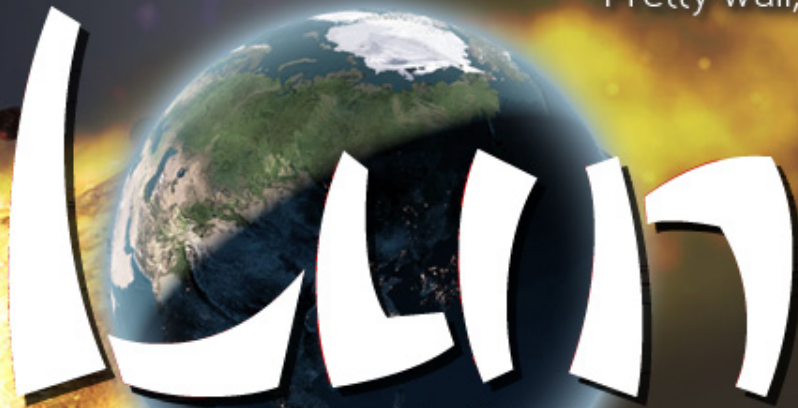


GameLab<sup>2010</sup>

Historic Places and Events:  
Pretty wall, pretty fast!



big asteloid, tiny you

Alessandro Gaia | Philipp Simmler | Rafael Hostettler



# Asteroid



Storyline



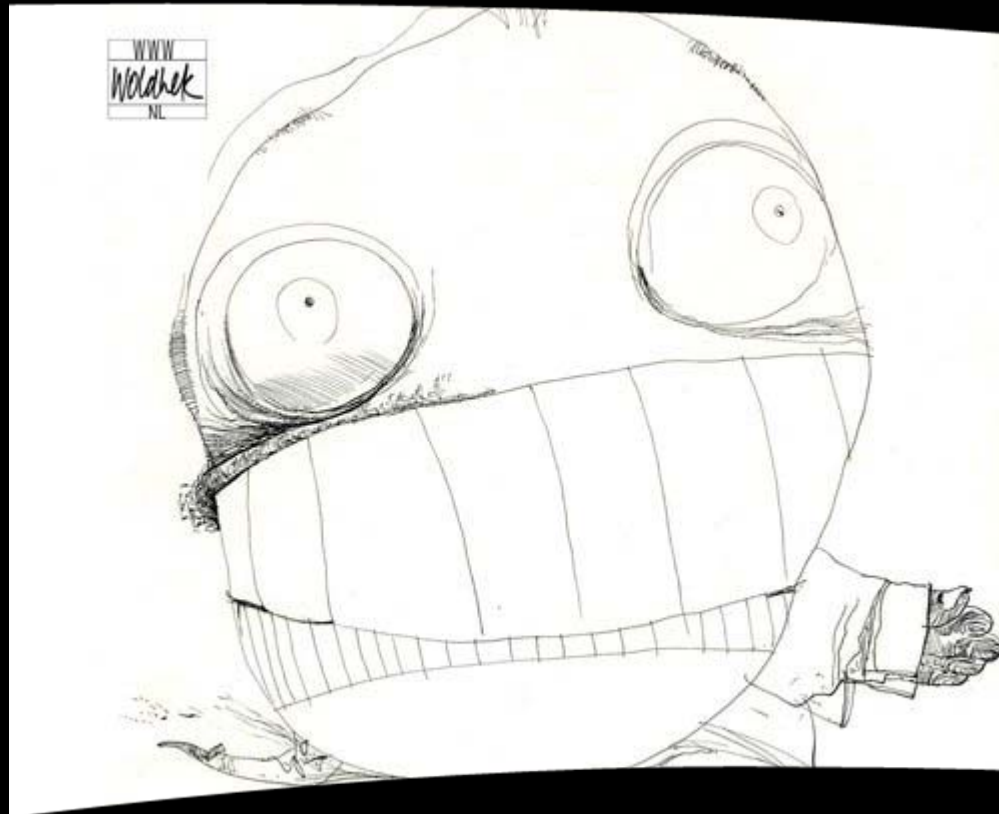
# Earth



Storyline



# Forrest



Storyline





# Chinese Wall



Storyline



# Sphere

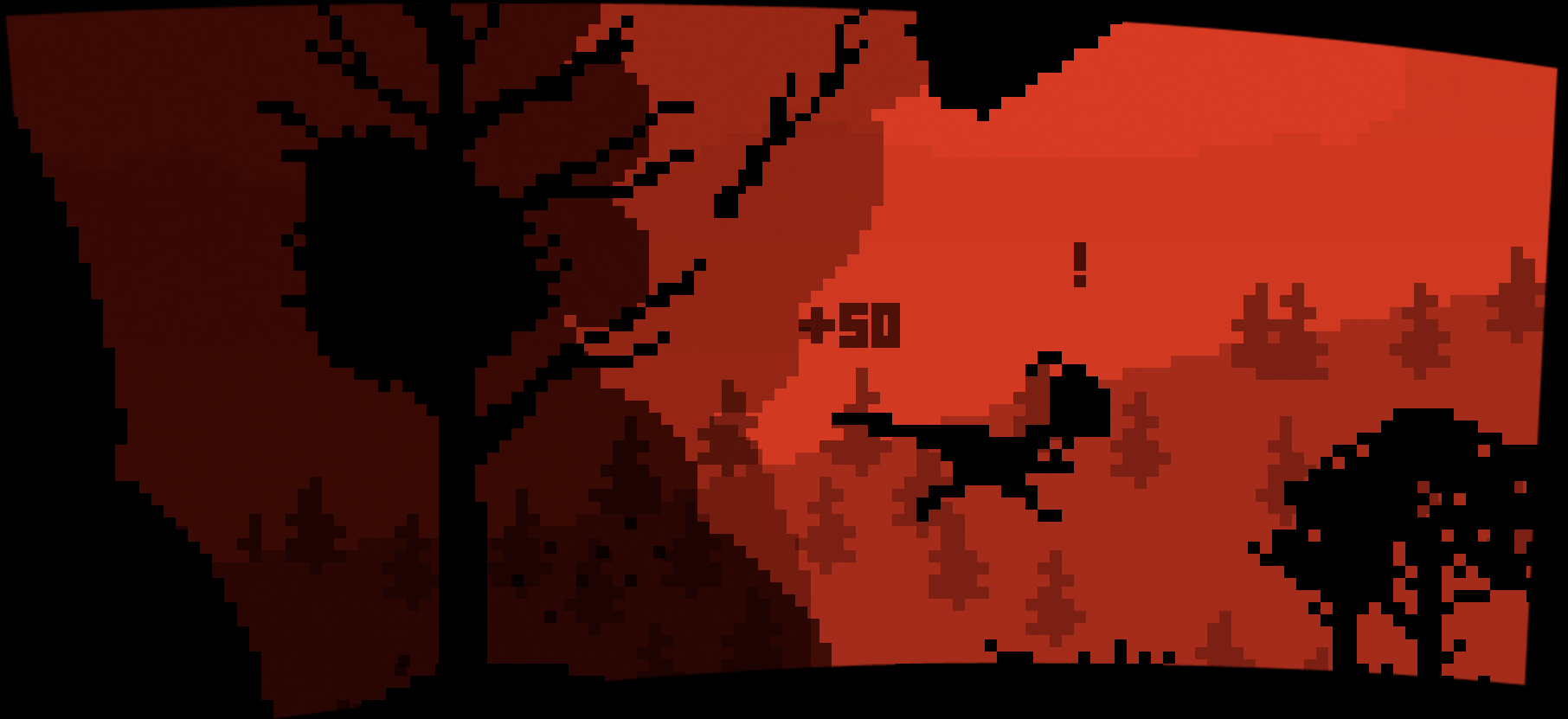


Storyline



7

# Doom



Storyline

# Part 2





Goal: fast and addictive

“THE BAD ARTISTS  
IMITATE, THE GREAT  
ARTISTS STEAL.”

