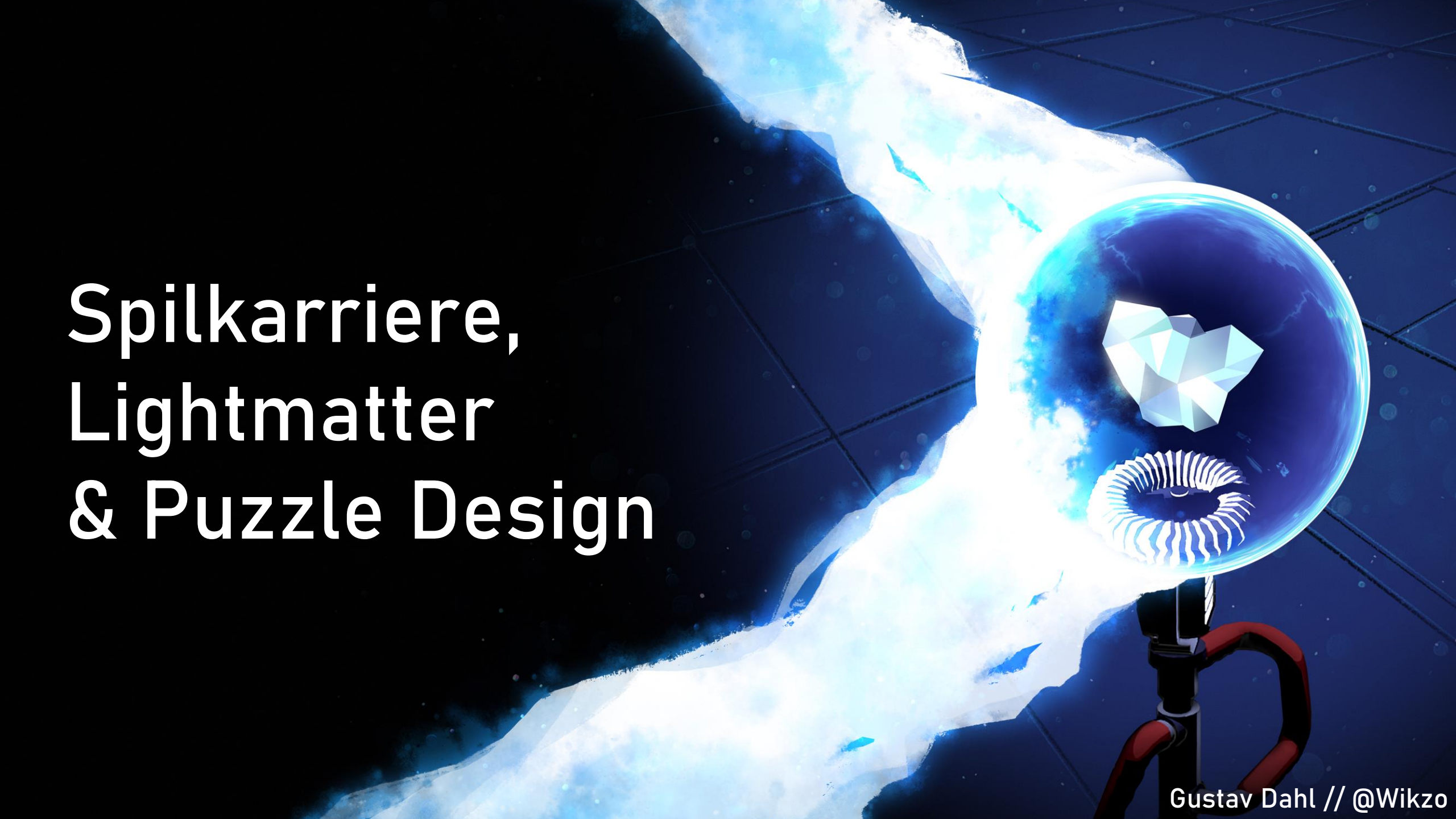


Spilkarriere, Lightmatter & Puzzle Design



Gustav Dahl

- 30 år
- Uddannet i Medialogi på Aalborg Universitet
- Arbejder som Game Producer & Programmør



Game
Development
Camp

2008

Vallekilde Højskole
Game Academy

2011

Medialogi
Aalborg Universitet

2011-2016



Tunnel Vision Games

2016-2020



Massive Entertainment

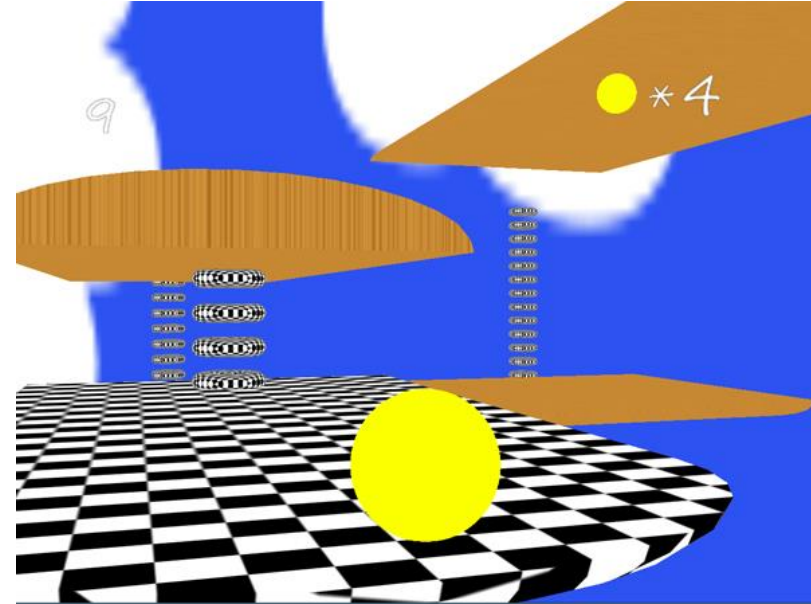
2021



Bedtime Games

2021 —

Game Development Camp 2008 & 2009





Medialogi

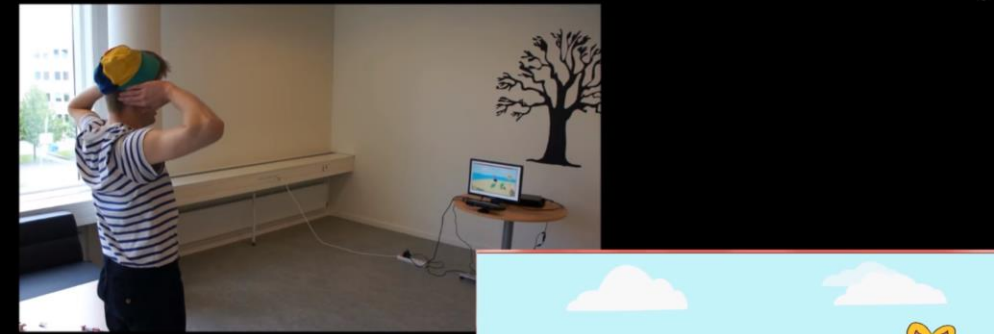
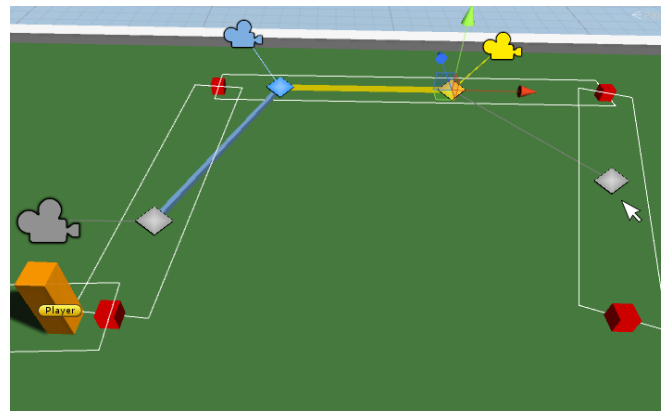
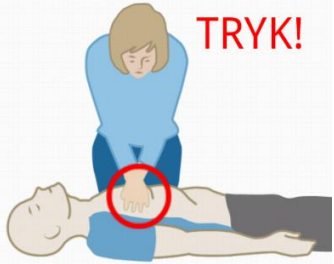


**AALBORG
UNIVERSITET**

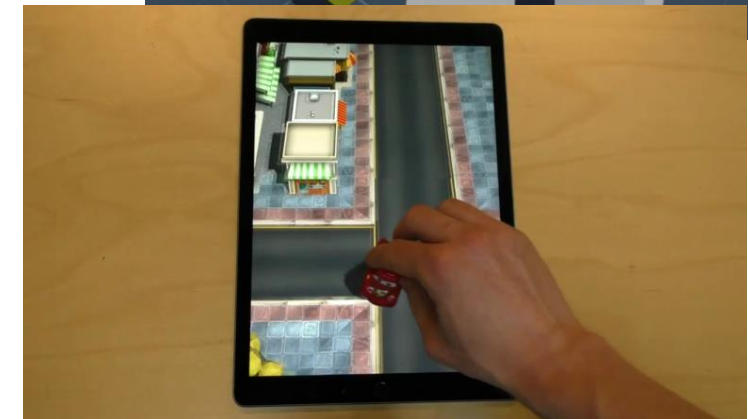
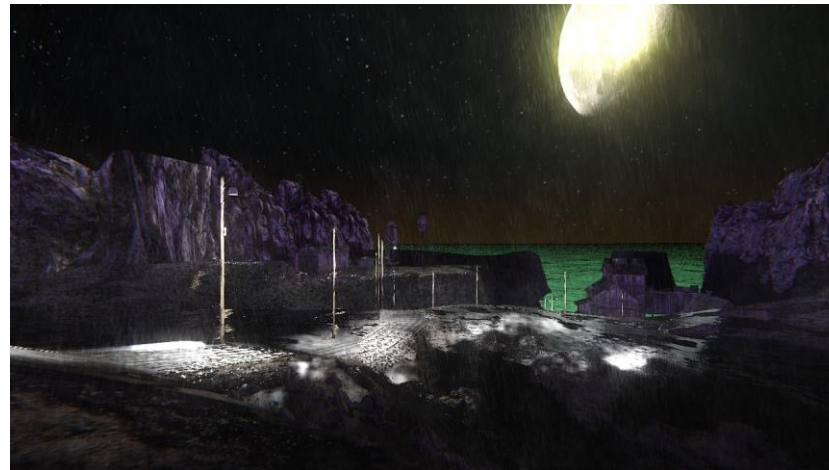
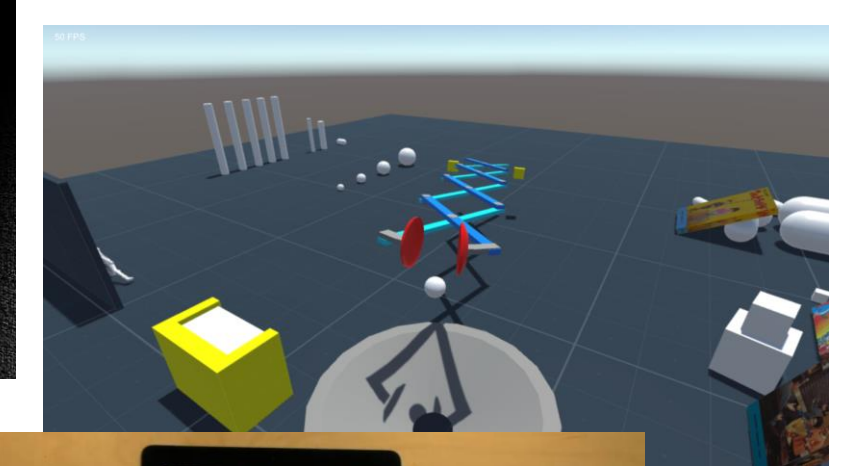
- Programmering
- Interaktionsdesign
- 3D
- Lyd
- Film
- Spil
- Matematik
- Elektronik
- Projektarbejde



