

Welcome to **the Omnic Lab**. We're a podcast that focuses on the strategies inside of the game of Overwatch. We learn through trial and error in the lab, even if things get a bit crazy and blow up sometimes! We'll brew up team composition strategies, stir in some tips to play better, and hopefully equip listeners with the instruments they need to gain a strategic edge!

In the Lab **today** we want to talk about maximizing the settings and some of the under-utilizing and hate around Sombra. Sombra can really make a huge impact, and yet the Overwatch community has not quite figured out how to play her properly.

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*Twitch: <https://www.twitch.tv/omniclab>

*Discord: discord.me/omniclab

*Website: <http://www.omniclab.com>

TAG WORDS: overwatch, omnic, lab, podcast, 2017, going, deep, dva, d.va, tank, hero, strategy

Competitive Mode Update:

*Rob:

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*Andres:

- ???

Special Thanks: Patrons!

Platinum level Scientist check out the VoD submission guide to submit your videos for review!
https://www.youtube.com/watch?v=s_xRlnr_wpo

Special Sponsor Thanks to our Diamond level scientists:

- Chris C: RcCrispy
 - <https://twitter.com/CrispyRcer>
 - <https://www.twitch.tv/rccrispy>
- Magic: twitter.com/aBitLikeMagic
- New Patrons this week (8): Ben W. (new Diamond Scientist!), Joseph E, Jim T, InfiniteNo1, & Oliver M

DEVELOPER UPDATE: <https://youtu.be/ibPLYx8QWYc>

- **Why no console PTR?** Consoles have Sony/Microsoft have different approvals & certification processes for content release
- **Why no incentives for using the PTR?** Blizzard is focused on things for the actual game and features in the game that everyone enjoys outside of the PC testing community.
- **Why changes to the Heroes on PTR?**

- Sombra is never to be a vicious assassin but rather a back-line disrupter (support tree)
 - Undiscovered, still not sure players have figured out how to play her just yet
- Roadhog hook changes is repurposed to feel more consistent for both teams.
- DVA doing too much: moving fast while shooting, boosters, and insane health pool without reloading
 - Mobility is the most important thing for DVA
 - If she isn't working, they will fix her.
- **Please use the PTR to help Blizzard analyze changes to balance the game.**
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Sombra:

<http://overwatch.gamepedia.com/Sombra>

- **Playstyle: Assault Support?**
- **Anecdotal experience**
- **Objective**

Game Settings: <https://www.youtube.com/watch?v=AfyBU6la1OA> -Tempo Storm

Video: DISCLAIMER: Andres

- Display Mode:
- Limit your FPS, there is some vsync/desync with frames to give input-lag.
 - Find whatever frames you run best case, and about how much in combat and cap it around the best case.
 - Example: 150 in combat 180 out of combat, capped at 190.
- V-Sync & Triple Buffering - turn it OFF - Stops screen tearing (v-sync helps so that parts of the screen that stop moving and distorts is fixed) - however, the setting generates a lot of input lag and slows down response time for you.
- Advanced - these are mostly personal preference and what your computer can handle if you want the game to be pretty.
- Gamma Correction, UP, Contrast in the MID, Brightness DOWN
 - Looks like a forward slash shape or reverse stair step.

Sound

- Sound Effects:
- Music: Can be 0
- In-Game Voice Volume: **higher than sound effects**
 - Hero voices (ultimate announcements, deaths, etc.)
- Voice Chat Volume: Team chatter, turn it uppp
- ATMOS Surround sound: Actually not as good as normal.
 - Supposed to make sound **direction** more clear, but reduces sound **quality**
 - **Turn off:** sounds further away is more difficult to hear if at all. (video claims)

Controls

- **Mouse:**
 - Mouse 360 Degrees - left to right of your mouse pad should be a 360 turn
 - 400-800-1600-3200 DPI is effectively doubling/halving the in-game sens.

- **Avoid Pixel Skipping:** <https://pyrolistical.github.io/overwatch-dpi-tool/>
- Most people use 1080, so just make sure you adjust to be below in-game sensitivity of **FOUR**.
- Crosshairs:
 - **Dot** or **Short Cross-hairs** are most used by pros to reduce the amount of distracting elements around targets
 - Choose a color that is not used often on the screen to help Yellow/Pink are great Blue/

Consoles - 1v1 Tournament

Date: January 29th

Start Time: *HIGH NOON* PST / 3:00 PM EST

Must **sign up** for tournament by Friday, January 27th by contacting:

--->(Admin) **CS** for PS4

--->(Mod) **Abnerd** for Xbox 1

Rules:

-Must have 16 participants for prizes to qualify & tournament to take place:

--->More than 16 sign ups - patrons will get preference

--->Less than 16 sign ups - tournament shifts to a game night.

-Round of 16 and quarter finals: best 2 out of 3, Single elimination.

-Semi/Finals Best 3 of 5, Double elimination.

Prizes:

1st place prize is a \$15 Xbox Store/PSN gift card.

2nd place prize is a \$5 Xbox Store/PSN gift card.

These are the finalized tournament rules for the console 1v1. Let me or CS know if you have any questions, and thanks for helping make it happen.

Emails:

iTunes Reviews:

From: **PocketMercy** (USA), **NinjaMasterMatt** (AUS), **SoggyDad** (USA), **DrCuBu** (USA), **Raf a aile** (USA)

> Thankful for the console emphasis becoming more a part of the show,

From: **Dante DemonZ (UK)** They Know how to Hammer Down!

>#AndresBibleThump I have never been that into shooters, I come from a competitive fighting game background. But since MKX is dead in Europe and Injustice 2 isn't out for months I've had more time to put into my new addiction - Overwatch. I started writing for the eSports team Dignitas about this game and needed inspiration so I looked for podcasts. This is the only way to go, extremely engaging, keeps me awake on long bus journies and has some good laughs. Whatever I'm doing it can always be more enjoyable wih these lads in the background. Not to mention their community is lovely, well run and everyone should join the discord! Would recommend to casual or competitive Overwatch players, has stuff for everyone. So EVERYONE GET IN HERE! - DanteDemonZ (from discord)

From: **Zero** (USA)

> **Great info. Great strategies. Great community.** Anyone looking to get better at the game of Overwatch should definitely subscribe to the Omnic Lab without hesitation. Rob and Andres skip the pointless fluff and filler and get right to dissecting the game. Not for players that just want to "wing it." Omnic Lab gets into the nitty gritty and finds actual ways to get better, rather than just rehashing the same "Get to Masters Quick" tips that you find in a lot of other places. Also, the discord community is very welcoming and a great way to get some games in with other passionate players that are friendly and respectful about helping each other improve.

Reference Links:

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You can find the Omnic Lab on:

*Twitter: <https://twitter.com/OmnicLab>

*Facebook: <https://www.facebook.com/omniclab>

*Discord: discord.me/omniclab

*Email: omniclabpodcast@gmail.com

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*SWEET MERCHHHH: <http://shop.spreadshirt.com/omniclab>

*Full Extended Show Notes:

https://docs.google.com/document/d/1N6U4b_MRMoKbDIQEeB6yQsPWkLLEpOisfu-ZRDqn1PU/edit?usp=sharing

Rob here:

*Twitter: <https://twitter.com/notrob>

*Plays.TV: <http://plays.tv/u/notrob>

*Hearthstone Podcast - Velen's Chosen: www.velenschosen.com

And Andres here:

*Twitter: <https://twitter.com/lplaiGames>

*Twitch: <https://www.twitch.tv/omniclab>

"Don't be a lab rat, be a scientist...see ya next week, Omnic!"

