



BIG
PICTURE
STUDIO

Intro



Novel Medium: The broad idea

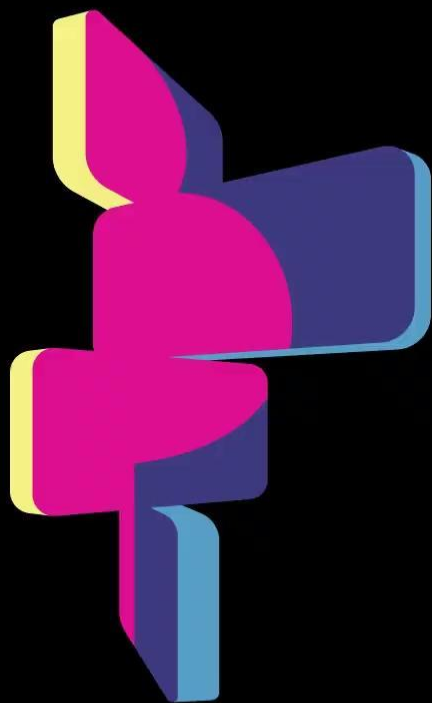
Come together for
BIG PICTURE

multiplayer

- four phones
- face-up
 - on the table



Repositioning
drives gameplay
and narrative



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STUDIO

Stages to discovery & define a novel medium

1: Exploration

2: Adaptation

3: Innovation



We are here!

BUT FIRST

0. FOUNDATION

References

Gorogoa, Moncage - puzzle + narrative

Framed - comics + puzzle

Sifteo Cubes - tactility

Understanding Comics - Form -> Content

Comic

Tactility

Puzzle

Narrative



1. EXPLORATION

Exploration Prompt (Story)

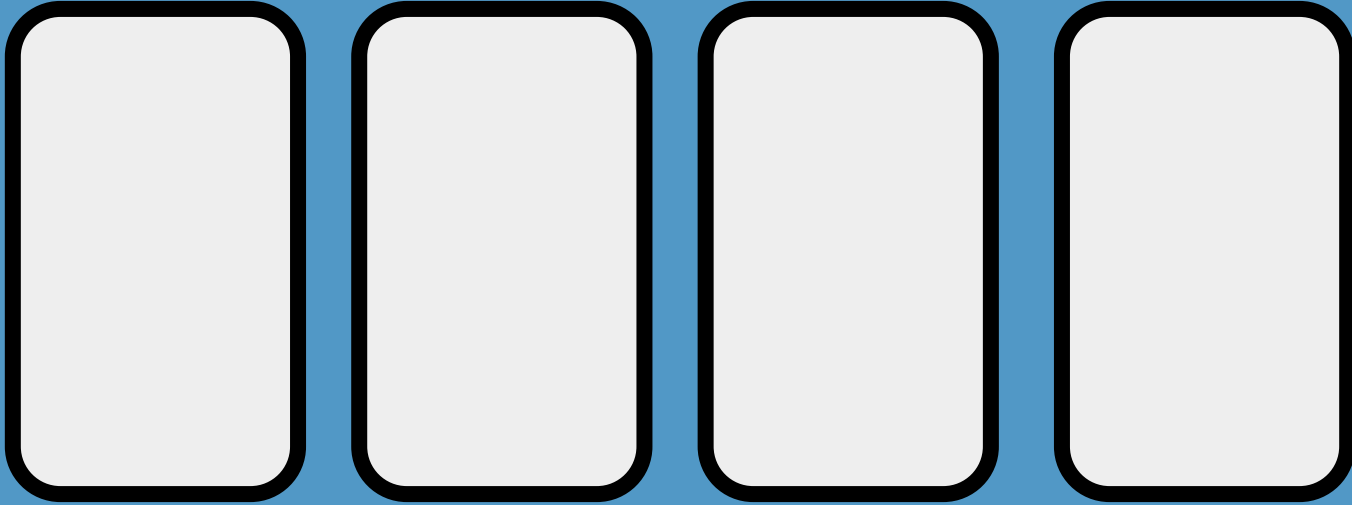
A lone space probe descends onto an emerald planet overtaken by alien life.

Beneath moss and fungal growth lie remnants of a civilization long forgotten.