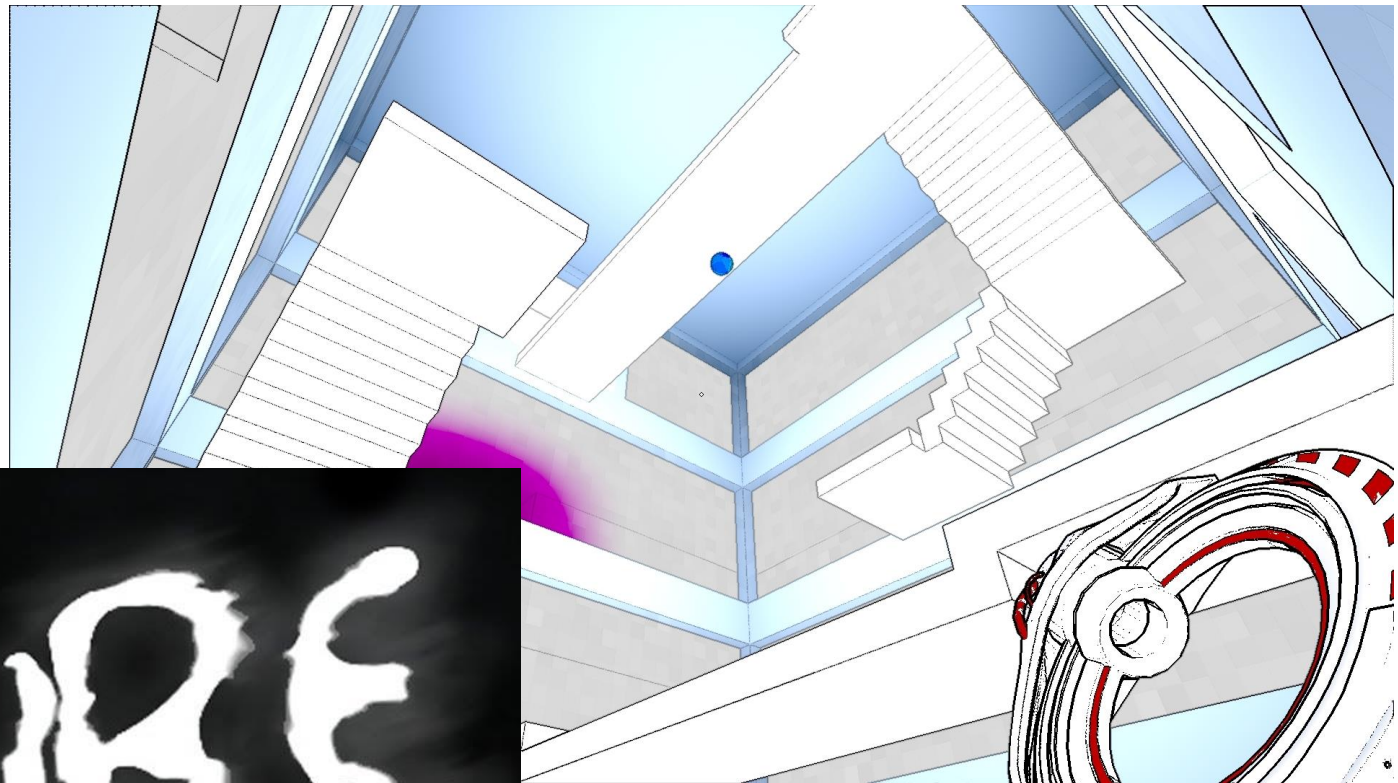
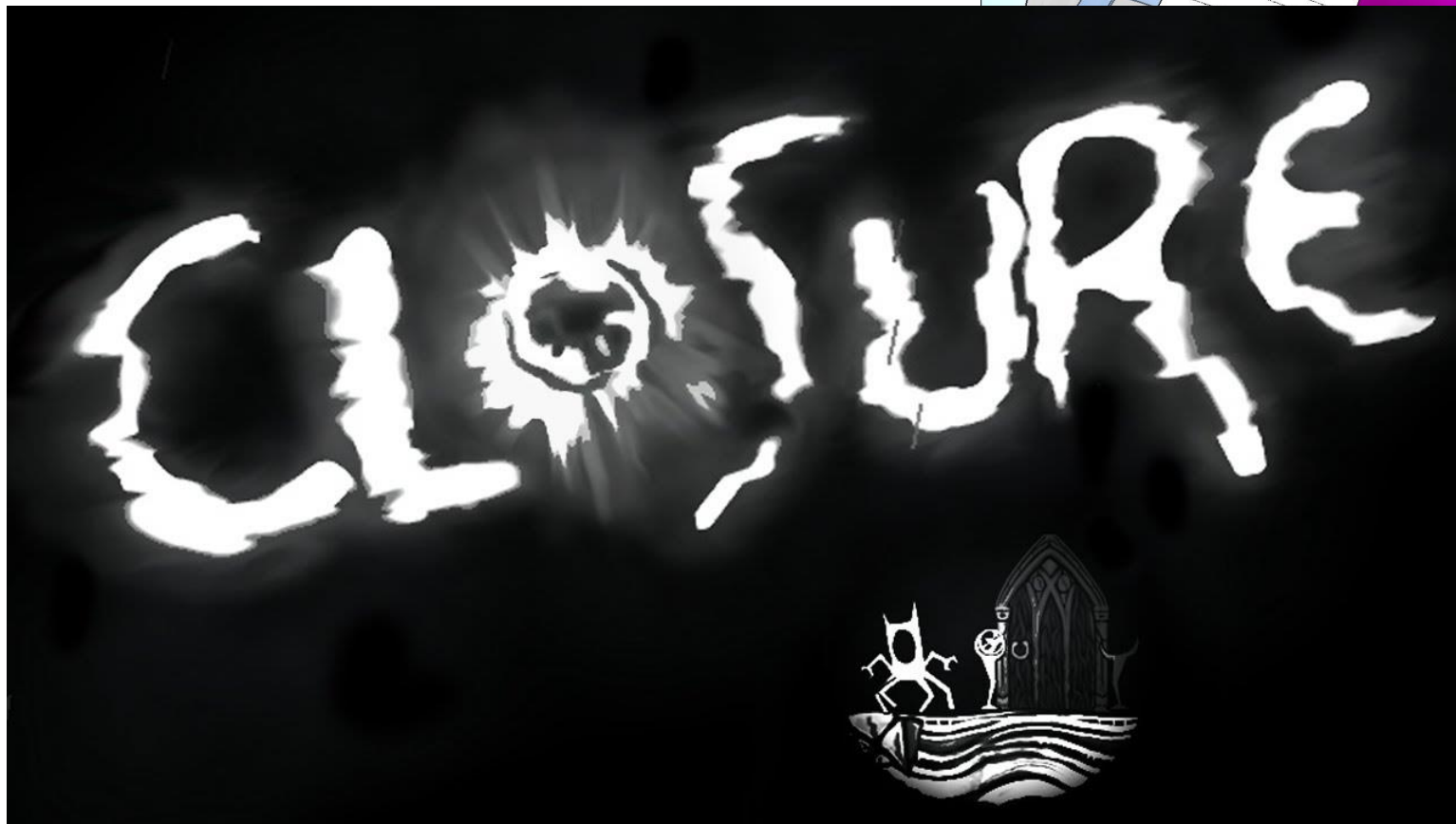
Antal tryk: 3



Use radar to scan for monsters







Closure ... but in 3D?

**see you on
the other side**



INDIE STATIK

Featured Indie Games News Impressions Video Free Games Forum

FREE GAMES

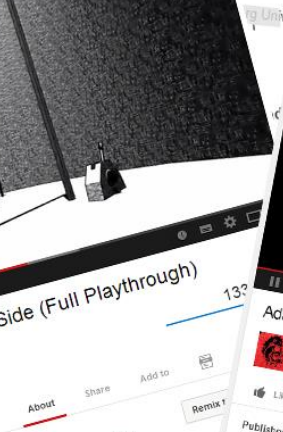
Move Through Unlit Surfaces To Escape Prison In See You On The Other Side

Posted by Chris Priestman December 18, 2013 at 4:17 am



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October 4, 2013

The darkness will swallow you up if you're not careful in See You On The Other Side. [video download]. Made by a student group from Aalborg University in Denmark.



gameplay

Nyheder Blog Artikler Magasinet Galleri Hype

Imponerede dansk universitetspil gives væk

AF Jesper Krogh Kristiansen | Nyheder | 1 dag siden



Det kan være, at spilluddannelsen DADIU, som faktisk netop i sidste uge afslørede deres nyeste eksamensproduktioner, ikke skal føle sig for sikre i sædlen. For der er bestemt andre spilluddannelser inden for landets grænser, som efterhånden også er begyndt at afsløre nogle ret habile spillprojekter rundt omkring.

Et af dem er det netop afslørede See you on the other side som er et særdeles stilbevidst puzzle-spil fra fem studerende på Aalborg Universitet. Spillet blev udviklet af de fem som en del af faget Audio-Visual Experiments - Interactive Experiences. Og det kan man vist roligt sige, et spil, med sin særegne skraverede stil og hypnotiske atmosfære, er. Spillets grundmekanik er heller ikke helt sædvanlig. For i den verden, som spillet foregår i, kan man som spiller passere igennem objekter eller flader, som ligger i skygge, og til gengæld er det så kun oplyste gulve, der kan holde en oppe, uden at man forsvinder ned igennem det.

Med elementer der minder én om The Unfinished Swan, Limbo, Closure og lige mindst den hollandske grafiker med de umulige landskaber, M. C. Escher (som man kan finde en lille hyldest til i spillet, hvis man kigger sig for), er inspirationskilderne klare, men spillet føles alligevel som helt sit eget.

Gustav Dahl, som er en af de fem studerende bag spillet, forklarer, at inspirationen til den særlige grafiske stil opstod, fordi de sideløbende også fik undervisning i at programmere deres egne shaders - som er den måde spillet omformidler en 3d-verden til et billede på en skærm. "Vi havde allerede talt om, at vi gerne ville have vores spil i sort-hvidt stil lidt à la The Unfinished Swan," fortæller Dahl, "men vi fandt hurtigt ud af, at en blåt-hvidt stil var forvirrende. Gennem vores lærer hørte vi om hatching (skravering)-stilen og fandt den ret fed."

Desuden spillede den grafiske stil også godt sammen med spillets centrale mekanik, hvor det jo er af ret stor



FA STYR PÅ DE NYE SKYLANDERS: SWAP FORCE-FIGURER

Nyhedsbrev

Tilmeld dig vores nyhedsbrev, så sørger vi for at oplyse dig

E-mail

Tilmeld

Seneste udgivelser

- Kender du nogen, som er spillehænger? 4 timer siden
- Imponerede dansk universitetspil gives væk 1 dag siden
- Træen på FlyvStation 4 vælger Danmark 6 dage siden
- Eliggenten har 1000 PlayStation 4-konroller til salg i morgen 6 dage siden
- Såke gratis spil klar fra spilluddannelsen DADIU 1 uge siden

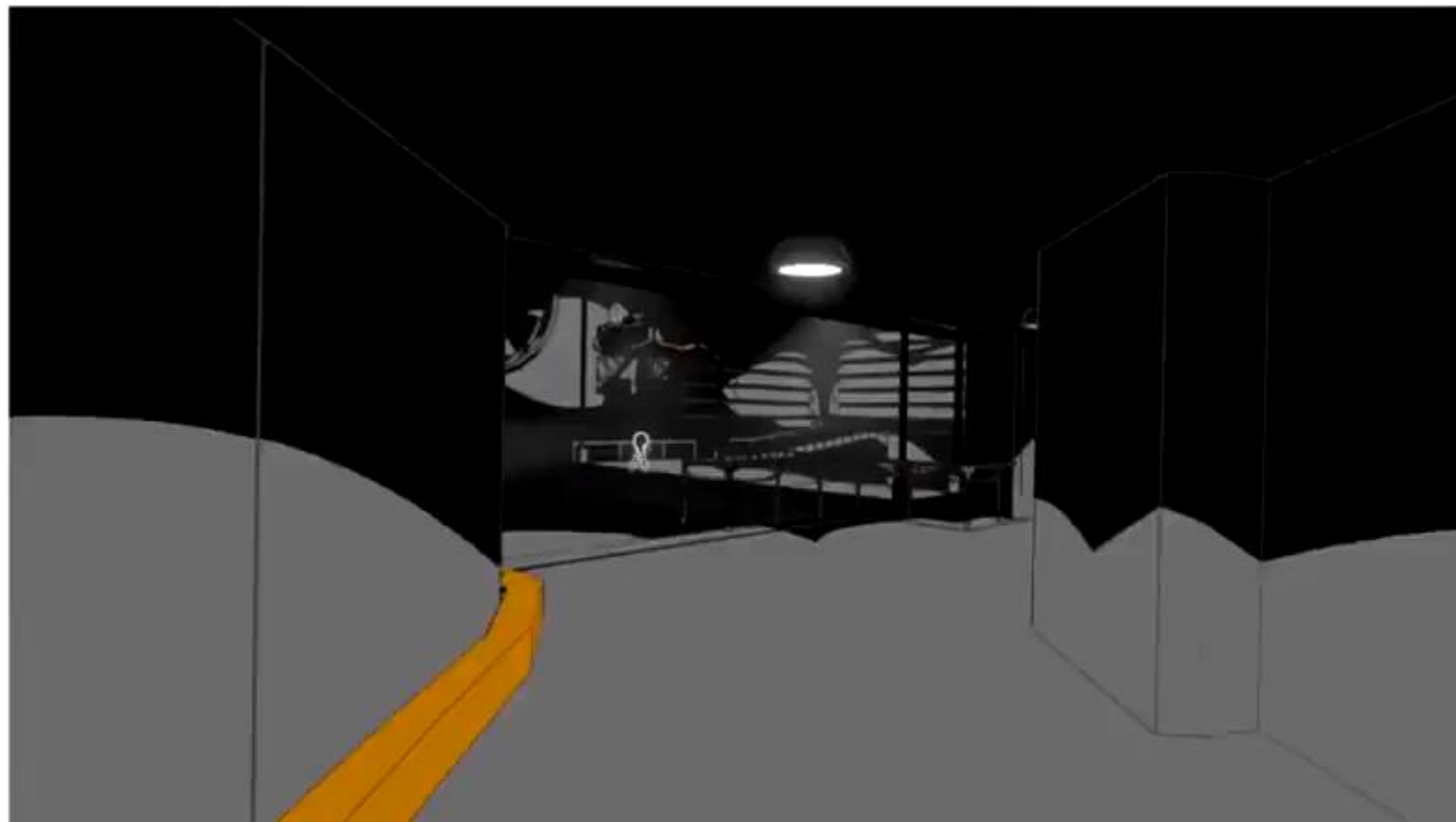
Igen abonnemnt

TEGN ABONNEMENT! THE MANEER FOR KUN 99,-

Med populære udgivelser

April april 2012





Tell Me About: See You on The Other Side

242 visninger



TellMeAboutGaming

Offentliggjort den 3. aug. 2017



12



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ABONNER 1,1 TD

Næste

AUTOPLAY



Albion Online Final Release Review (2017)

TellMeAboutGaming
10 td visninger



Royal Family | FRONTROW | World of Dance Los Angeles

World of Dance
Anbefalet til dig



10 SUICIDE SQUAD Joker Deleted Scenes That Would

Screen Rant
Anbefalet til dig



Finals - 2016 Classic Tetris World Championship

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5,1 mio visninger



Soon

Blazer1988
Opdateret i går



Pyramid - See You In The Other Side

Davit Khorbaladze
15 mio visninger



FFVII | EVERY SUMMON + SUPERNOVA (ULTRA-HD MOD)



"THE FLOOR IS LAVA" BUT WITH SHADOWS THAT KILL YOU!



