

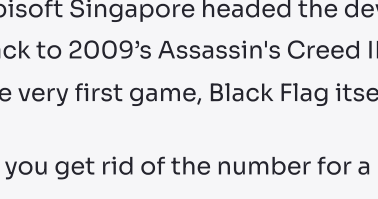


OLD AND NEW

Assassin's Creed Black Flag Resynced Devs Talk Development Challenges, the Future of the Original Game, and More

Restart.run spoke with three members of the team at Ubisoft to learn about the challenges they had to overcome when remaking Black Flag for modern platforms.

George Yang Posted 05/21/26

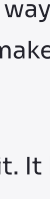


Assassin's Creed Black Flag Resynced

Release Date: July 9, 2026

Platforms: PC, PlayStation 5, and Xbox Series

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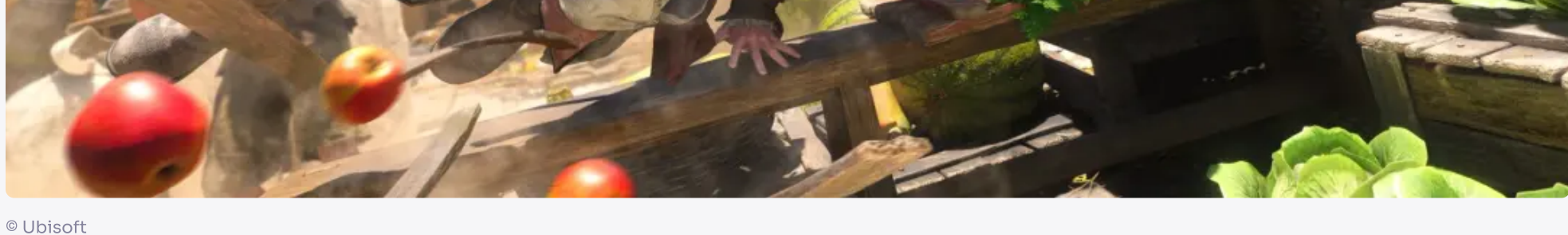


We spoke with game director Richard Knight, creative director Paul Fu, and technical architect Nicolas Lopez about why Ubisoft chose Black Flag as the one to remake, the advancements of the Anvil game engine that the game was developed on, and the original Black Flag's fate.

Ubisoft Singapore headed the development of Black Flag Resynced, and has played a significant role in Assassin's Creed dating all the way back to 2009's Assassin's Creed II. The studio even worked on the original Assassin's Creed IV: Black Flag. Instead of starting with a remake of the very first game, Black Flag itself presents a unique opportunity that other entries don't.

"If you get rid of the number for a minute from the original game, Assassin's Creed IV: Black Flag has a lot of very interesting things for it. It has this cool setting in the Caribbean, and people like the idea of a tropical vacation. It's got this very endearing character in Edward Kenway," Knight explains.

Additionally, the emphasis on naval combat and water rendering technology lets Ubisoft dream bigger than ever before. Knight continues, "[Black Flag] is so many years old. What if we did it today? What if we made this the next Assassin's Creed game?"