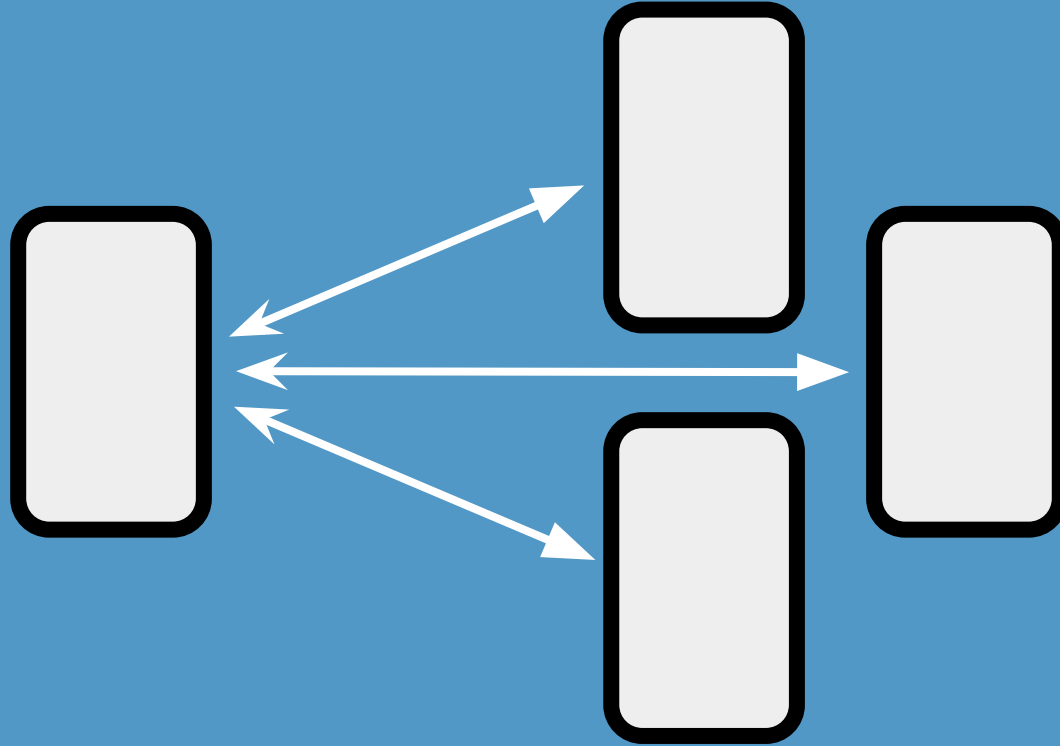
Explorer Naiad must piece together the planet's buried memories, confronting questions about her own origins and the exile that brought her here.



The Platform



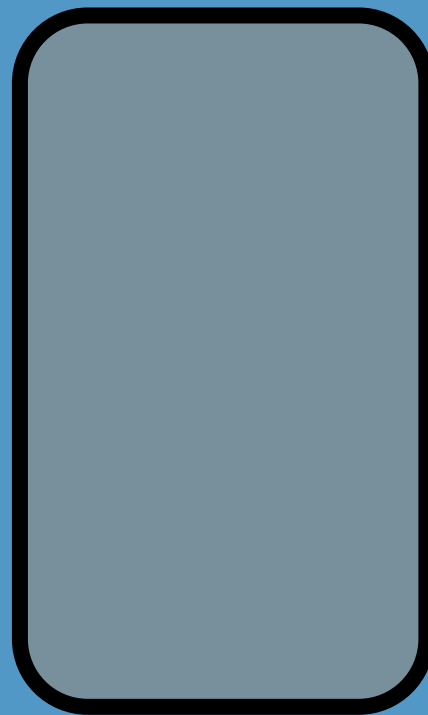
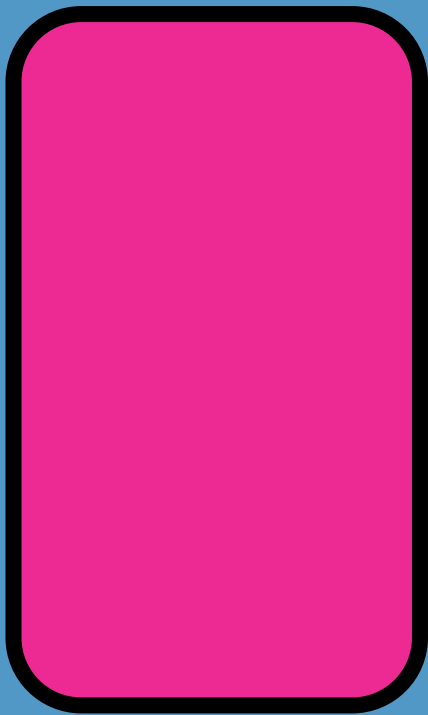
4 phones, synchronized together