~~PABLO PICASSO~~  
BANKSY

Game Description



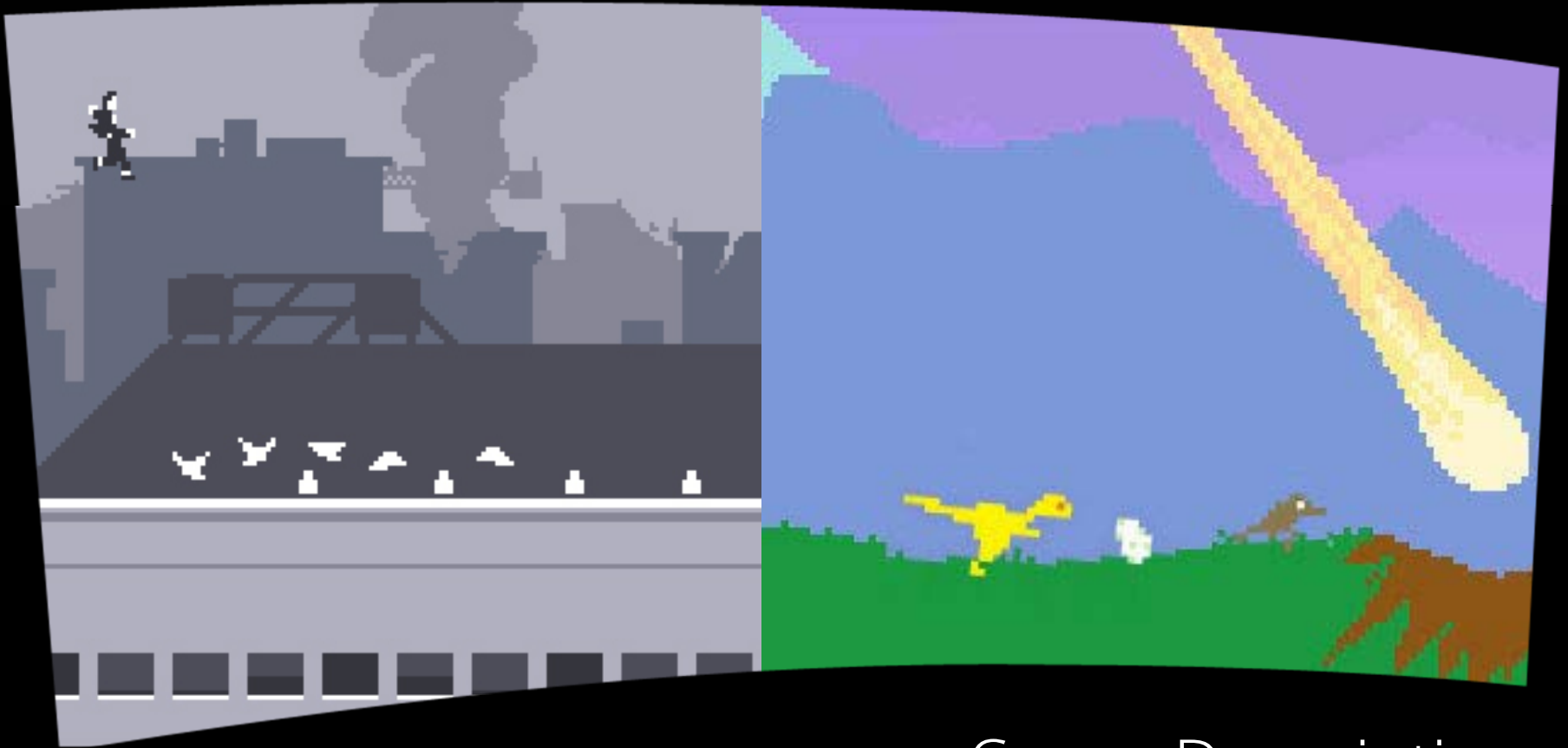
Goal: fast and addictive



Game Description



# Canabalt & Dino Run

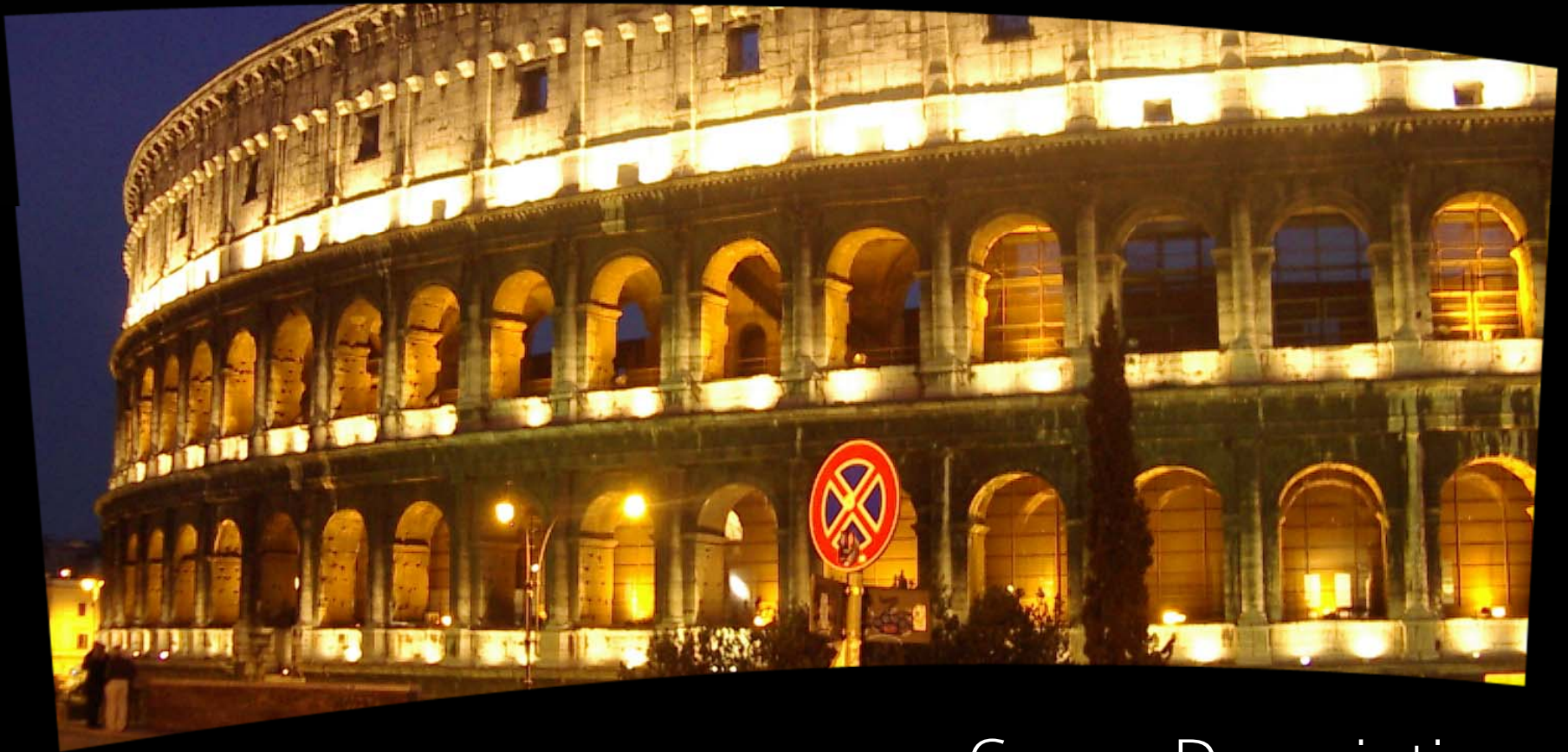