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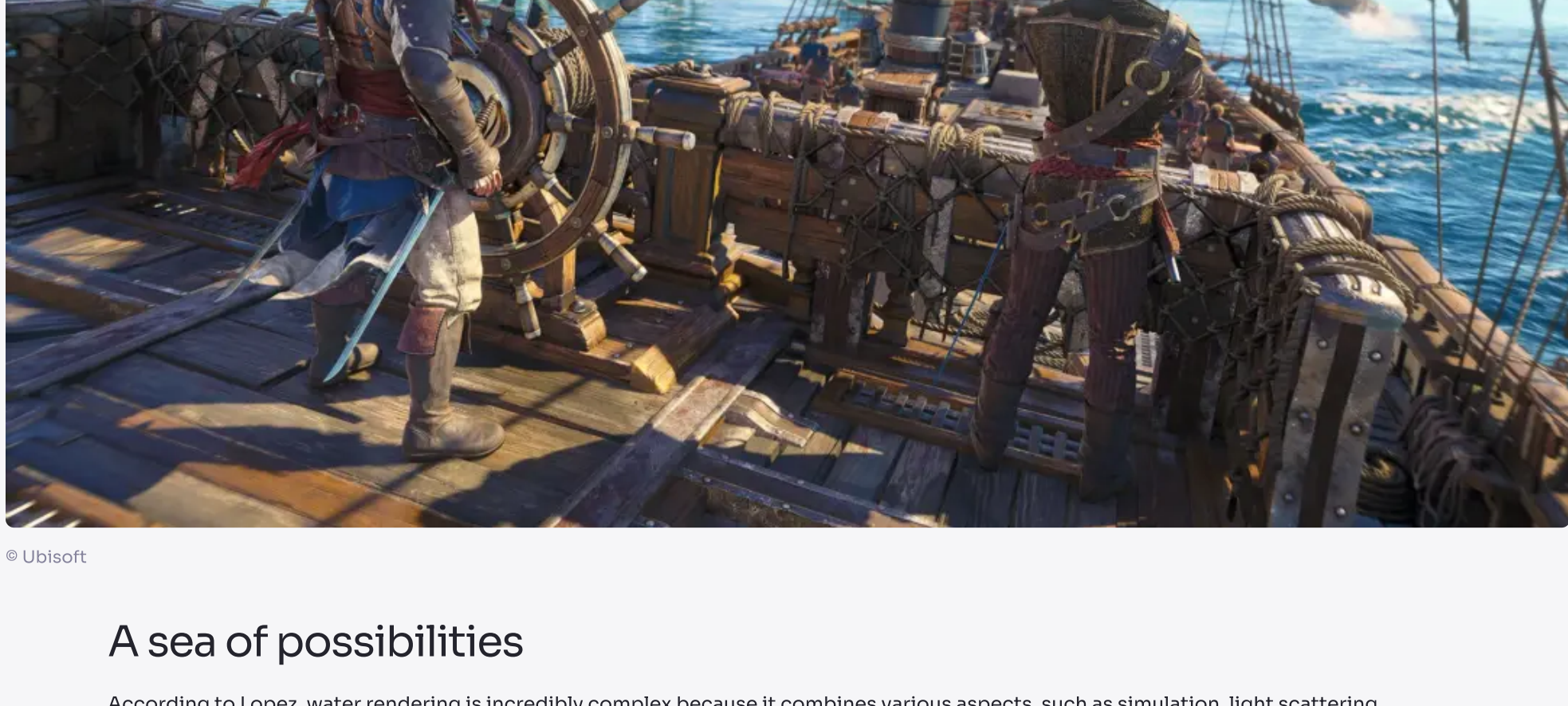
Demystifying remakes

While many gamers out there may think a remake might be "easy," it requires overcoming a distinct set of challenges when compared to creating a new entry in order for it to be successful. The development team quickly realized that simply just porting over old animations or world data wasn't smooth sailing. In Resynced's case, much of the data had to be recreated and facial animations had to be manually hand-eyed. Creating old-school style Assassin's Creed missions was also technically challenging on the modern iteration of the Anvil engine, as they consisted of many complex scripted events and handcrafted sequences.

"Making a remake presents many creative and technical challenges," Fu says. "Creatively, it requires a strong grasp of the tone, story, and gameplay from the original in order to ensure that the remake feels familiar but expanded."

Ubisoft Singapore also worked on 2024's Skull and Bones. Although many people think that the action-adventure pirate game was an offshoot of the original Black Flag (which it reportedly was initially), Skull and Bones is both creatively and technically much different than Resynced. The naval gameplay in Resynced is inspired by the original's quadrant-style aiming system. It has blind spots, which forces players to rotate the ship in combat, which is very different from Skull and Bones.

"Resynced is an engine branch from Shadows. Skull and Bones branched from Valhalla," Fu continues. "Therefore, the naval and ocean systems had to be recreated from the ground up for Resynced."



