

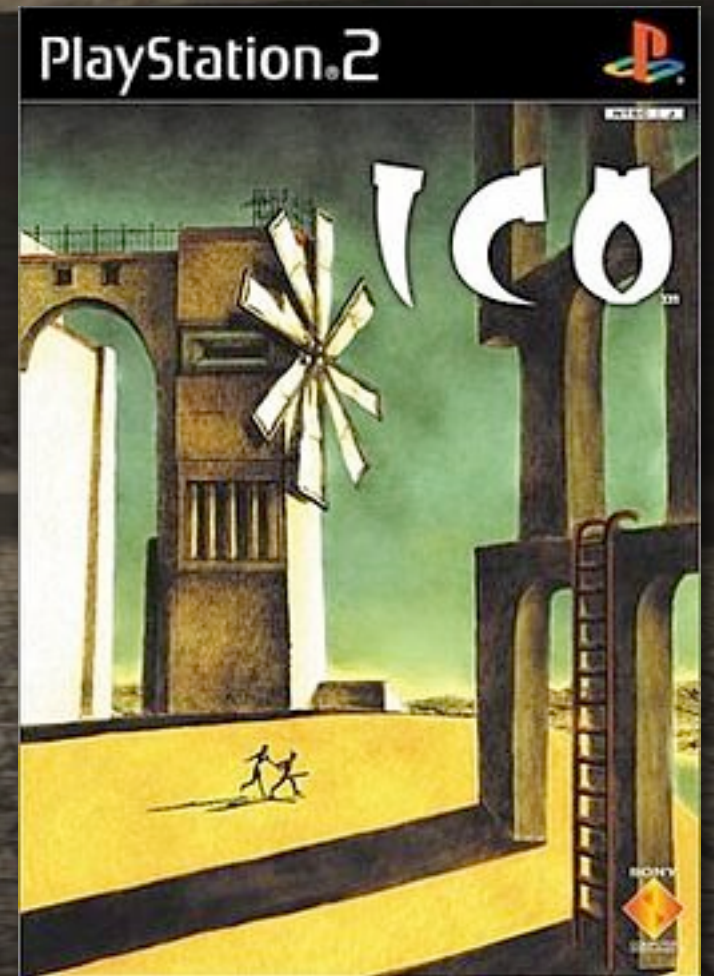
KLASSIKER DER SPIELEGESCHICHTE

ICO

14. JULI 2011

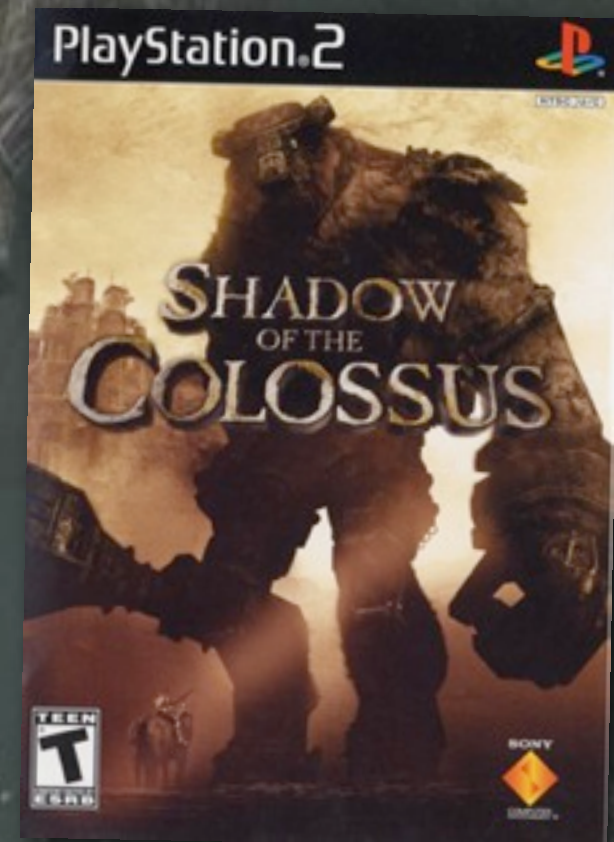


Ico, 2001



Ico introduced several design and technical elements, including a story told with minimal dialog, bloom lighting and key frame animation, that have influenced subsequent games.