Game Description



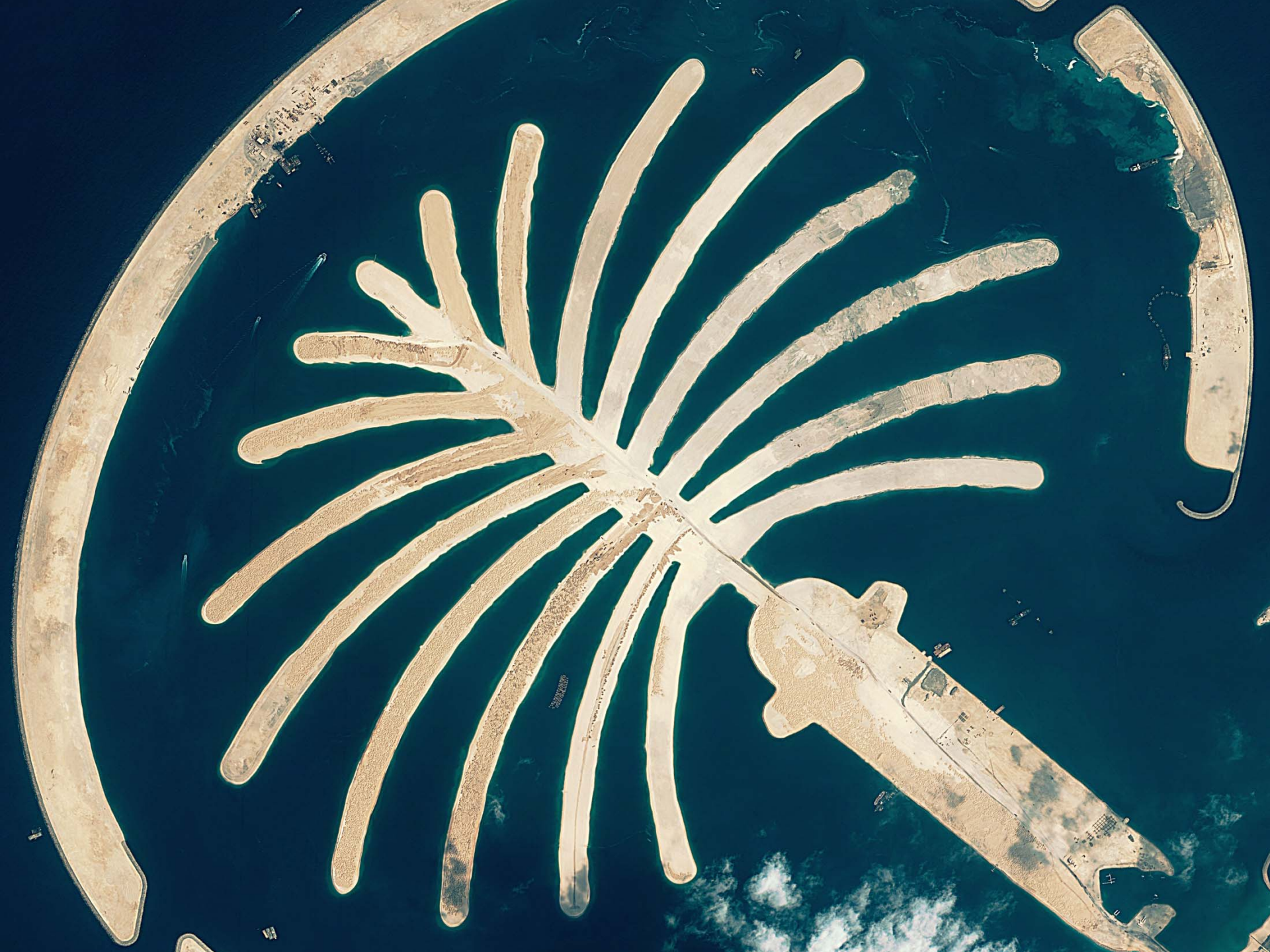


# Historic Places and Events



Game Description









# Largest man-made structure



Game Description



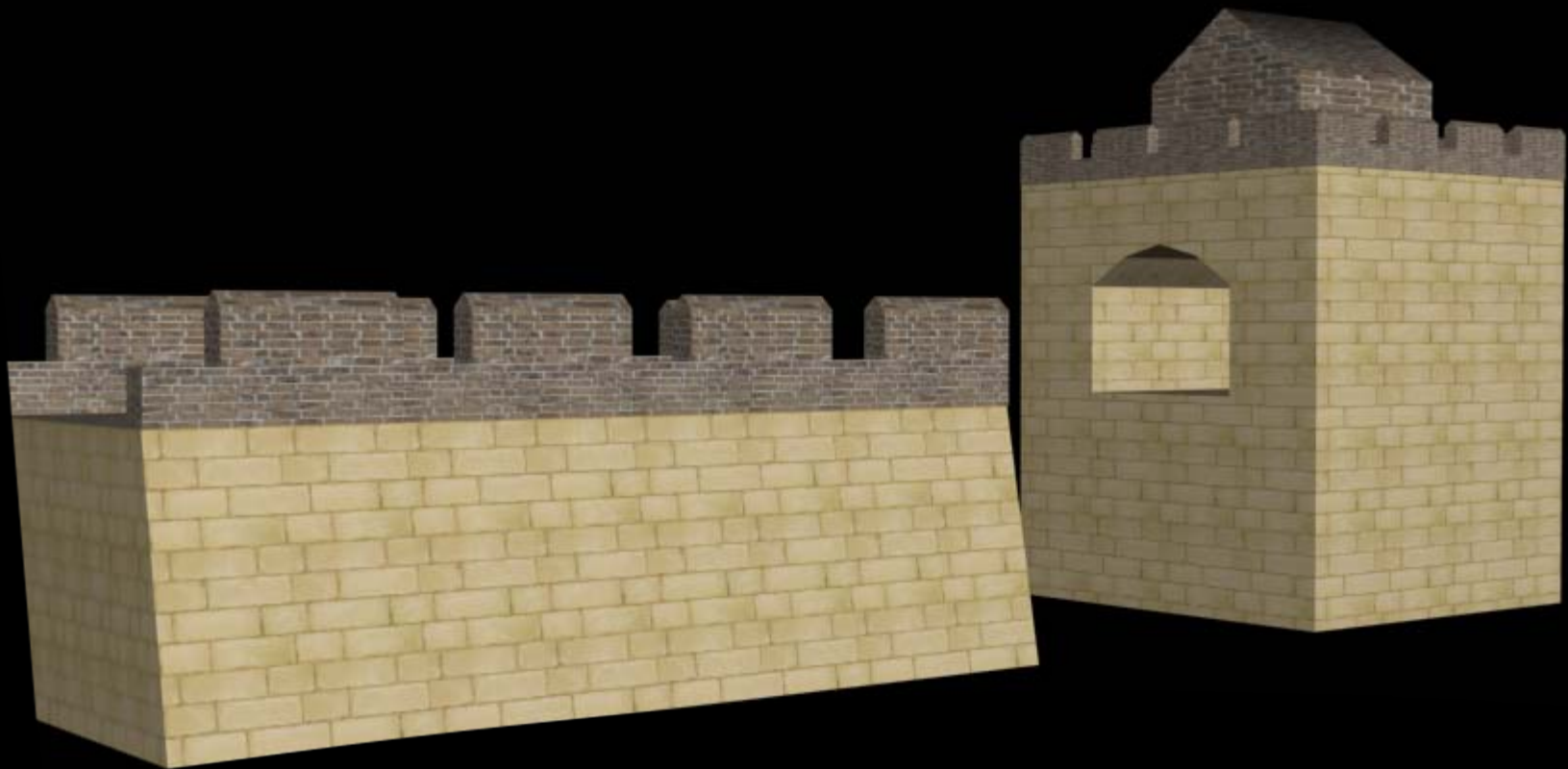