HUMOUR & STORY

+



GAMEPLAY

+

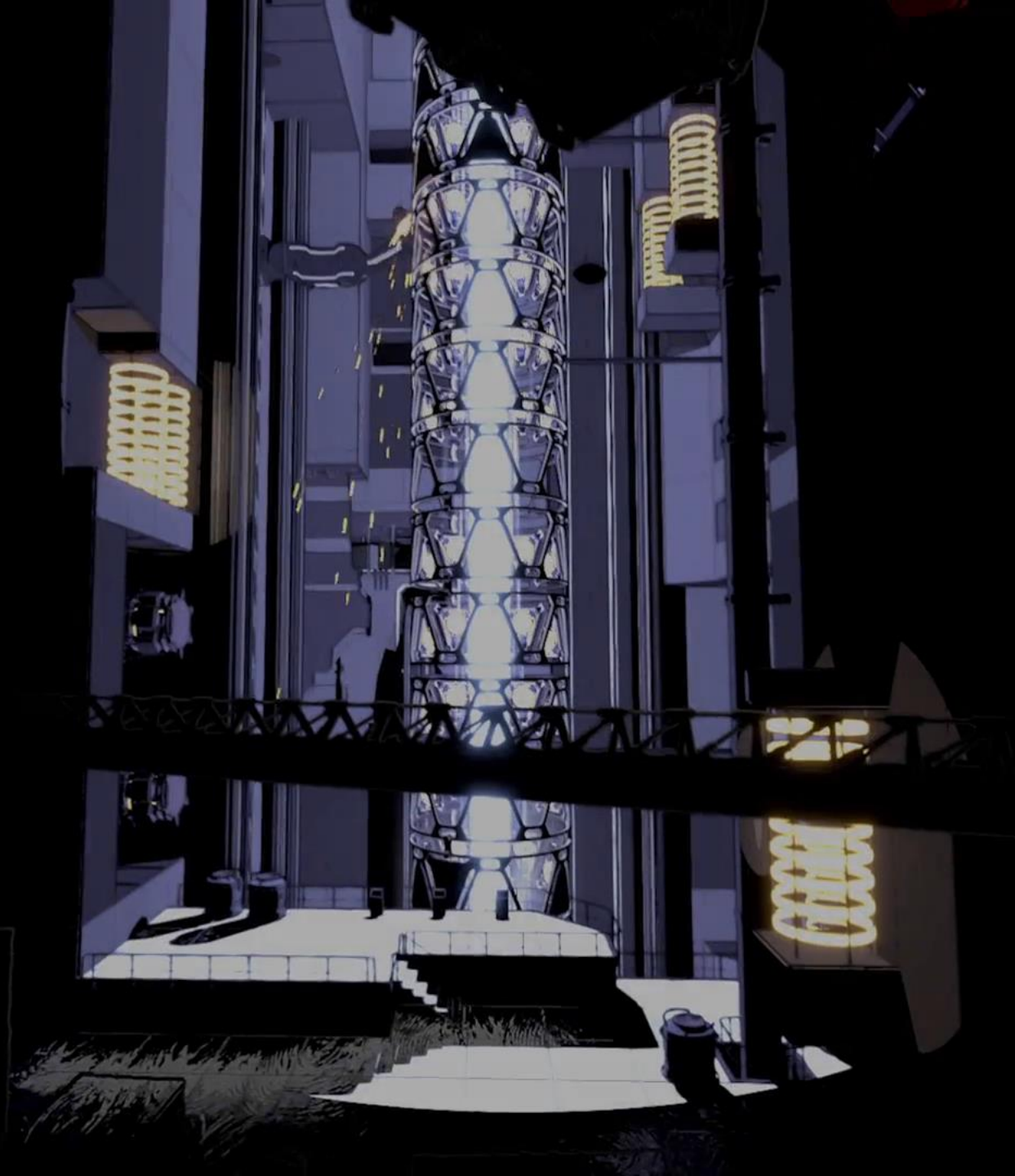


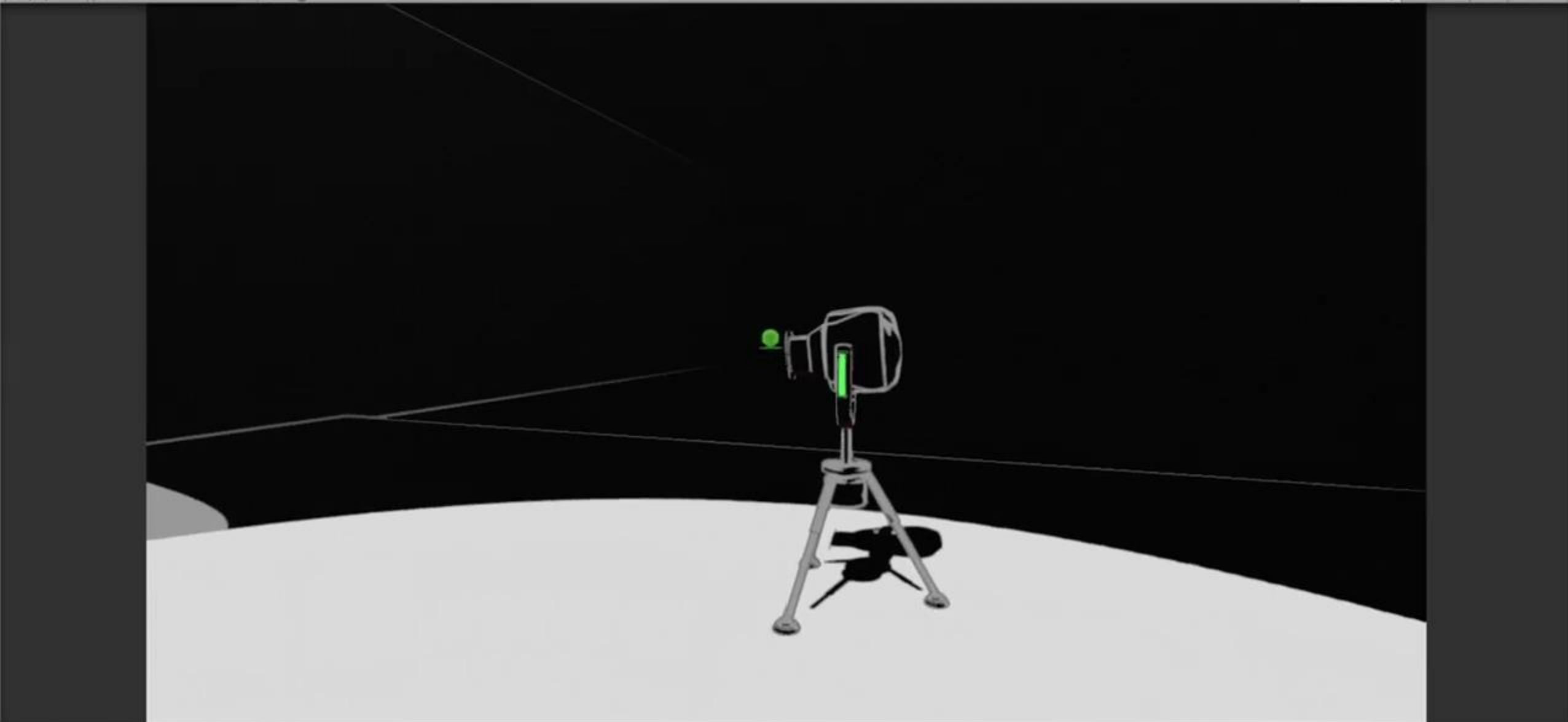
ATMOSPHERE &
PUZZLE DESIGN

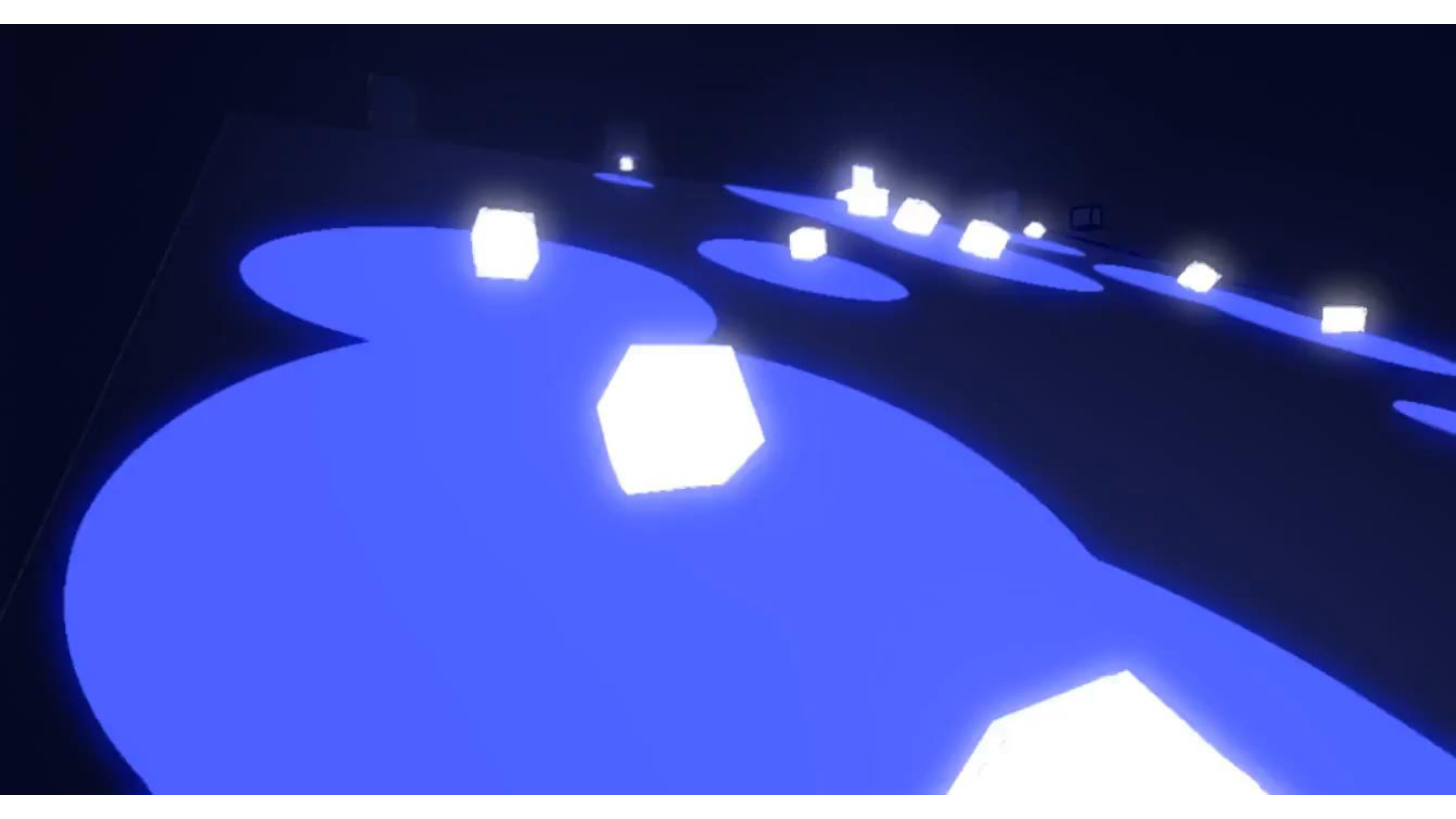
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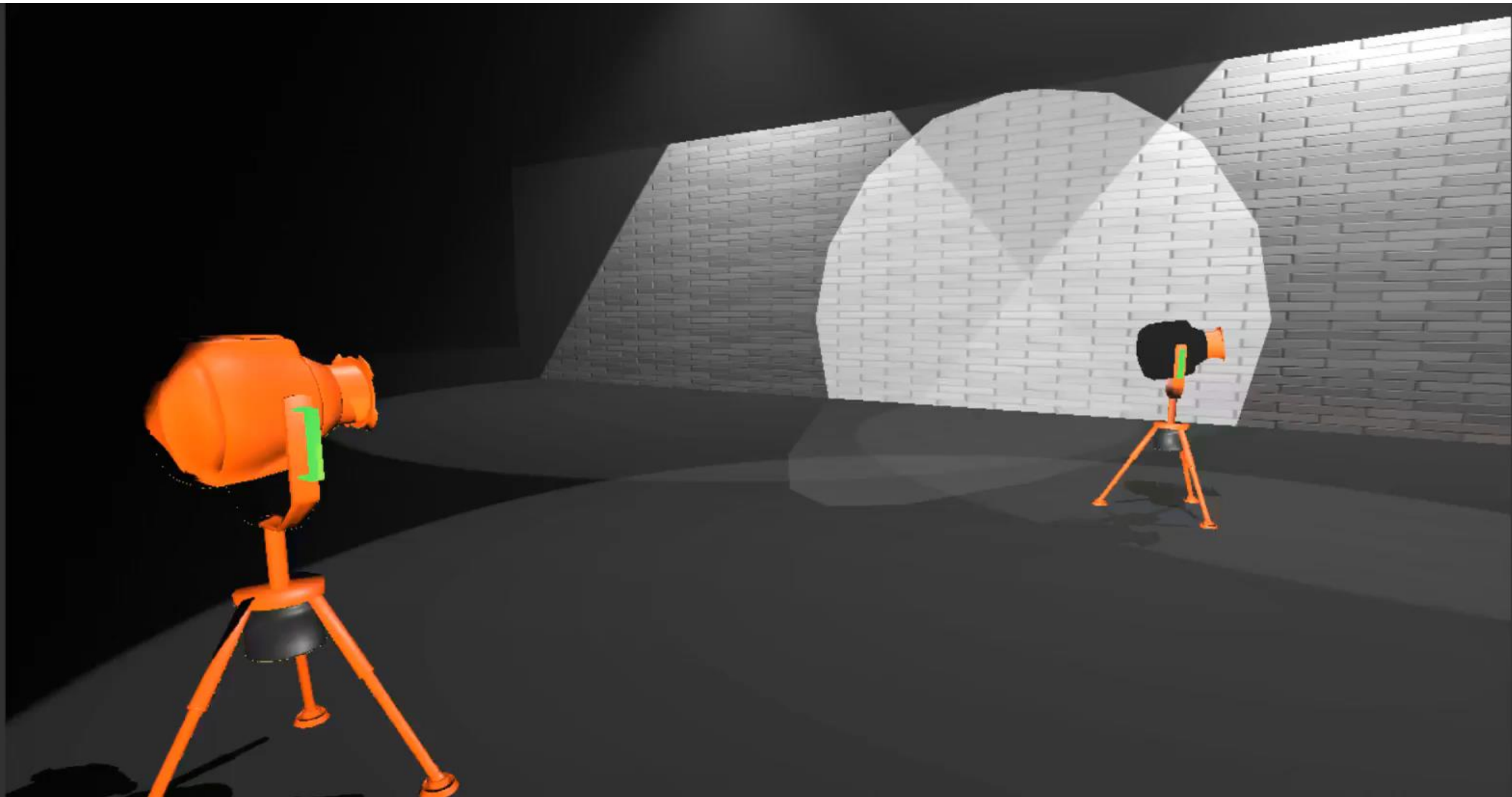