Shadow of the Colossus, 2005



Fumito Ueda



Kenji Kaido



Einflüsse



Another World, 1991



Myst, 1993

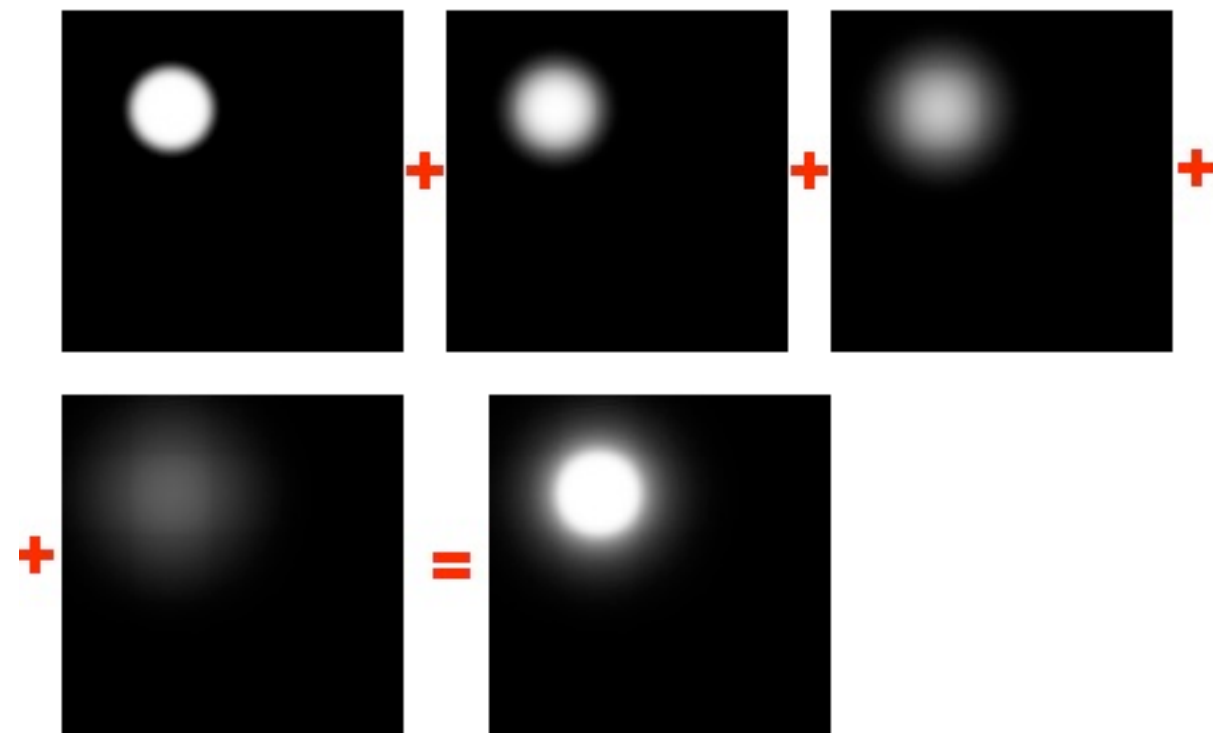
Look

Take the current render and downscale it to a reasonable size that is preferably a power of 2