# Biggest possible historic event



Game Description



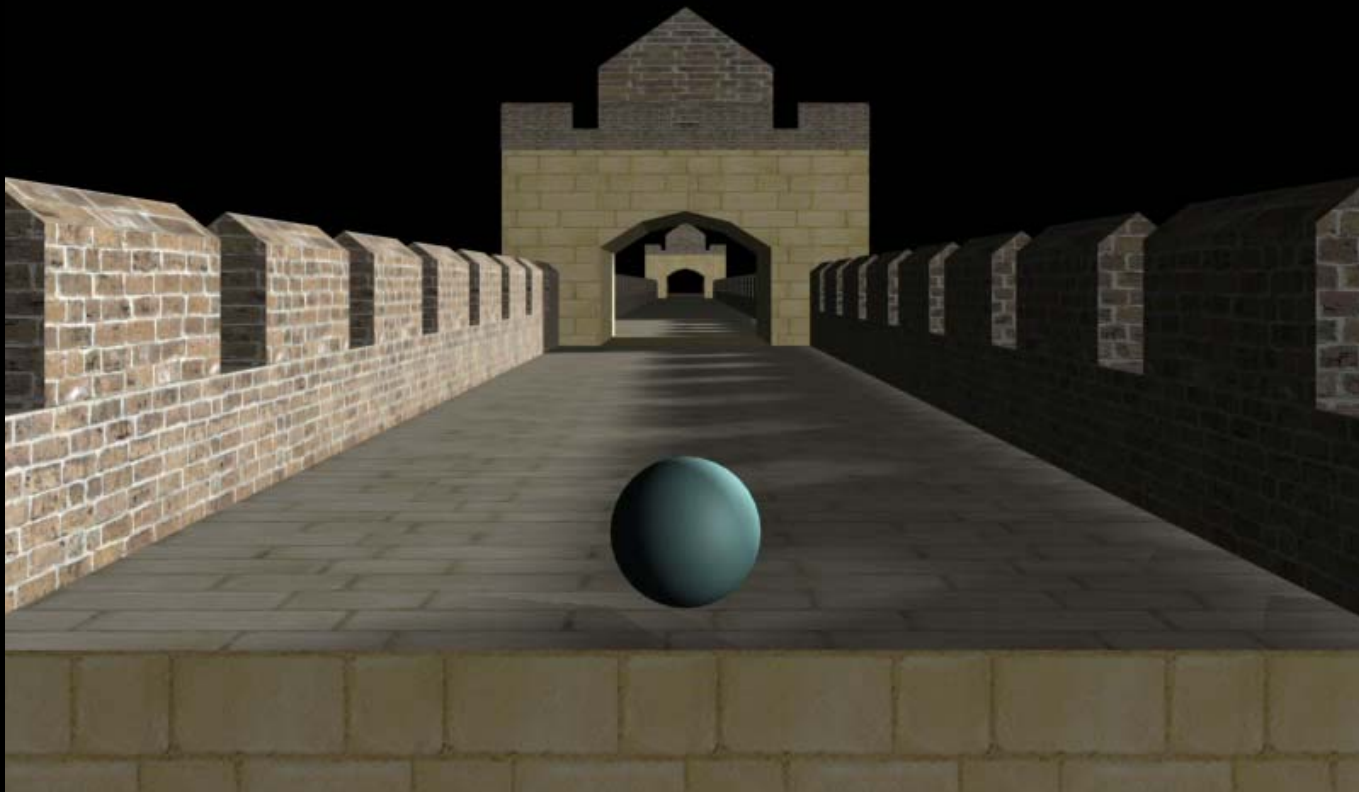
# Game Description







# Gameplay





# Coins



(slide was missing on the presentation)