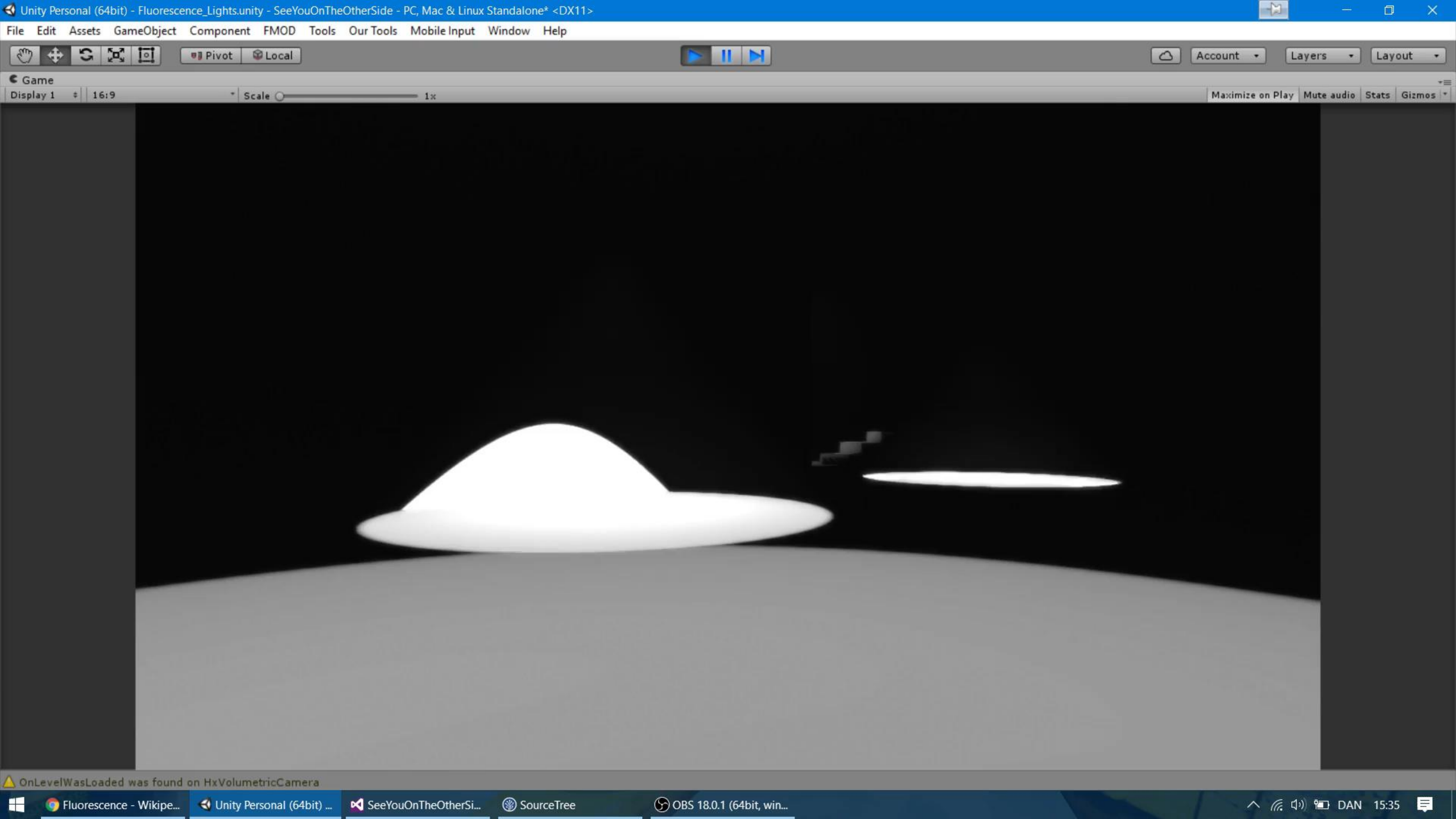
AN HOMAGE TO THE
PUZZLE GENRE

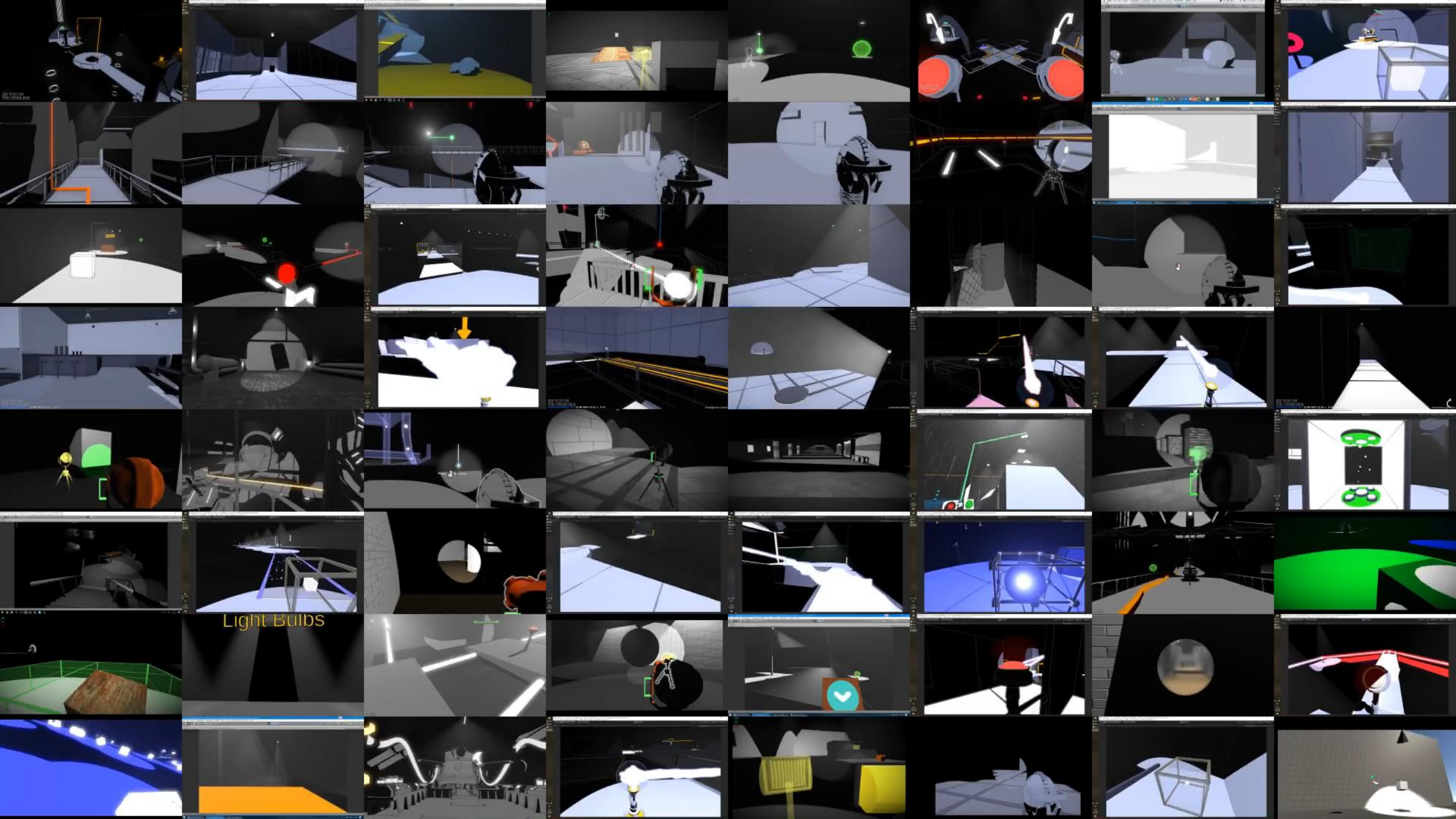




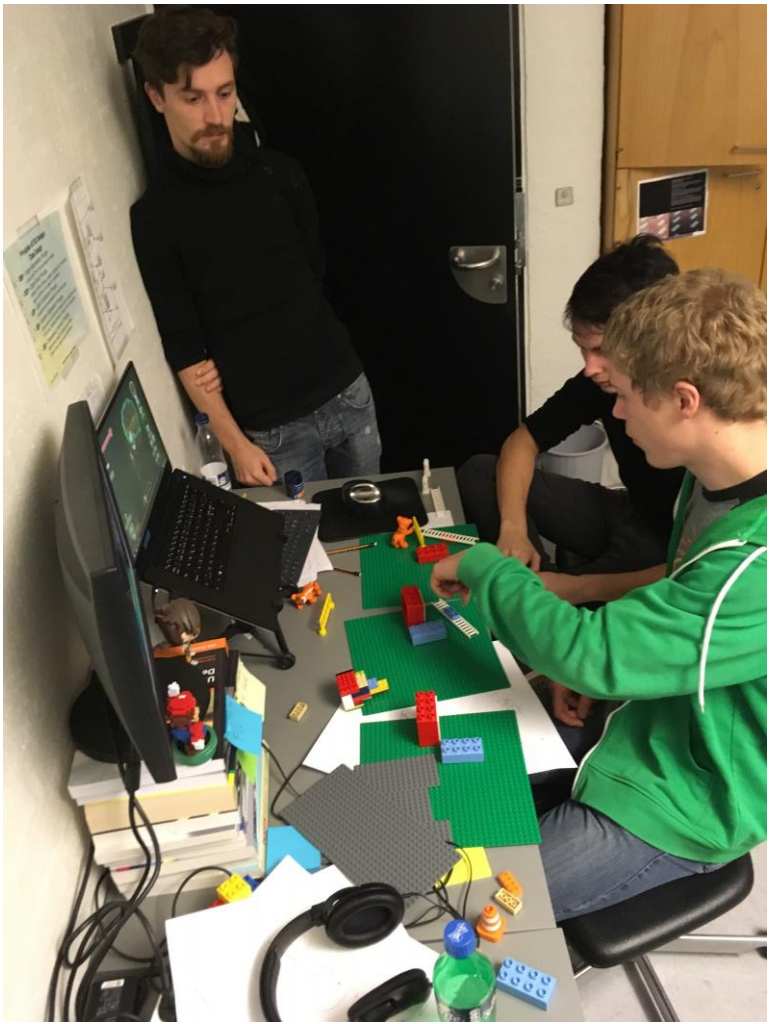


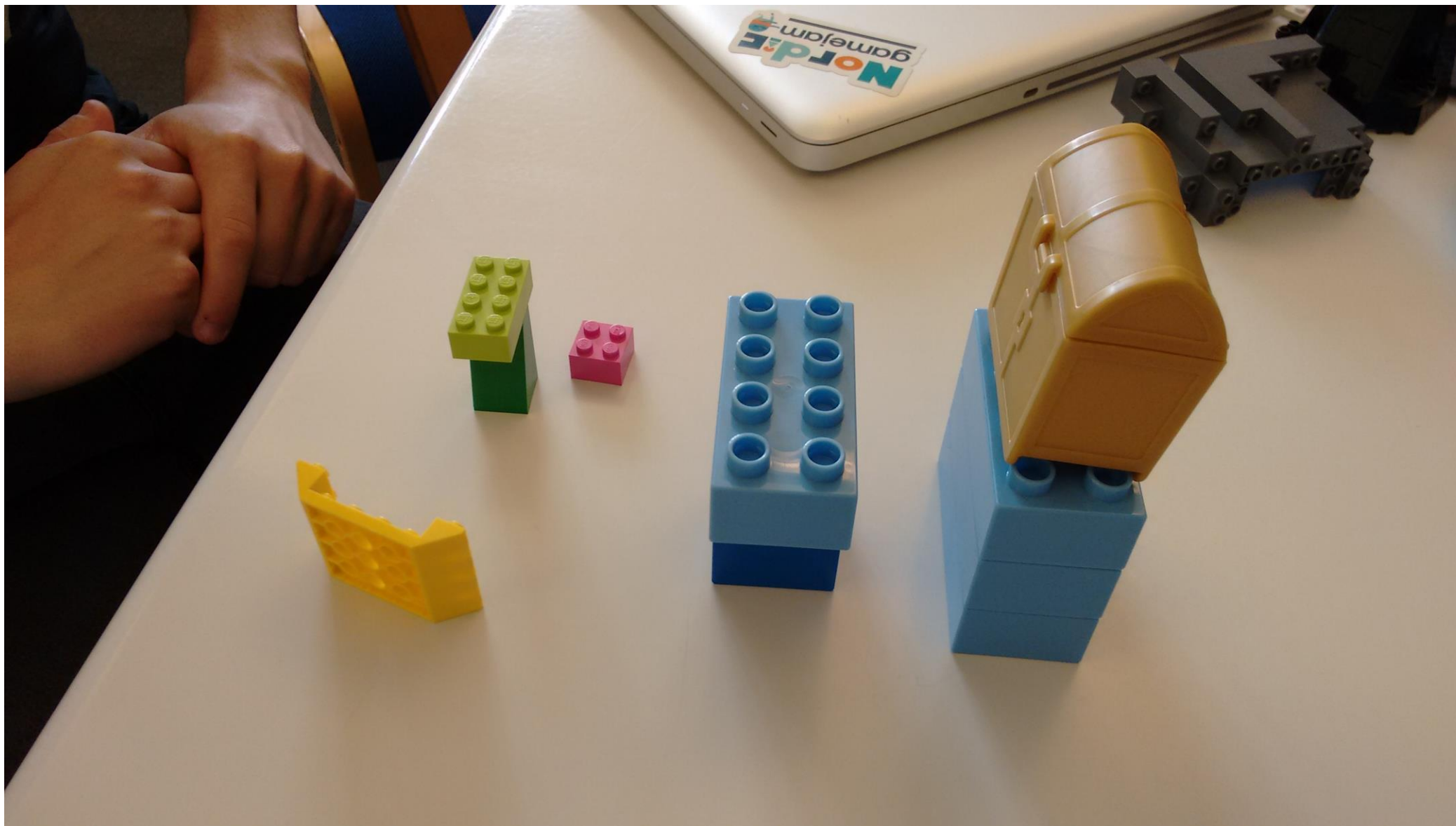