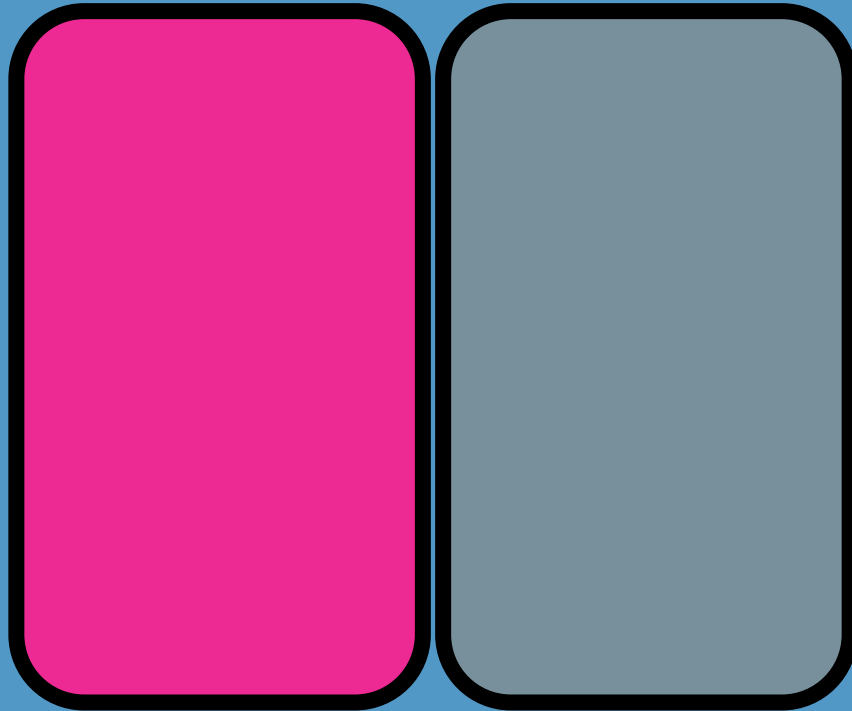
Host

Clients

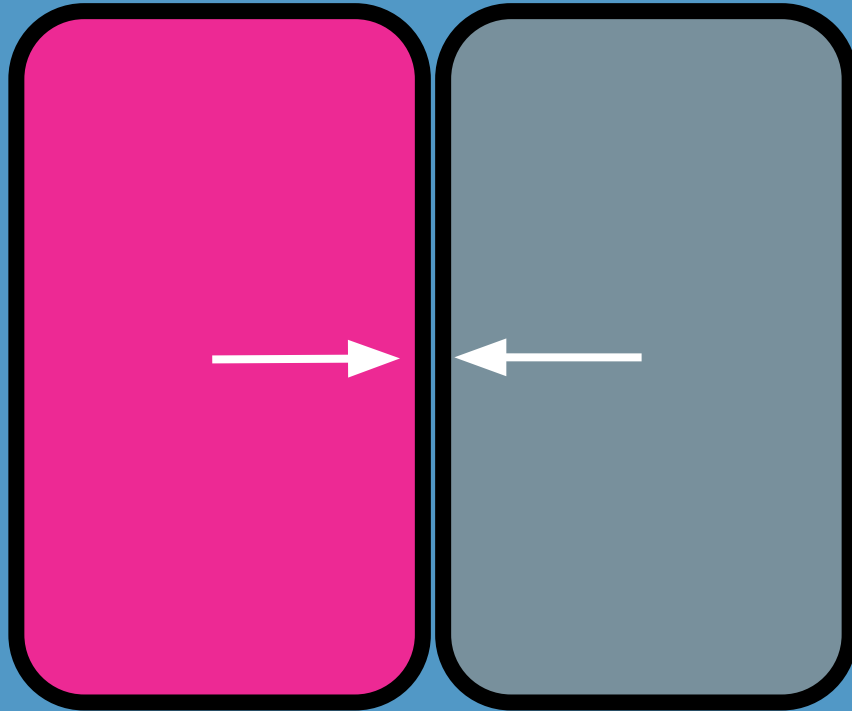
Merging



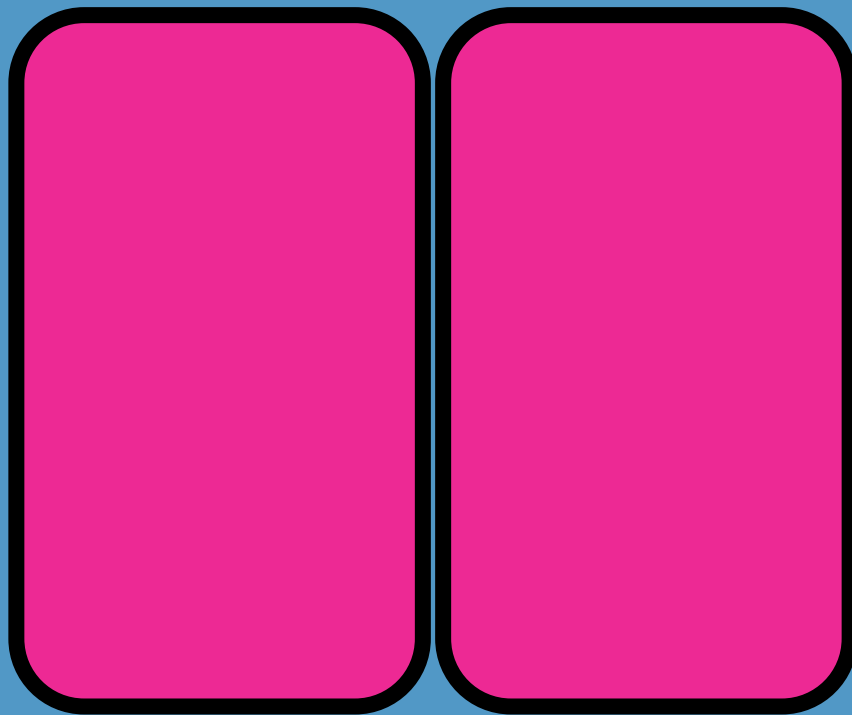
Merging



Merging



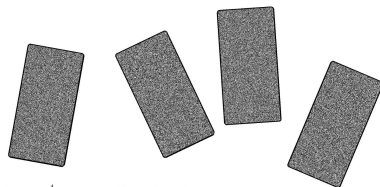
Merging



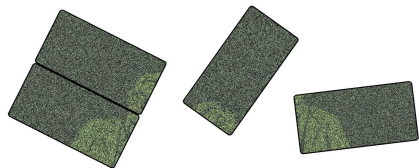
Filling the Frames



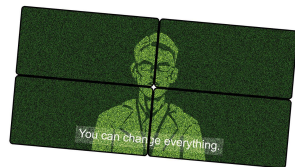
1. App icon shows a hand pinching together 2 screens.