# Part 3



# Strength



Game Description



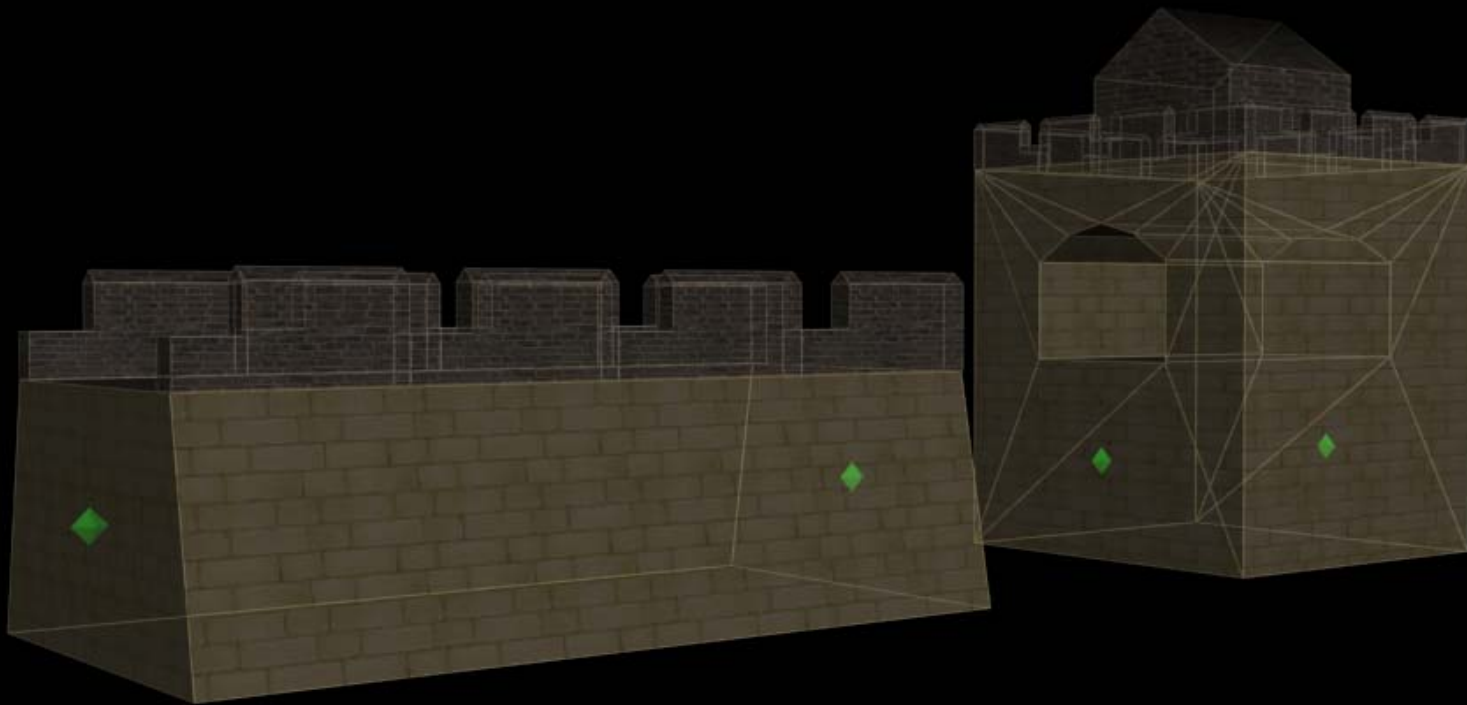
# Animated Geometry



Technical Details



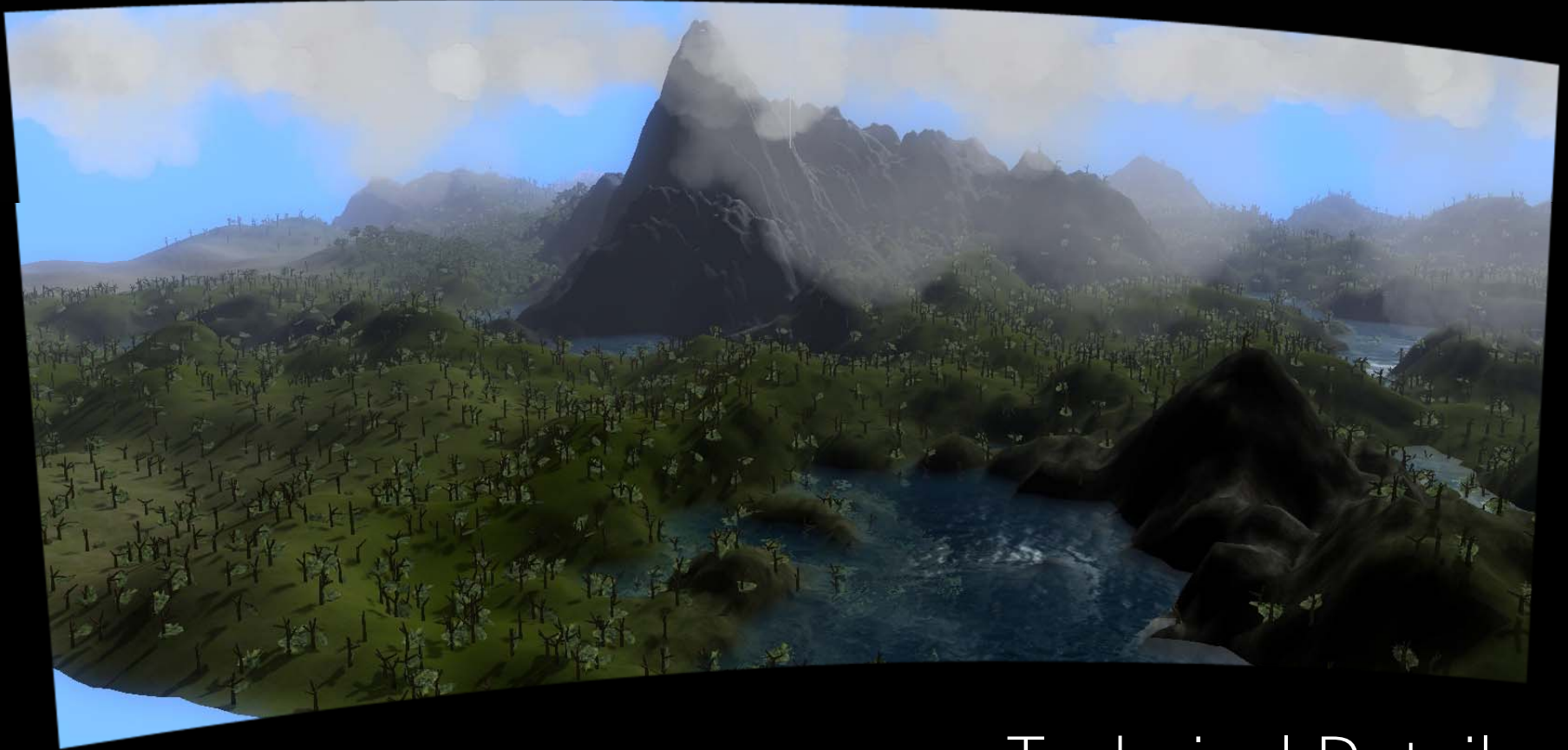
# Concatenate Wall Elements



Technical Details



# Procedural Terrain

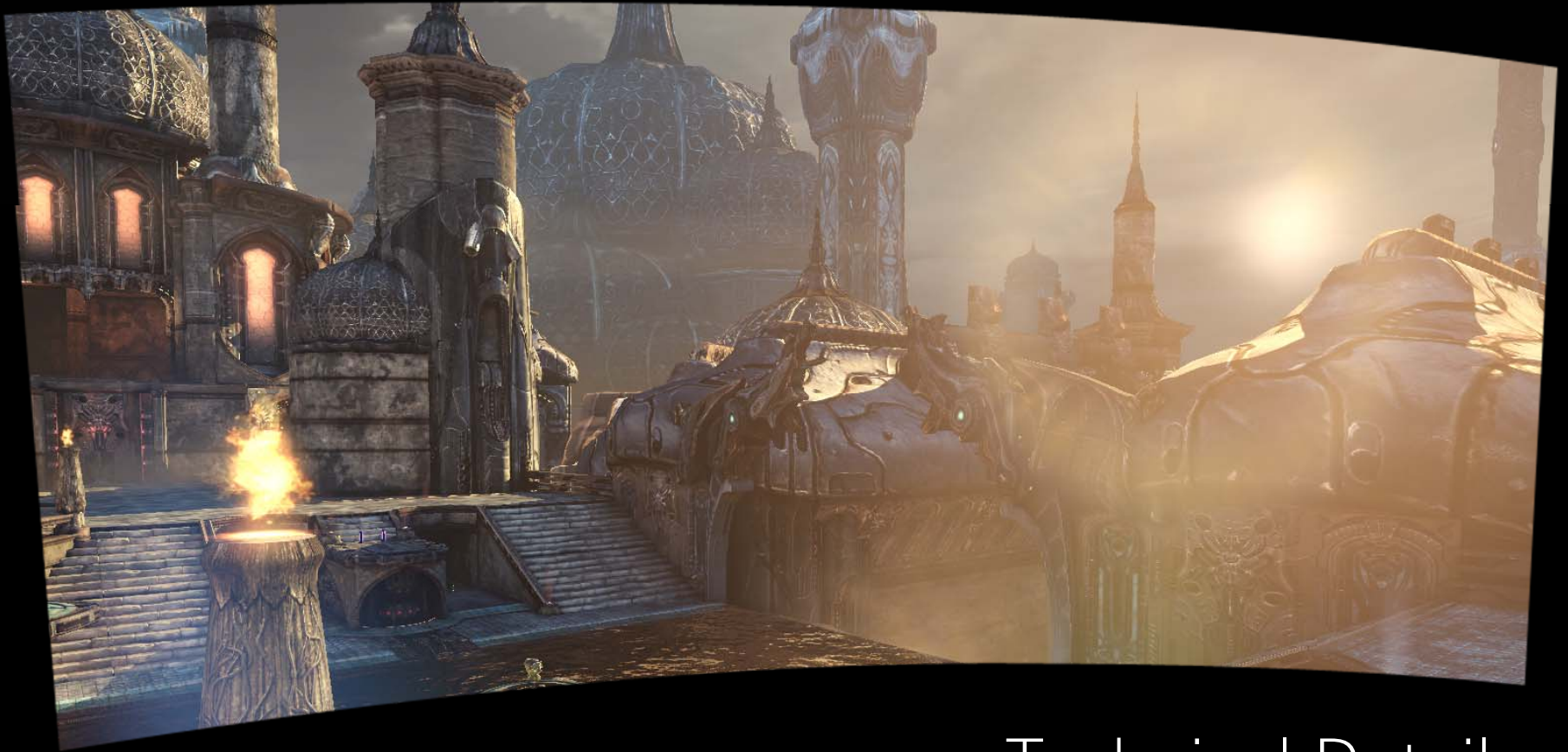