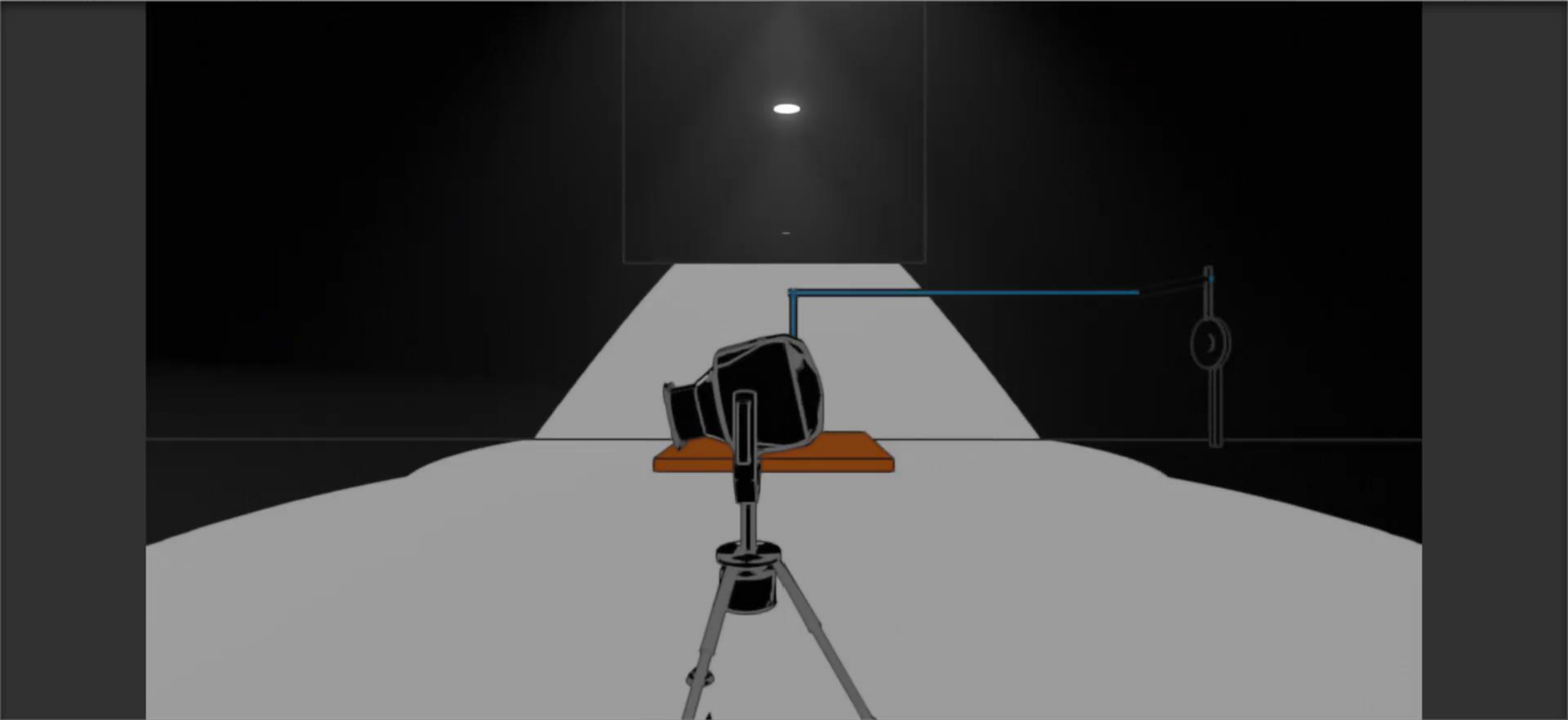


Light Bulbs

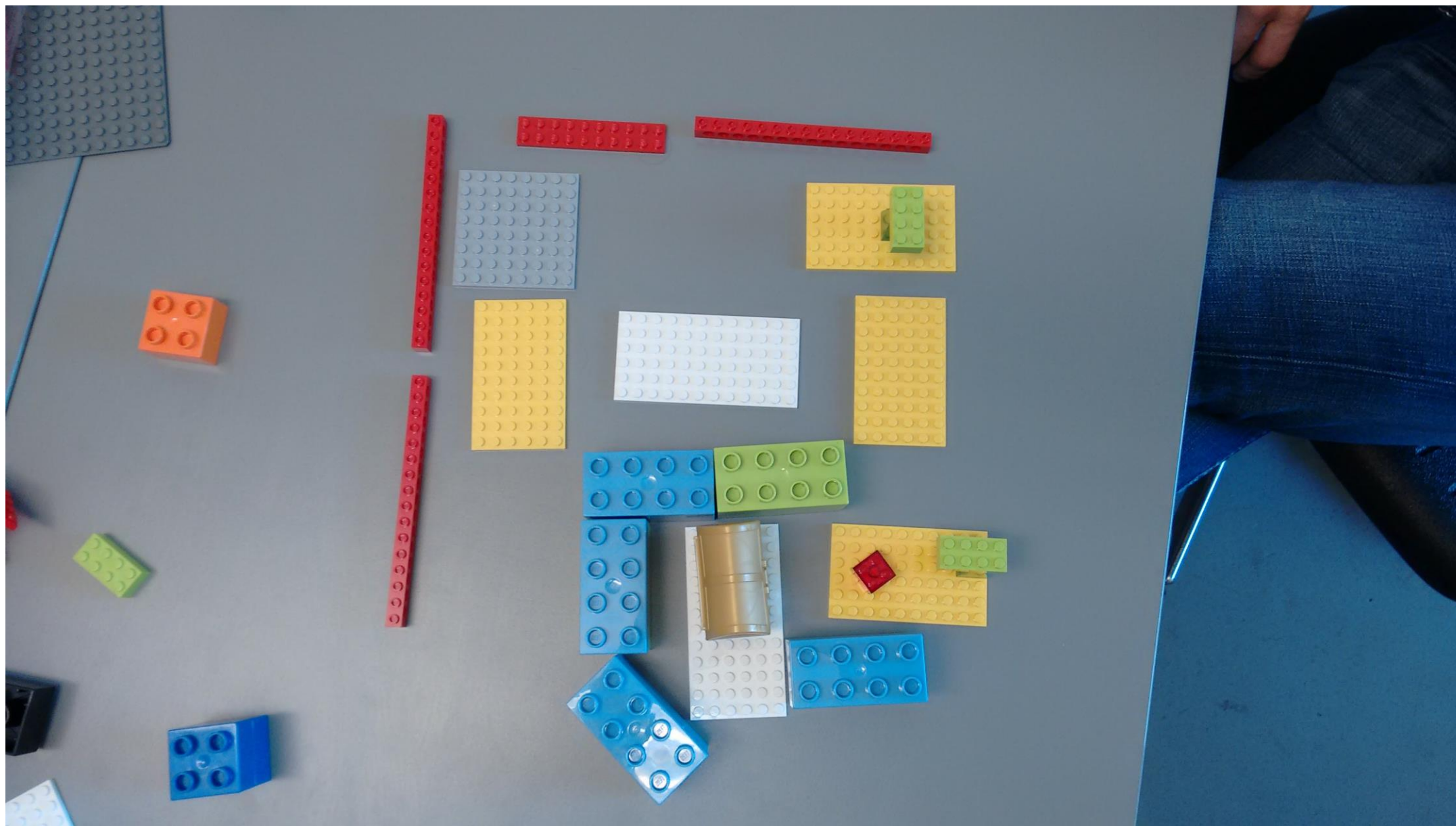




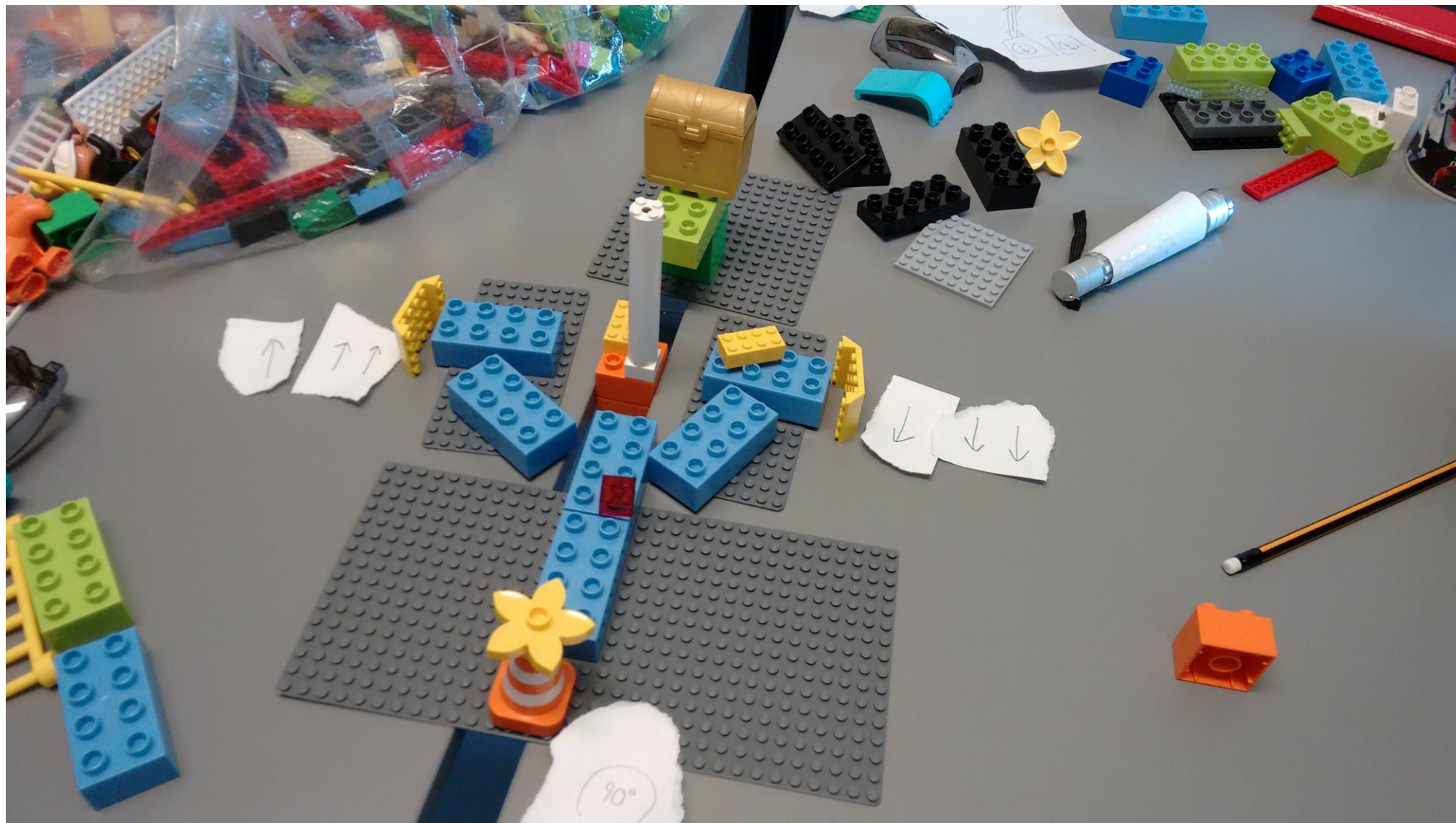
HÆVE-SÆNKE-BORD



OnRenderImage() possibly didn't write anything to the destination texture!



