blogs

EA Drops In On CG Skateboarding

Video game developer and publisher Electronic Arts are jumping on the skateboarding band wagon with their latest development SKATE for Xbox360 and PlayStation 3



Everyone remembers Activision's 'Tony Hawk's Pro Skater and subsequent sequels; these games were almost singlehandedly responsible for pushing skateboarding further into the glaring lights of the mainstream and inspiring a whole new generation of young skateboarders.

Following hot on the heels of Activision's monumental foray into the world of extreme sports video games, Electronic Arts are in the midst of reinventing the genre for the new generation of consoles and gamers.

Pegged as the closest thing to being on a skateboard without actually getting up from your sofa, Electronic Arts have announced that SKATE will be released for the PlayStation 3 system and the Xbox 360™ video game and entertainment system in 2007.

SKATE will deliver the feel of skating through innovative controls, authentic cameras and a fully reactive skateboarding city. The game features professional skaters such as Danny Way and PJ Ladd, as well as a reactive city and relevant in-game cameras that capture and deliver the most authentic skateboard videogame experience to date.



Check out the mind blowing graphics and action on offer in EA's latest skateboarding simulation game

"Our game offers a skate mecca for both skaters and gamers in search of the definitive authentic skating video game experience," said Scott Blackwood, executive producer, EA Black Box. "We're focused on capturing the actual feeling of skating with the innovative control system, the physics driven animations, the intelligent cameras working together to really deliver the closest thing to being on a board."

SKATE's unique control scheme captures the true feel of skating versus the typical button mashing gameplay of past skating games. Featuring physics-driven animations, gamers will have a unique gaming experience every time they pick up the controller since no two tricks will ever be the same.

To add to the game's authenticity, EA used motion-capture technology to digitize each individual pro's style. Plan B pro Danny Way says the producers did an amazing job making sure that all of the characters reflected the styles of the skaters they were based on. "With the technology EA has and the amount of skill sets and experience they have in making games, they can create something that looks pretty realistic," says Way.

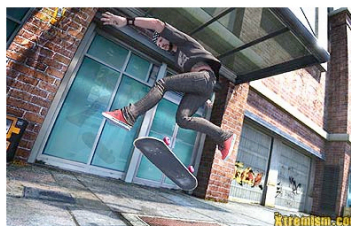
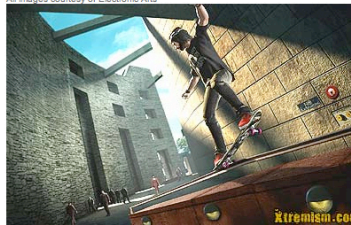
To add another level to the game's credibility within the skate community, EA brought in skateboard-legend-turned-musician Tommy Guerrero to put his own musical spin on some of the levels. "I did a twenty-minute score for the level inspired by San Francisco," says Guerrero. "It's all original stuff, too. It was a really cool project to be a part of."

Developed by EA Black Box in Vancouver, British Columbia, SKATE will deliver all the style, fun, creativity and culture of skateboarding without the countless hours of practice, broken bones and hospital visits. SKATE has not yet been rated by PEGI or USK.

Skate will be shipping later this year for Xbox 360 and PlayStation 3 platforms.

Screen Shots

All images courtesy of Electronic Arts



With outstanding graphics, digitally enhanced motion capture for realistic skating manoeuvres and gameplay along with close attention to detail EA's latest skateboarding simulation 'SKATE' looks extremely impressive.

For more information visit the [Electronic Arts website here](#).

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