Technical Details





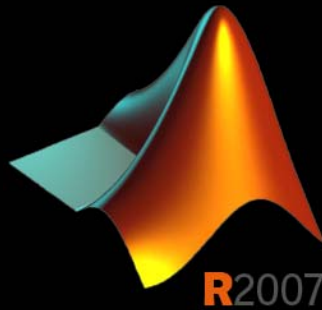
# Postprocessing Effects



Technical Details

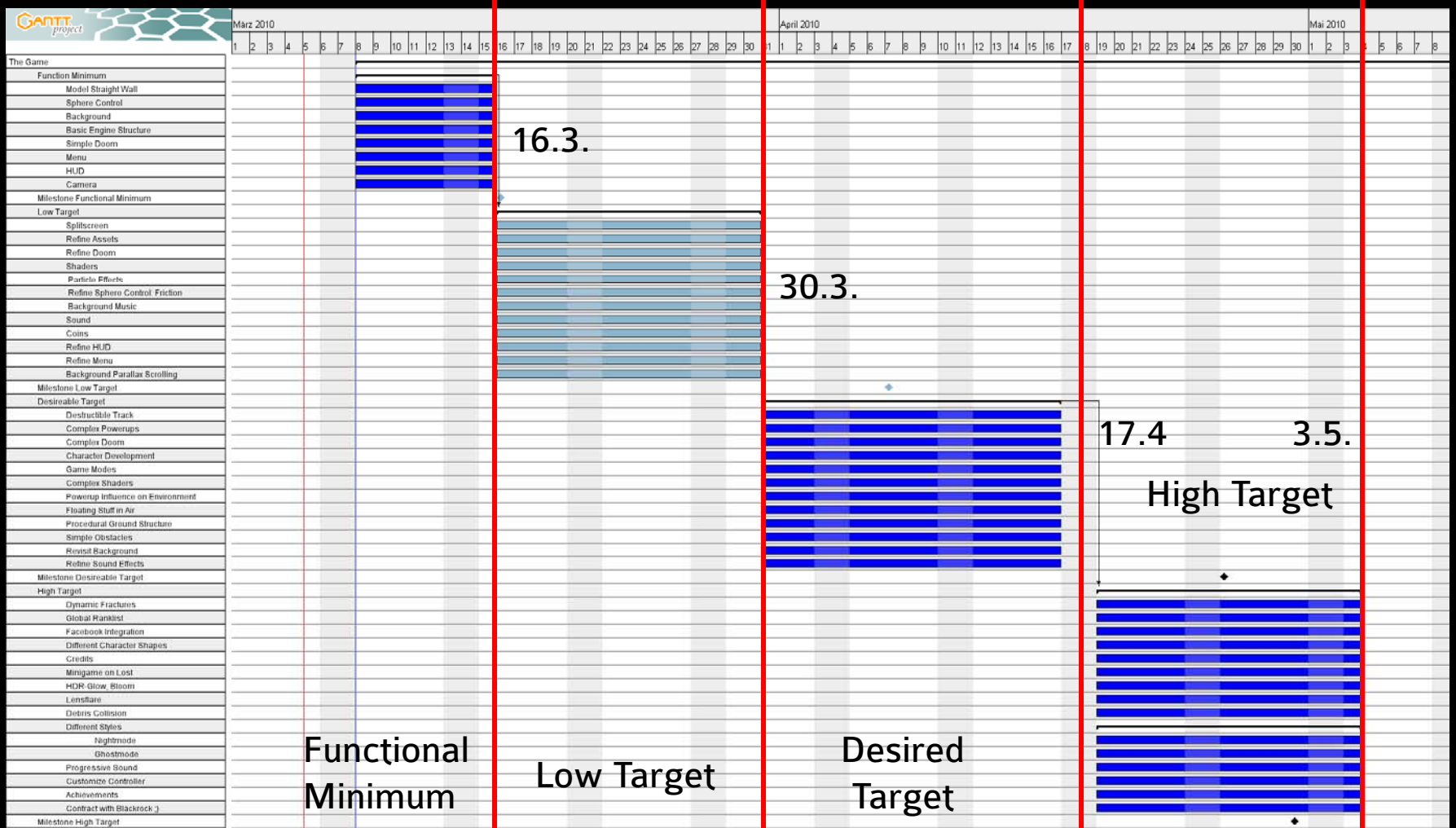


# Tools





# Schedule





# Timing Quality

Developing **300hrs**