SLIDING PLATFORMS

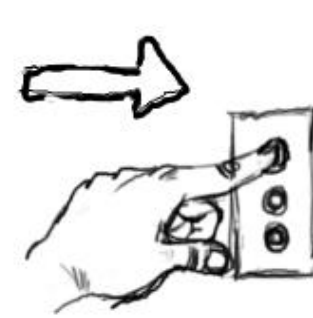


HELT NEDE I KULKÆLDEREN

DUNGEON DESIGN – THE LEGEND OF ZELDA



AFFORDANCES



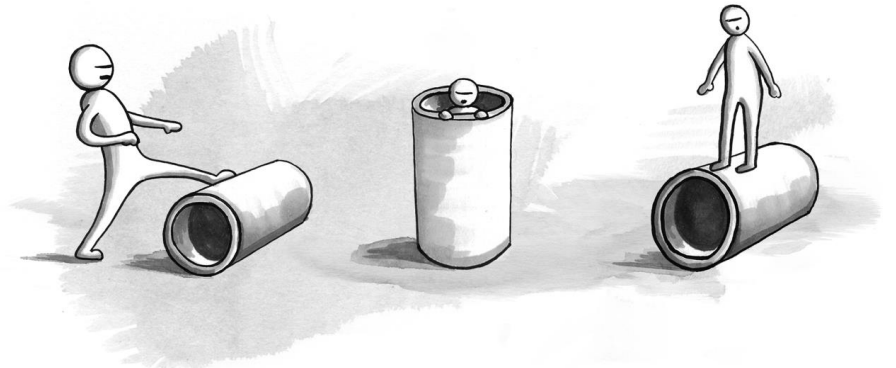
Button - Push

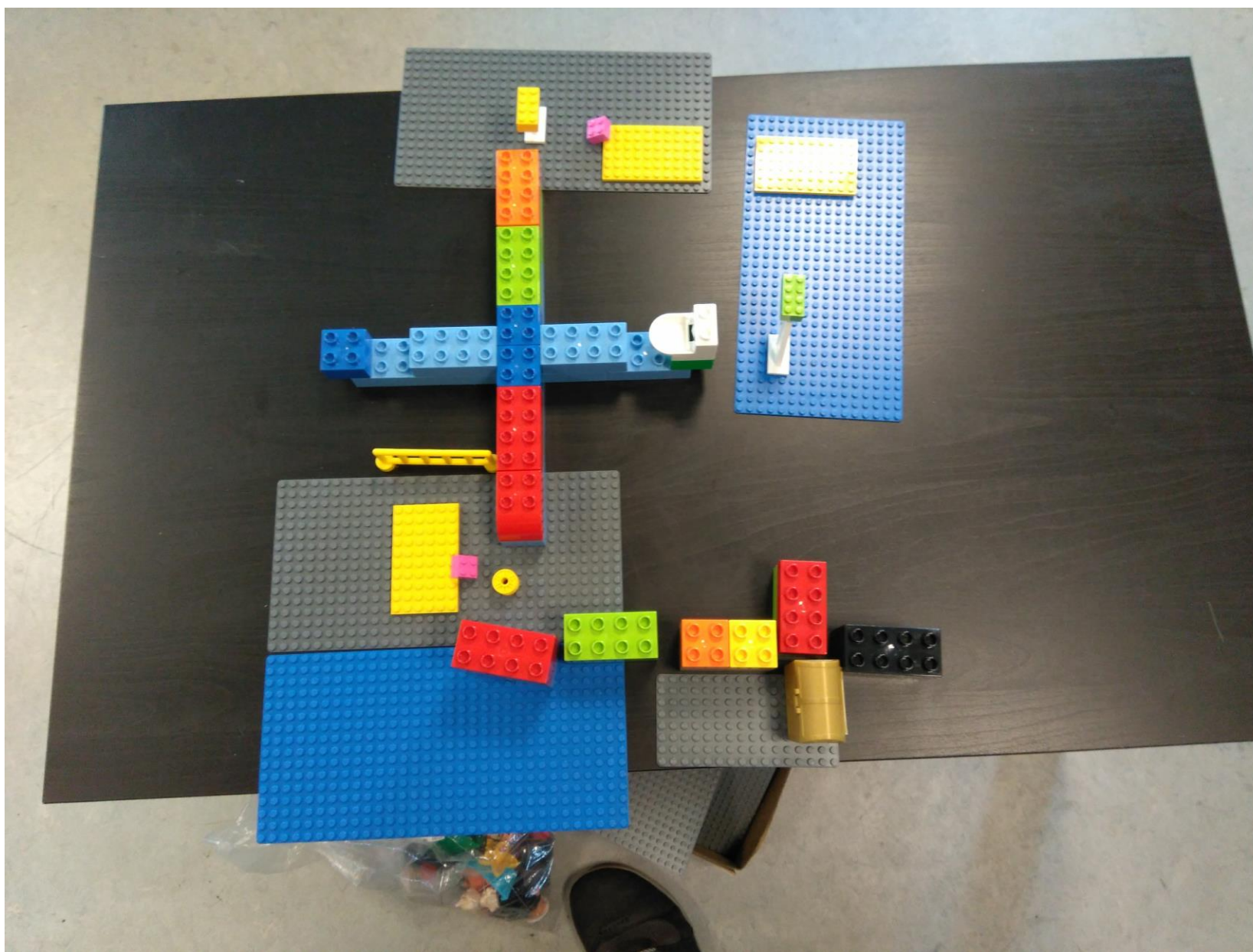


Switch - Flip

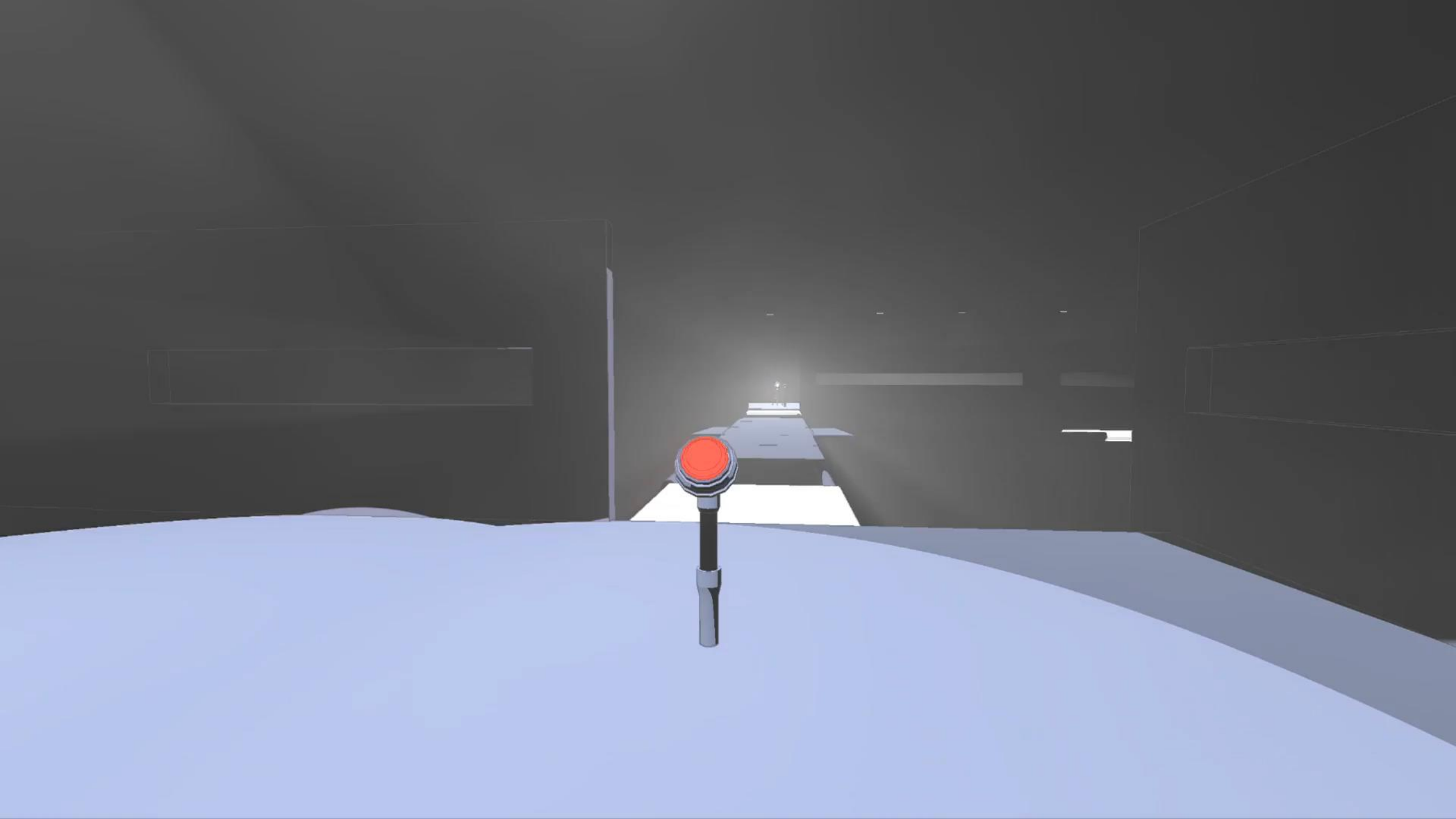


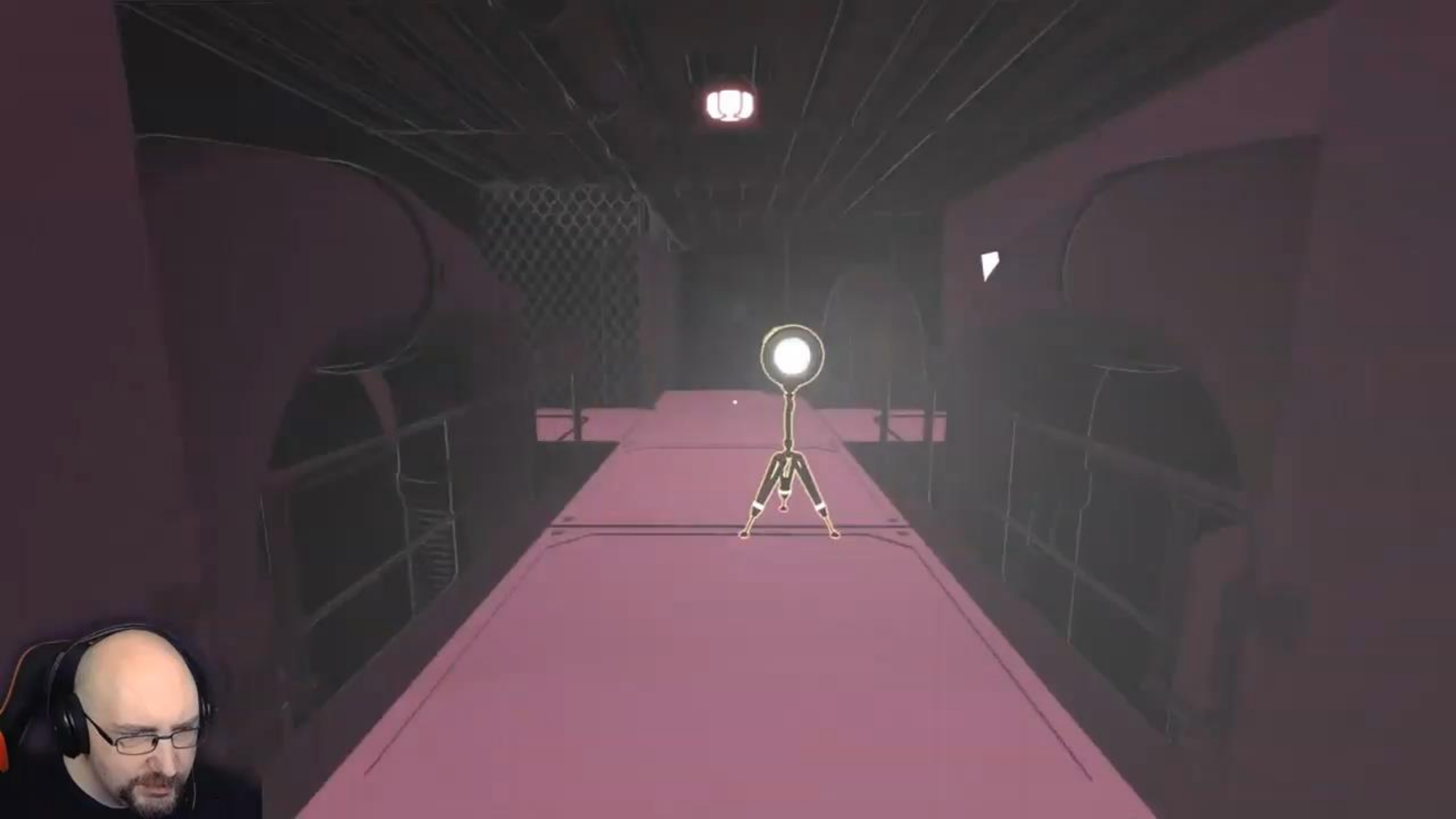
Knob - Rotate



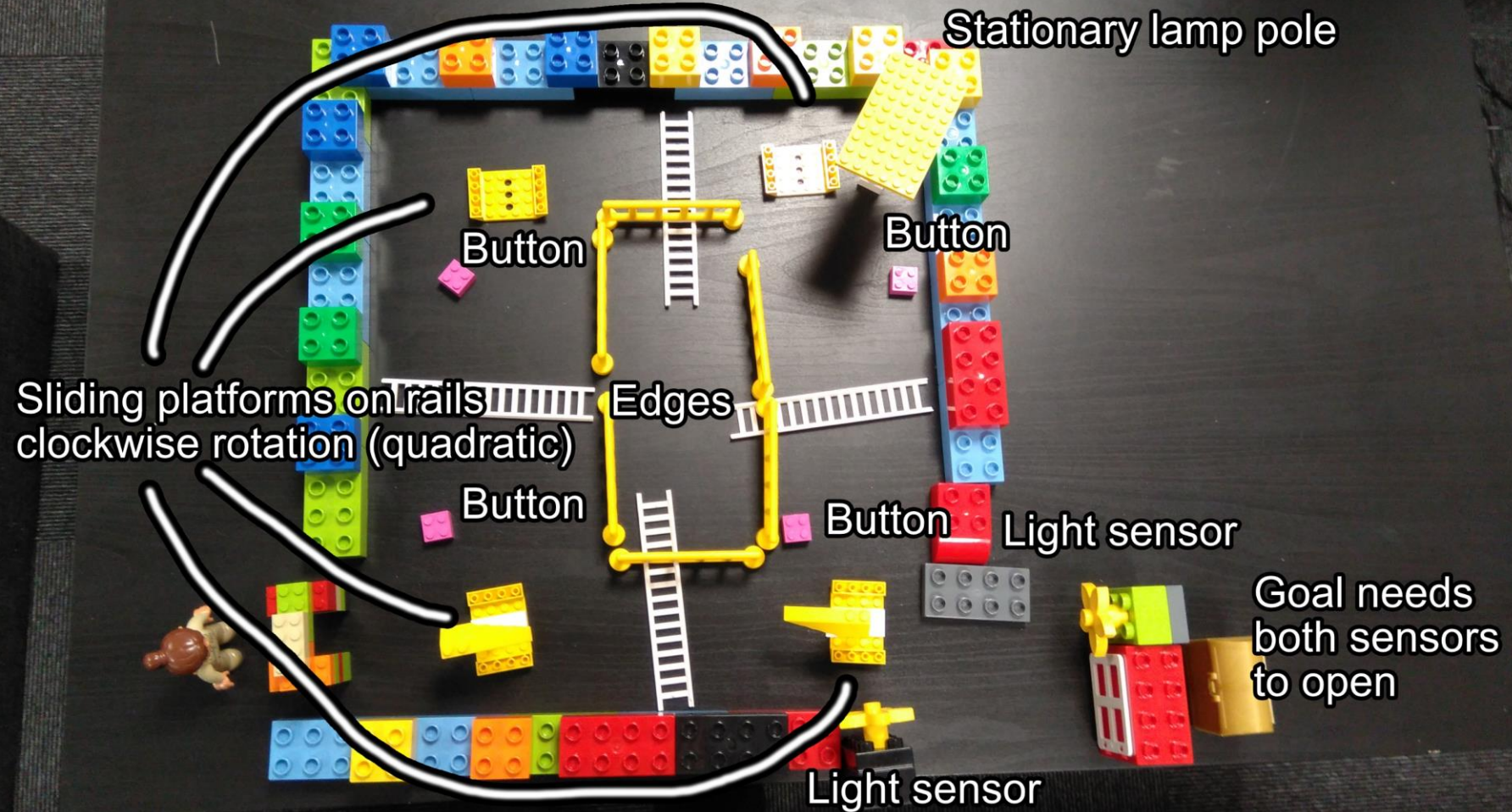


RUNDT PÅ GULVET

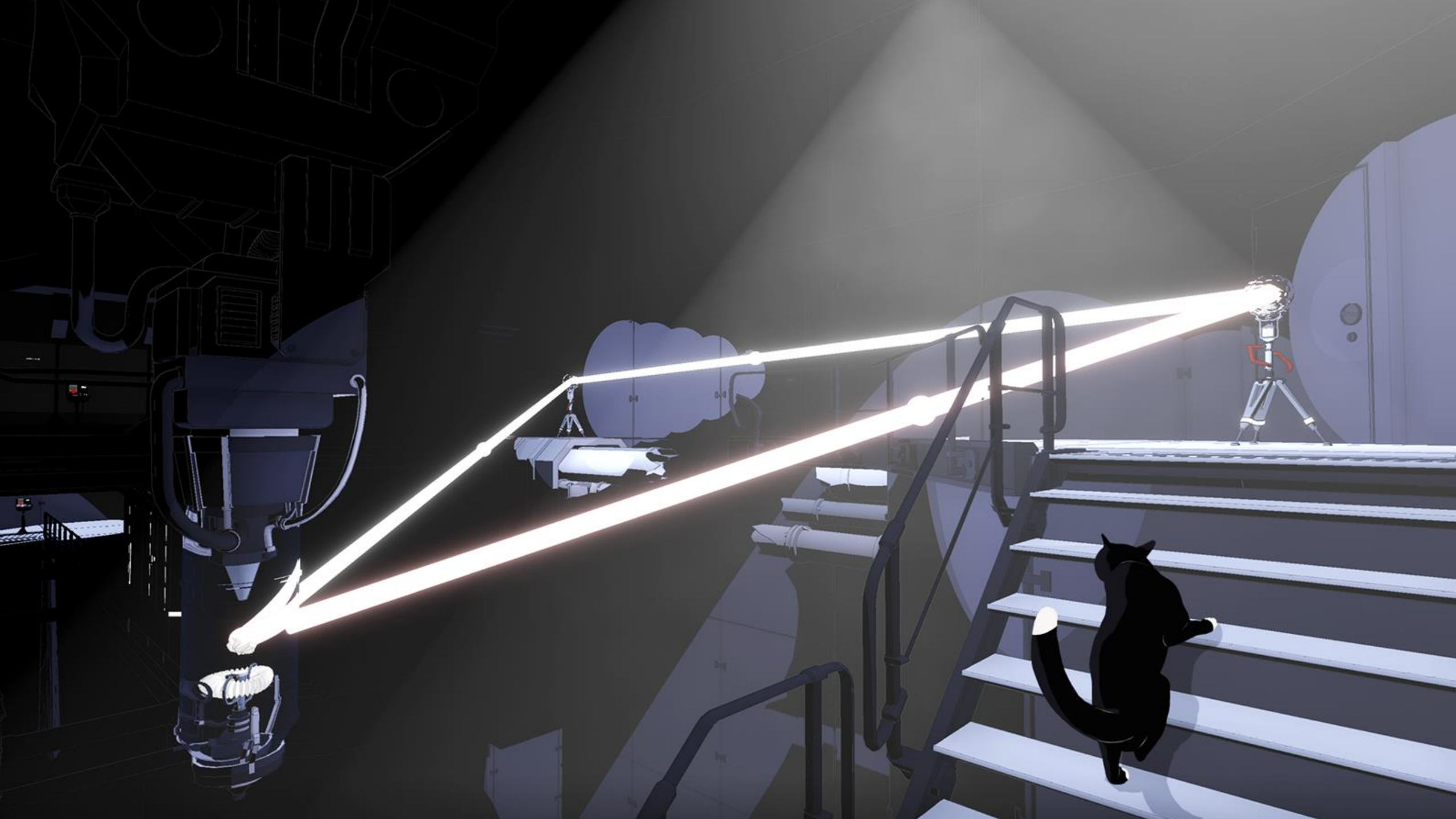


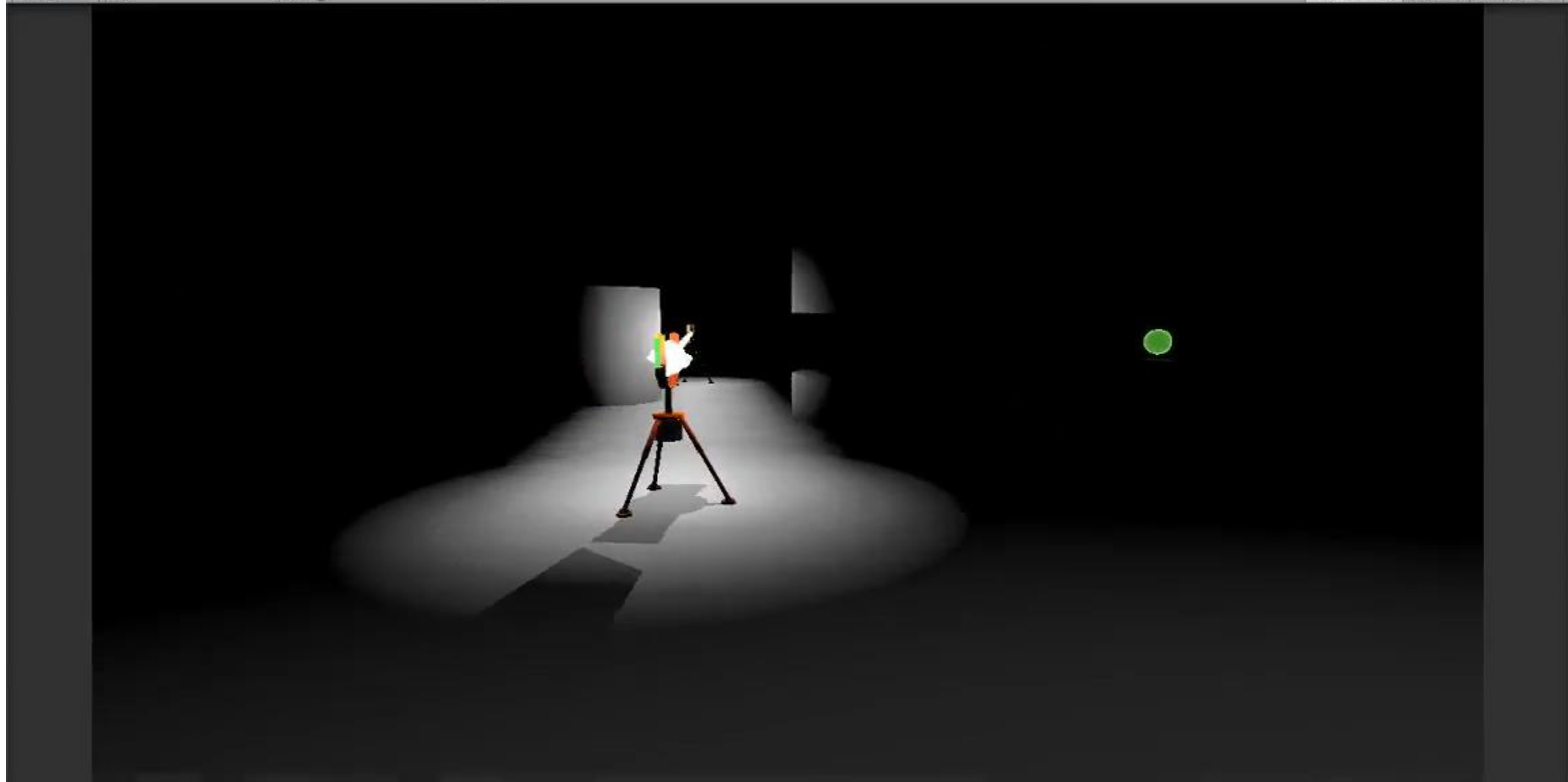


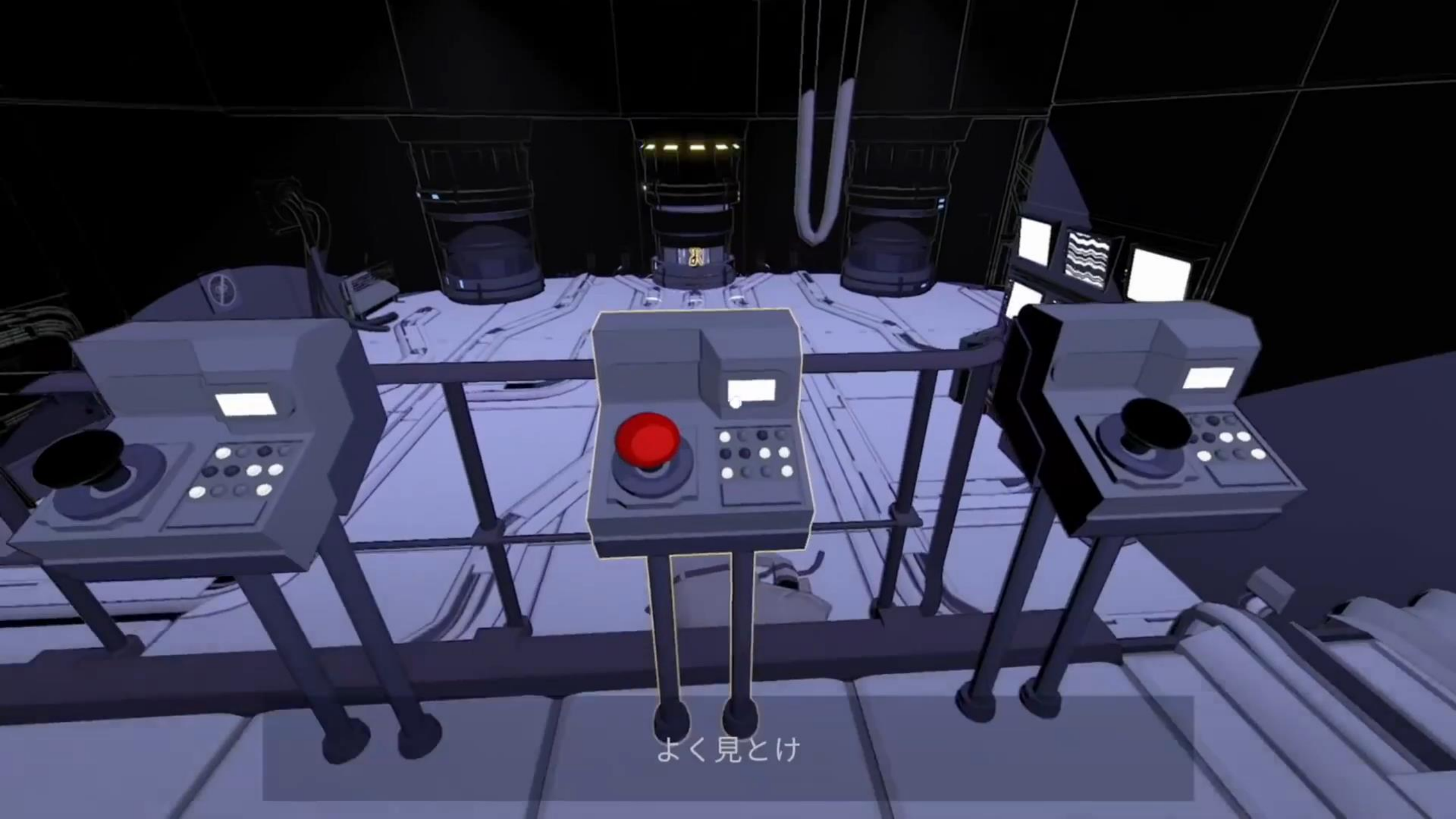
KVADRATISK PRAKTISK GOD





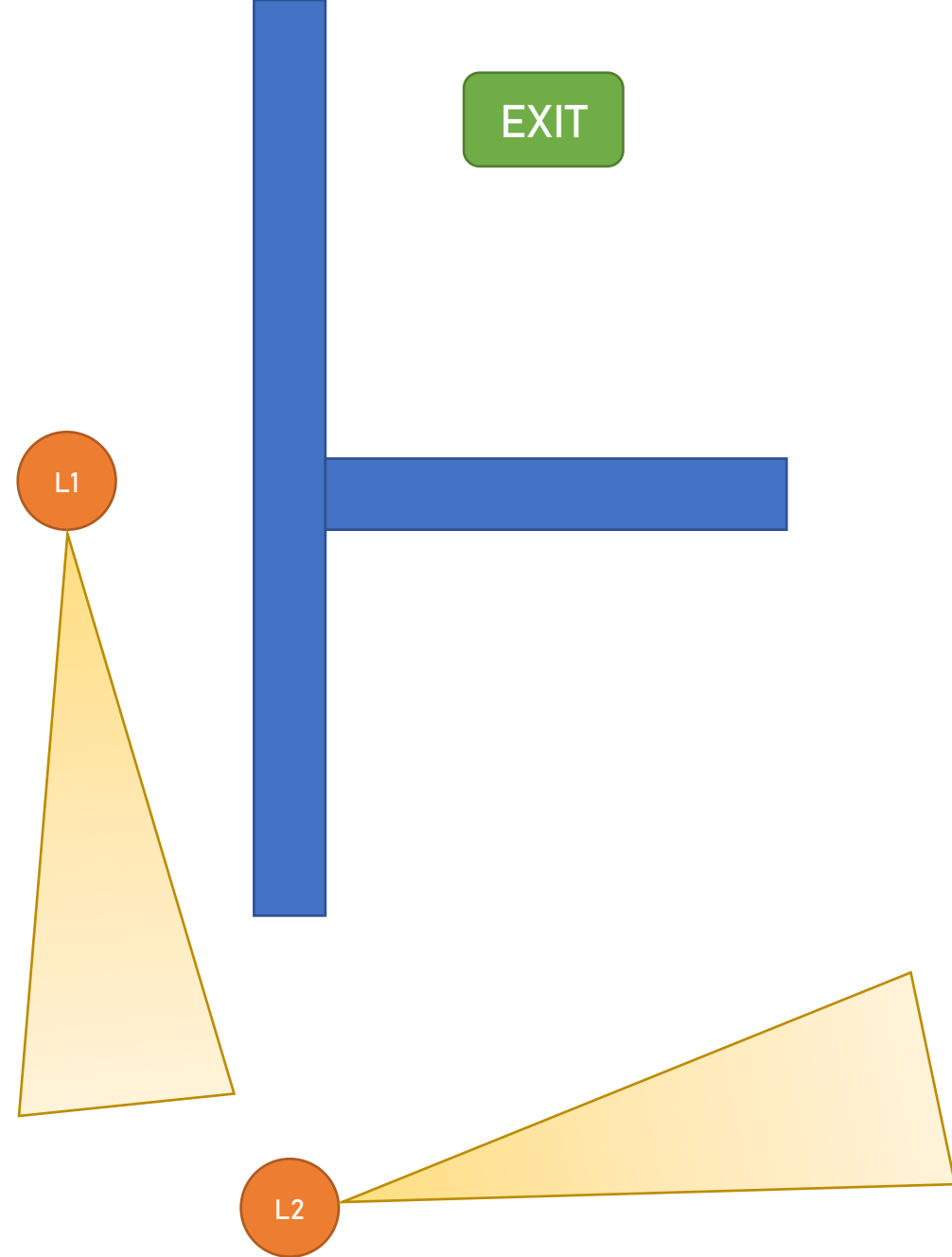


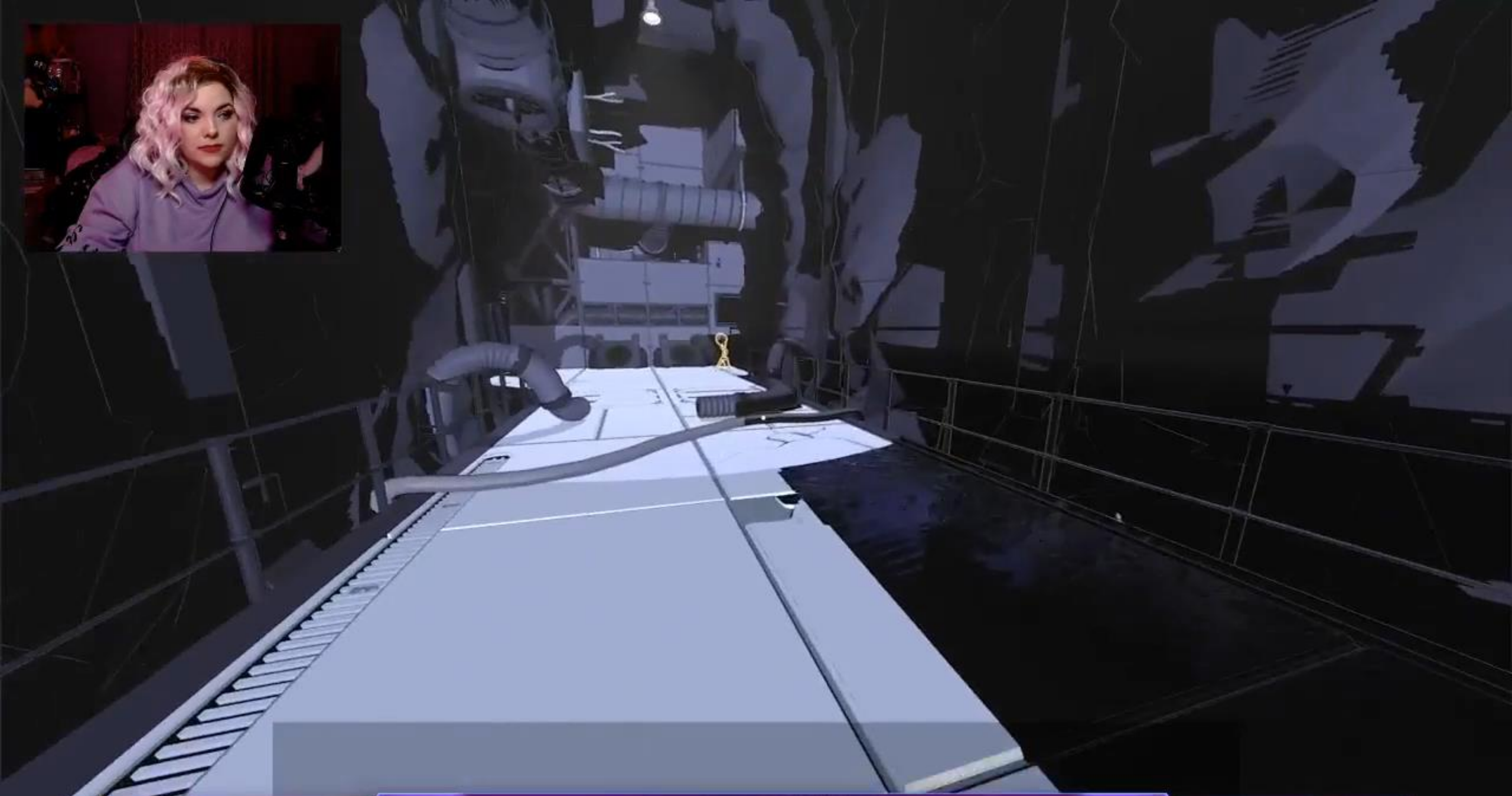




よく見とけ

“CLASSIC BENT”





RECENT CHEER

100 blacklaser: 10



RECENT TIP

hankycanky - £50

SUB GOAL: 321 / 500

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EDGE

LIGHTMATTER REVIEW – EDGE MAGAZINE #342

It's essentially that old riddle about the farmer trying to cross a river with a chicken and a fox, extrapolated into physical space.

Out of these simple components, Lightmatter builds the very best kind of puzzles.

The kind where trial-and-error is less useful than talking it through with yourself, preferable out loud, maybe using a few fingers.

“Solution Execution” → AHA MOMENT





What Makes a Good Puzzle? | Game Maker's Toolkit

923.702 visninger • 14. mar. 2018

30.626 281 DEL GEM ...



Game Maker's Toolkit
766.000 abonnenter

ABONNER