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A sea of possibilities

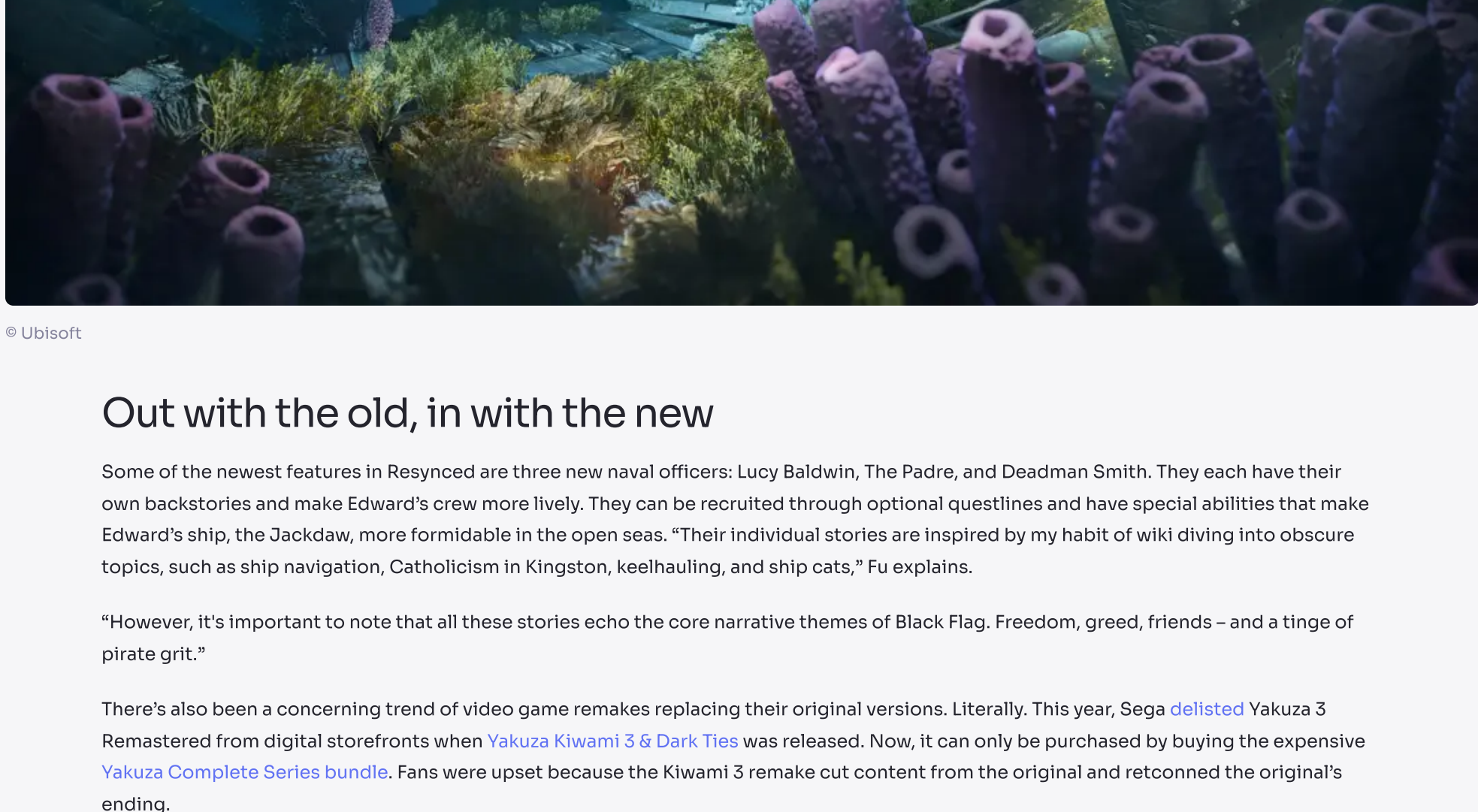
According to Lopez, water rendering is incredibly complex because it combines various aspects, such as simulation, light scattering, reflections, and gameplay physics simultaneously. So the biggest challenge in creating the ocean in Resynced was to make all those systems work together to make it feel believable and alive.

"Water is a core pillar of Black Flag, so it received a major overhaul in Resynced," he explains. "We completely rewrote the water tessellation pipeline to improve both fidelity and performance, and developed a new volumetric foam system for more natural interactions with waves, ships, and coastlines."

The Anvil engine has been used since the very first Assassin's Creed game, and has gone through many upgrades over the past two decades. Now, it acts as a repository of sorts, a shared engine where systems and innovations in a game developed within are immediately available to other Anvil projects, including future Assassin's Creed games. It's a proprietary internal engine rather than a general purpose one like Unreal or Unity. As a result, this allows Ubisoft to continually iterate on systems within Assassin's Creed games and keep long-term consistency across gameplay and world simulation.

Systems like parkour and ray-tracing take years to mature. Resynced benefits from all of the advancements in evolving technology and is able to push boundaries further.