Testing & Debugging **200hrs**

Lecture **100hrs**

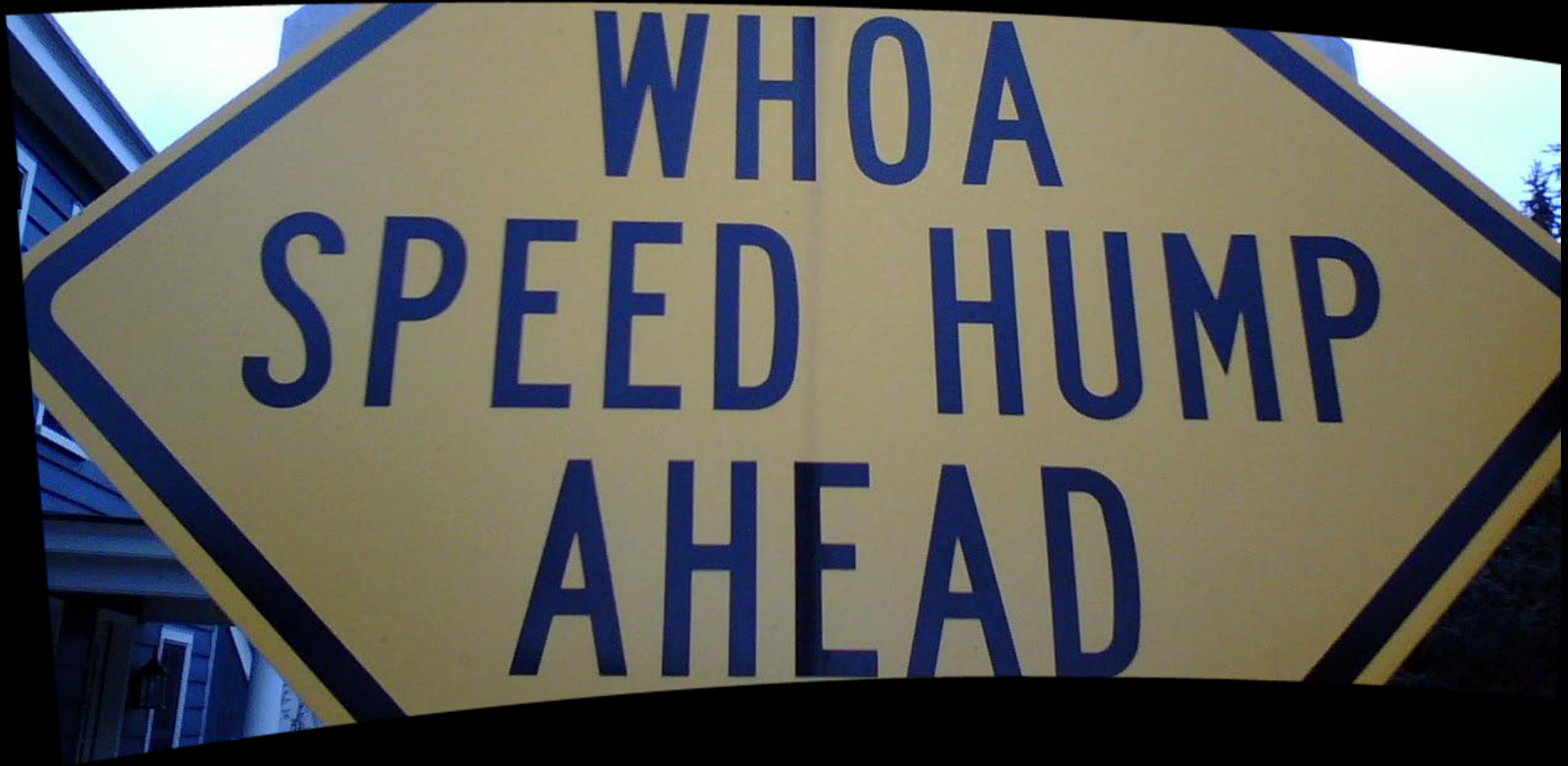
Planing, Presentation,  
Documentation, **100hrs**







# Summary





This is the end!

< EXIT >

CAUTION

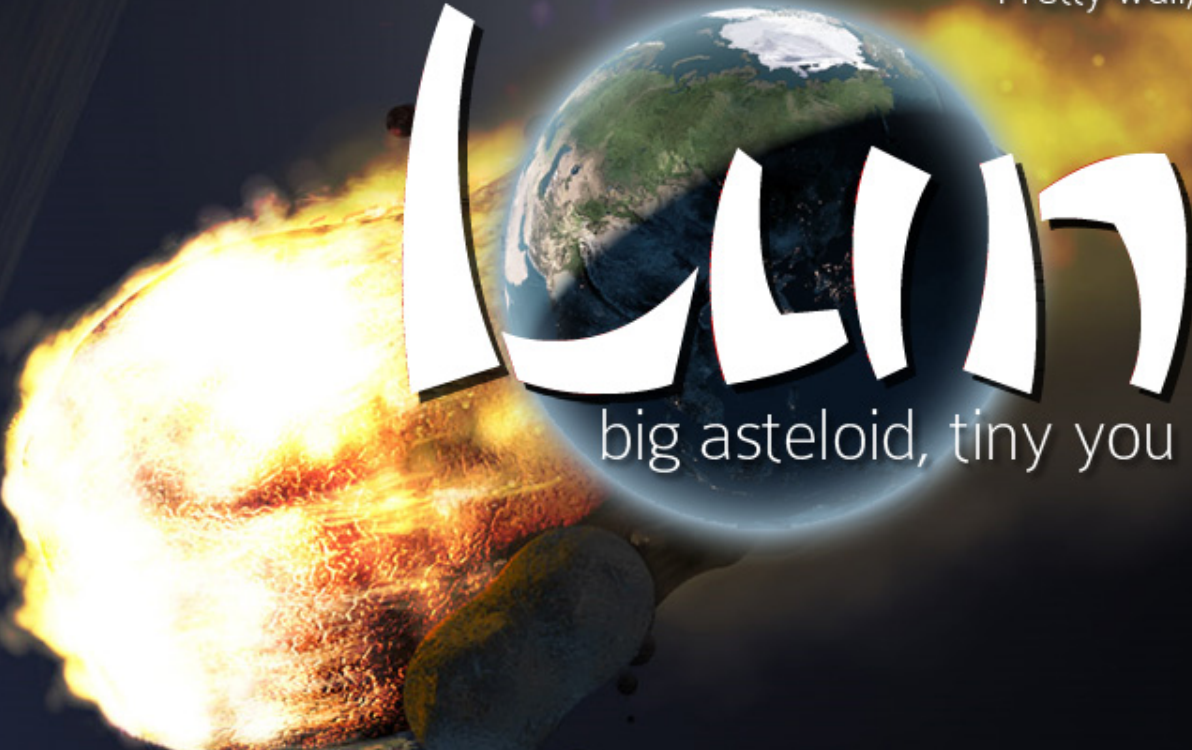
Minimum 3 foot-candle external ambient illumination required at all times. Do not use for emergency egress.





GameLab<sup>2010</sup>

Historic Places and Events:  
Pretty wall, pretty fast!



LUN  
big asteloid, tiny you

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