Puzzles can be one of the most complex things in game design. In this video, I break down some great conundrums from favourite games, and share some knowledge from sharp puzzle designers, to find out what makes a good puzzle.

PUZZLE COMMUNITIES

- Reddit: r/puzzlevideogames
- Discord: thinky-puzzle-games

INTERESTING PUZZLE GAMES

- Return of the Obra Dinn
- Baba is You
- Gorogoa
- The Talos Principle
- Kine
- The Turing Test
- The Sexy Brutale
- The Swapper
- INSIDE
- Q.U.B.E.
- Antichamber
- SUPERHOT
- Four Sided Fantasy
- Ghost Trick: Phantom Detective
- Portal

https://youtu.be/zsjC6fa_YBg

TAKE-AWAYS

- Leg og motivér et kreativt mindset
- Kom i "Puzzle Mode"
- Brug hele teamet og ping-pong med hinanden
- Find dine egne arbejdsmetoder
- Hent inspiration fra mange steder
- Find værktøjer til hurtig prototyping (fx Lego, ProBuilder og PlayMaker)
- Byg primer puzzles
- Playtest ofte!

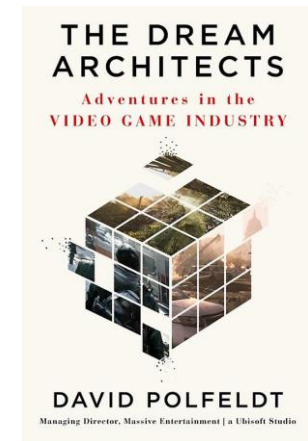
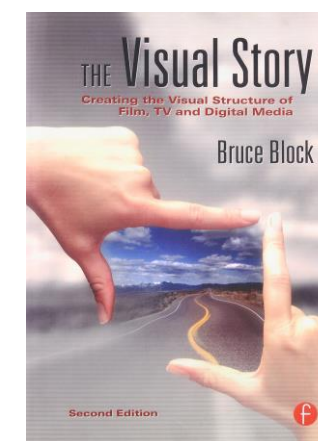
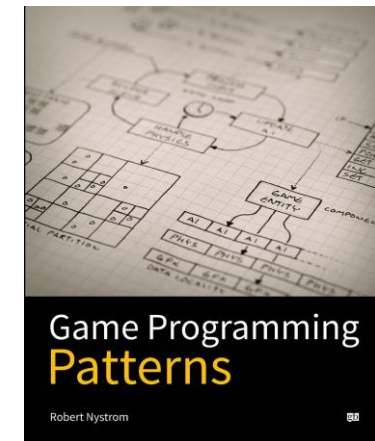
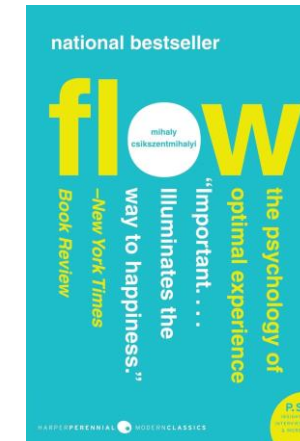
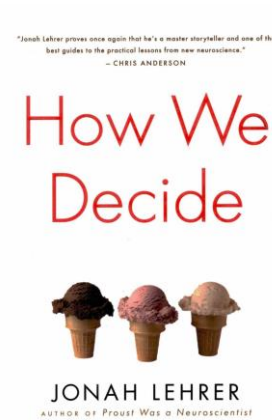
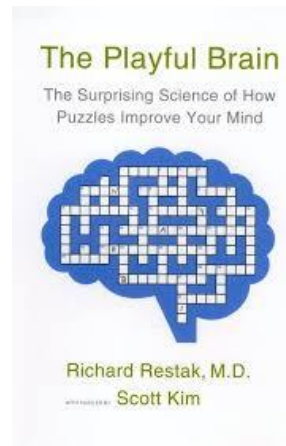
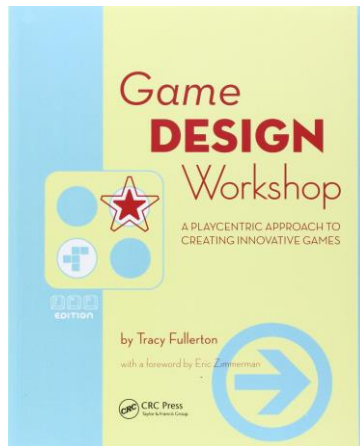
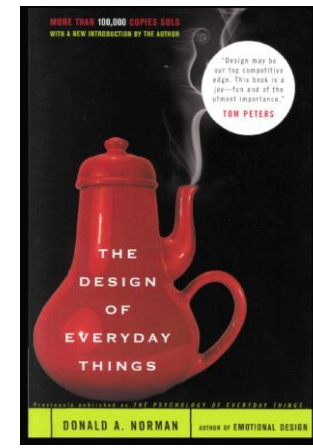
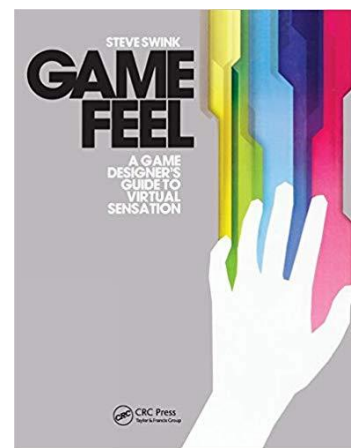
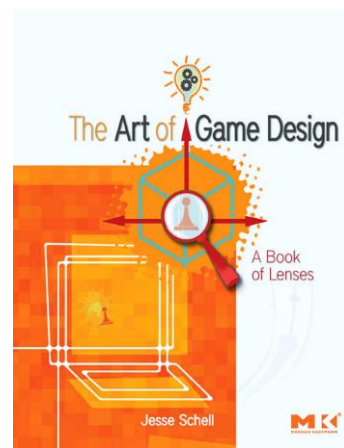
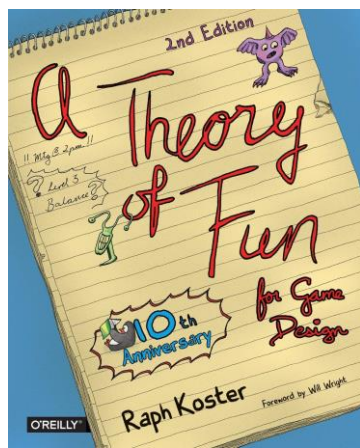


TAK!

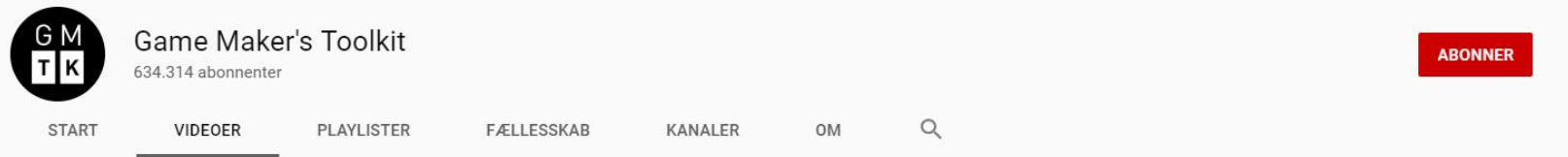