"Because the technology is fully developed and owned by our engineering teams, we can evolve it in lockstep with production needs and steer the roadmap in a very focused way," says Lopez. "That tight coupling between game and engine is what lets us push the experience further, generation after generation."



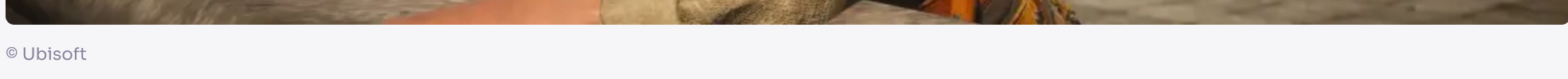
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Out with the old, in with the new

Some of the newest features in Resynced are three new naval officers: Lucy Baldwin, The Padre, and Deadman Smith. They each have their own backstories and make Edward's crew more lively. They can be recruited through optional questlines and have special abilities that make Edward's ship, the Jackdaw, more formidable in the open seas. "Their individual stories are inspired by my habit of wiki diving into obscure topics, such as ship navigation, Catholicism in Kingston, keelhauling, and ship cats," Fu explains.

"However, it's important to note that all these stories echo the core narrative themes of Black Flag. Freedom, greed, friends – and a tinge of pirate grit."

There's also been a concerning trend of video game remakes replacing their original versions. Literally, this year, Sega [delisted](#) Yakuza 3 Remastered from digital storefronts when [Yakuza Kiwami 3 & Dark Ties](#) was released. Now, it can only be purchased by buying the expensive [Yakuza Complete Series bundle](#). Fans were upset because the Kiwami 3 remake cut content from the original and retconned the original's ending.



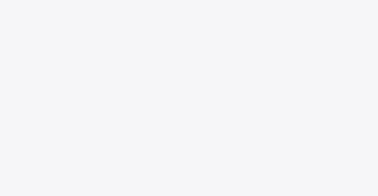
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Ubisoft has done something similar before, too. Back in 2019, the original [Assassin's Creed III](#) was delisted in favor of Assassin's Creed III Remastered. Thankfully, it didn't drastically change anything about the original experience, and also included all of the original's DLC, as well as an HD version of the Liberation expansion.

Knight assures us that the original game will remain available for purchase. It featured modern-day Abstergo Industries segments with protagonist Desmond Miles, as well as multiplayer. Both of these components won't be in Resynced. Additionally, Ubisoft has no plans to remake the original's standalone expansion, Freedom Cry, which starred Edward's quartermaster, Adewale. Resynced will squarely focus on Edward's adventure.

"The original Black Flag will be for sale and it'll continue to be for sale. Nothing's going to change about that," he explains. Knight also states that the events of the original game are canon, just like how Resynced will be considered canon as well. He continues, "What the original team actually did still matters a lot. Both as a developer and as a player, I think it's the history that matters."

Assassin's Creed Black Flag Resynced launches on PC, PlayStation 5, Xbox Series X/S on July 9, 2026. It's available to pre-order at [Walmart](#). For even more on the game, check out our [hands-on preview](#).