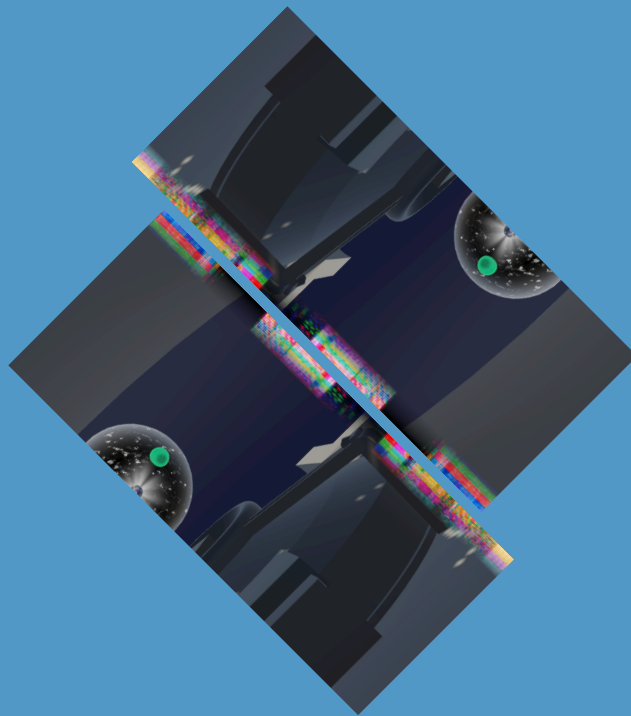
2. Static shows on all 4 screens



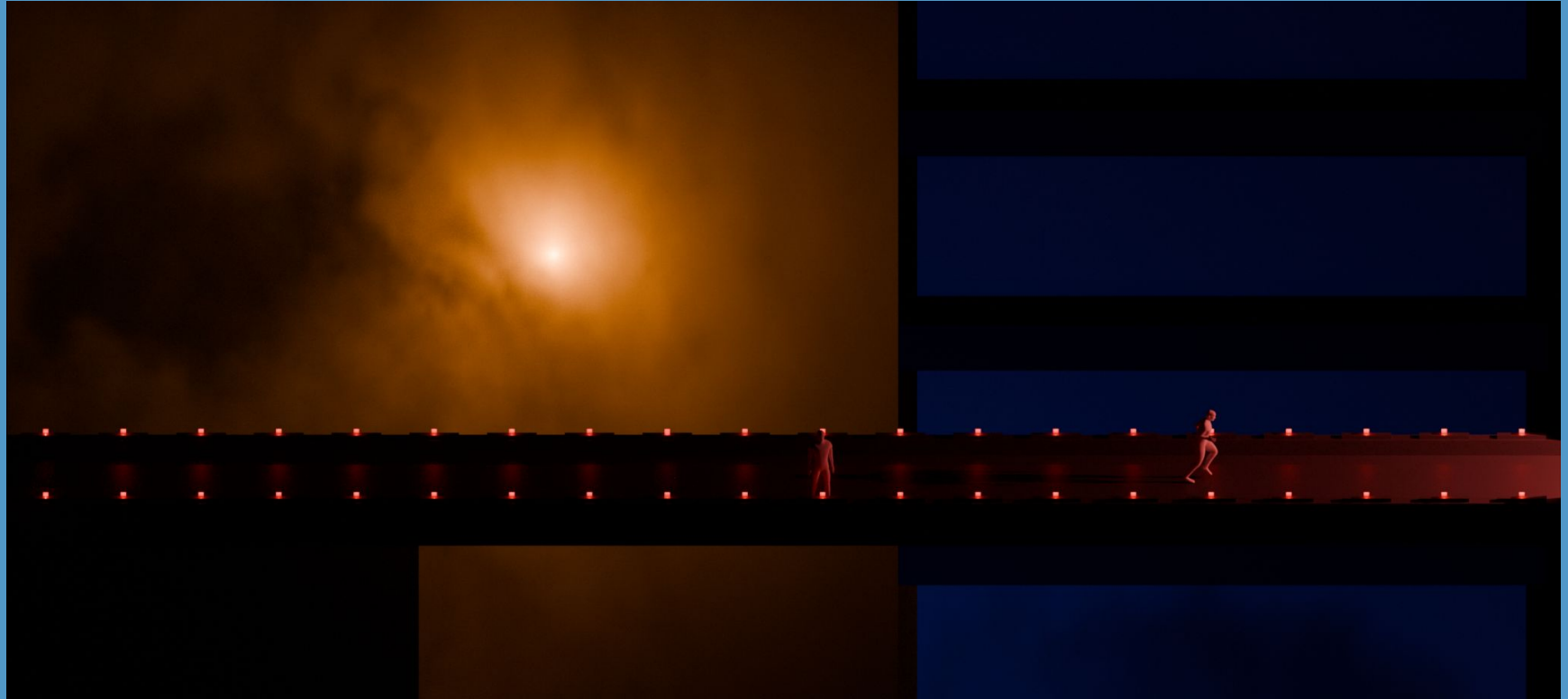
3. With 2 phones pinched together, the static effect reduces to reveal a figure.
This motivates players to pinch together all 4 phones.