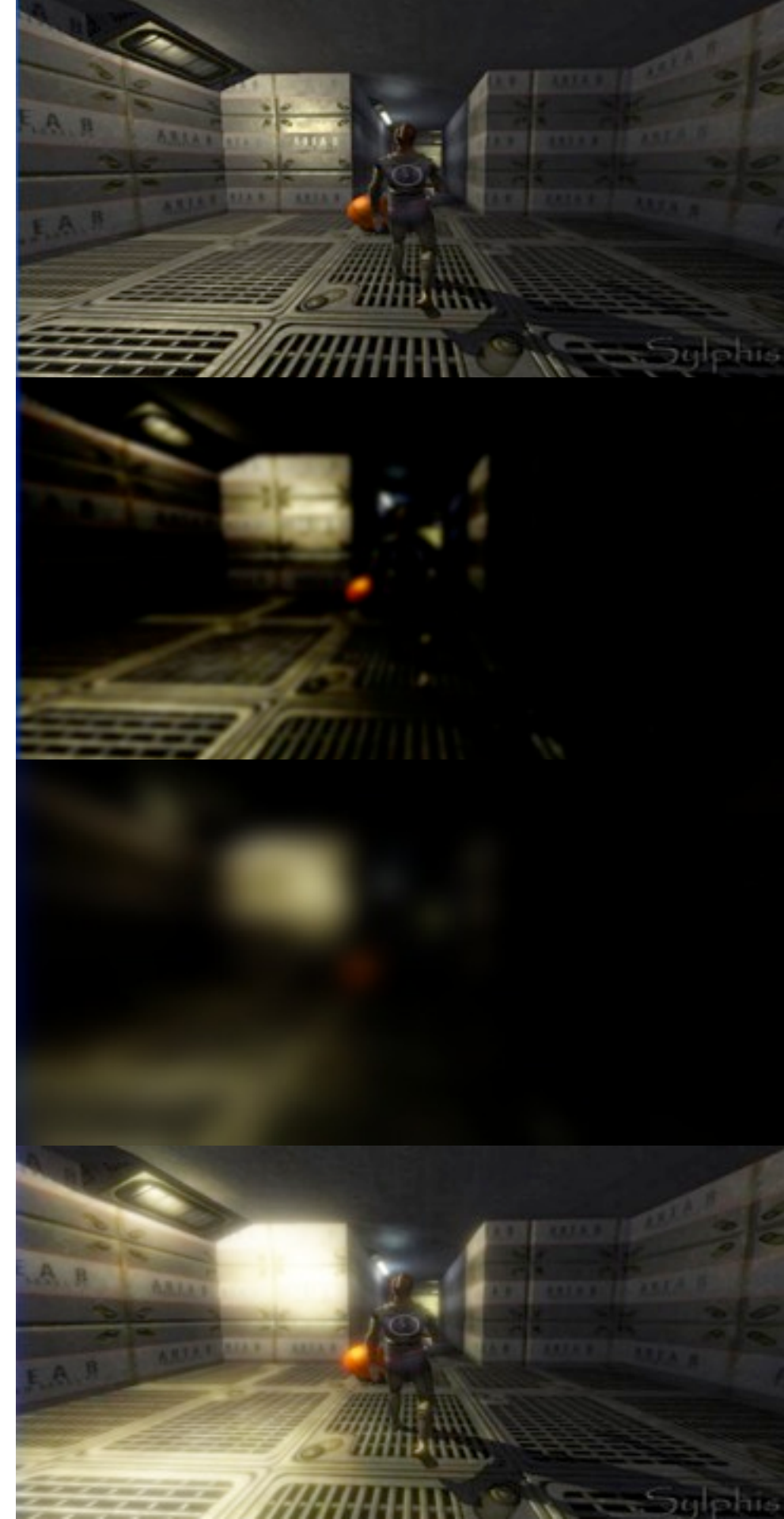
Apply a bright-pass filter on the image to keep only high luminance values

Apply a Gaussian blur filter of small kernel size several times to get a good blur

Additively blend the resulting texture on the screen



<http://kalogirou.net/2006/05/20/how-to-do-good-bloom-for-hdr-rendering/>



Giorgio de Chirico



Gameplay

A person with long dark hair, wearing a dark tunic and a patterned skirt, is riding a dark horse through a misty, rocky landscape. The horse is galloping towards the right. The background features large, jagged rock formations and a hazy, yellowish sky. The overall atmosphere is mysterious and adventurous.

Raum und Zeit, Rhythmus

Thema und Struktur

Immersion und Identifikation

Emotional Gameplay

»Movies can make us care about a character by creating a personality and a context, and can create a sense of situation through showing incidents, but a game can create feeling through experience.«

Charles Herold

Bedeutung

Verantwortung

Bindung

Melancholie

Erleichterung

A screenshot from a video game showing two characters standing on a grassy hill. The character on the left is wearing a red and white outfit with a backpack and a headband. The character on the right is wearing a white dress. They are holding hands and looking out over a vast, green landscape under a cloudy sky.

'It's time game designers grasp the power of creating games with emotional depth, meaningful characters and dialogue, and themes that reach players' hearts and really – I mean REALLY – make them care about their game's story' (Freeman 2004: jacket blurb).



Spiritual Successor

The Last Guardian

<http://www.youtube.com/watch?v=EHZHoMT5eRg&feature=fvwrel>

Enslaved: Odyssey to the West



<http://www.youtube.com/watch?v=-ZXEaUx2qS8>

Majin and the Forsaken Kingdom



<http://www.youtube.com/watch?v=dIE3eV8HFPk>

Majin and the Forsaken Kingdom™ & © 2010 NAMCO BANDAI Games Inc.