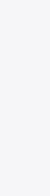


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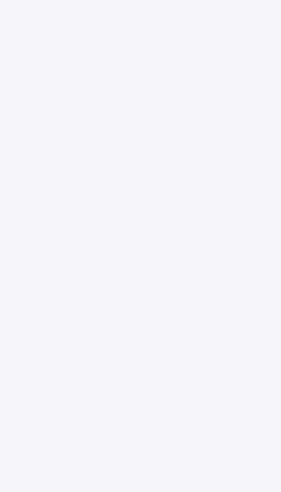
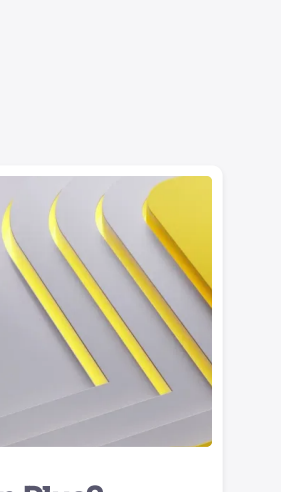
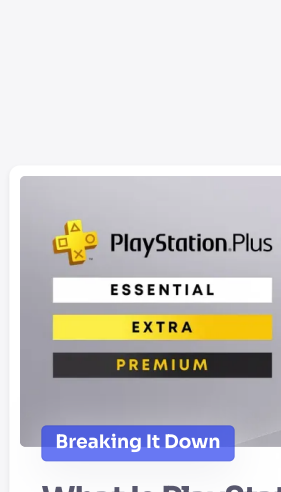
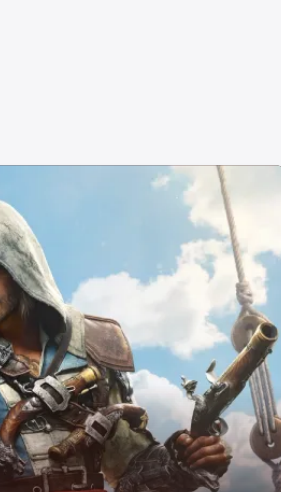
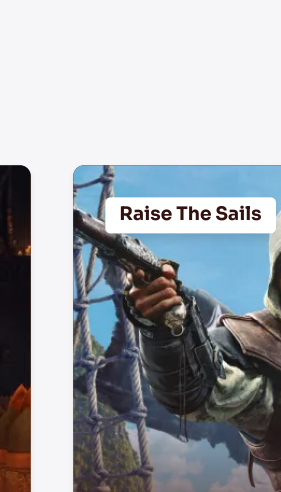
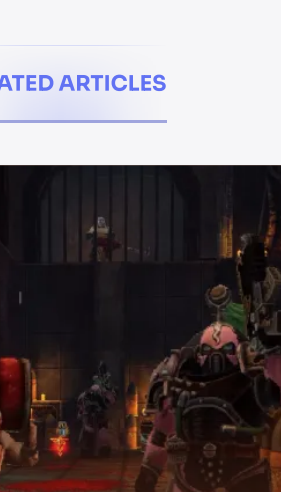
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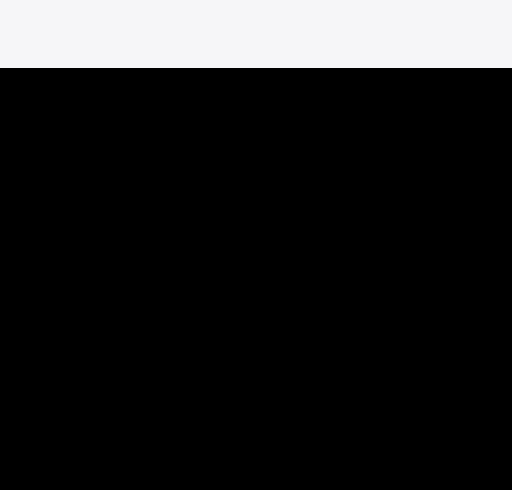
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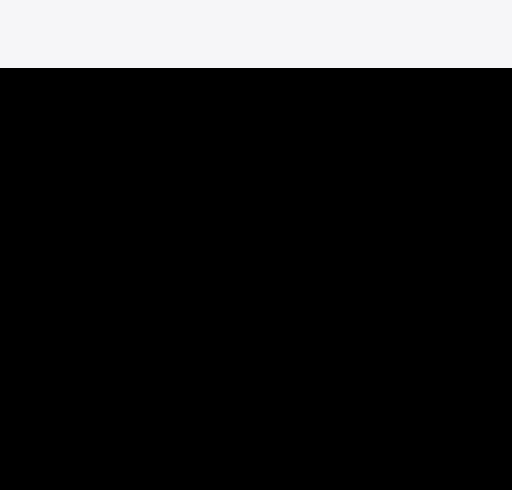
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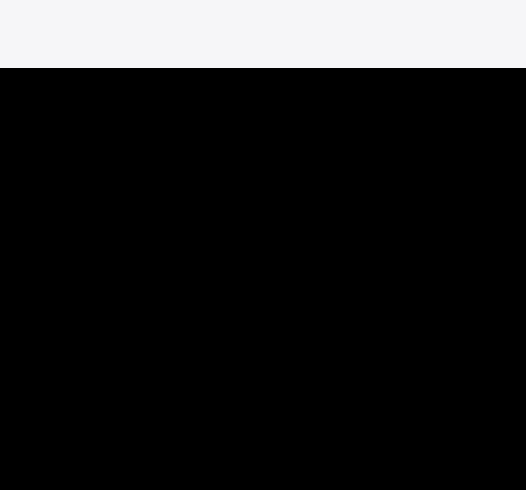
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