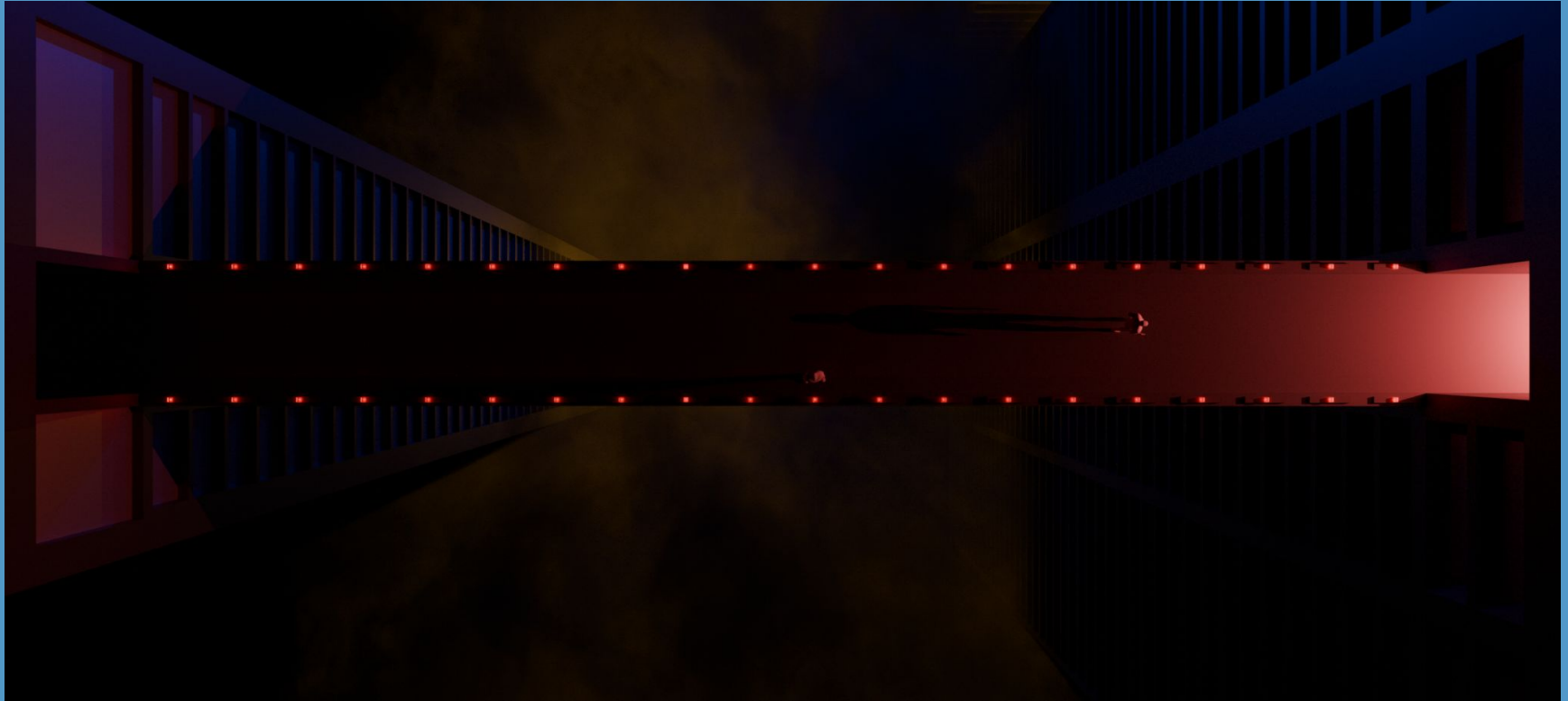
4. With all 4 phones pinched together, the 1st shot is revealed.



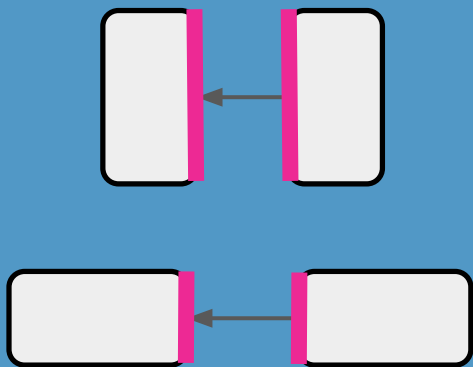
Concepting – Isometric



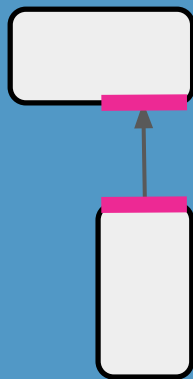
Concepting – Perspective



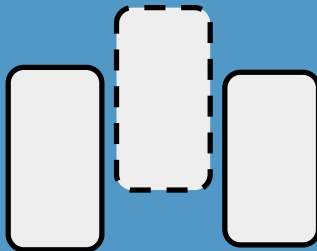
Basic Mechanics



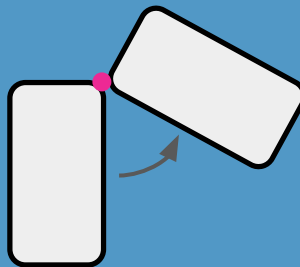
Match



Plug



Remove



Pivot