A vibrant, painterly landscape featuring a winding blue river, lush green hills, and rocky cliffs. Two waterfalls are visible on the left. In the foreground, a small, colorful, winged creature with orange and yellow wings and a blue body is flying over the river. The sky is bright blue with a few birds. The overall style is reminiscent of a video game or a digital painting.

BONUS SLIDES!



GAME MAKER'S TOOLKIT



Uploads AFSPIL ALLE

≡ SORTÉR EFTER



Can We Make Talking as Much Fun as Shooting? |...

261 t visninger •
for 5 dage siden
Undertekster



GMTK Game Jam 2019 - The Full Details

54 t visninger •
for 1 uge siden
Undertekster



How to Make Your First Super Mario Maker 2 Level |...

257 t visninger •
for 2 uger siden
Undertekster



Why Metro Exodus is 2019's Most Immersive Open World...

463 t visninger •
for 3 uger siden
Undertekster



The World Design of Metroid Prime 2: Echoes | Boss Keys

209 t visninger •
for 1 måned siden
Undertekster



The GMTK Game Jam Returns for 2019!

77 t visninger •
for 2 måneder siden
Undertekster



How to Make an Indie Game Trailer | Game Maker's Toolkit

304 t visninger •
for 2 måneder siden
Undertekster



The Challenge of Cameras | Game Maker's Toolkit

315 t visninger •
for 2 måneder siden
Undertekster



The Tragedy of Halo 3: ODS | Game Maker's Toolkit

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for 2 måneder siden
Undertekster



How Games Get Balanced | Game Maker's Toolkit

394 t visninger •
for 3 måneder siden
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The World Design of Metroid Prime | Boss Keys

303 t visninger •
for 4 måneder siden
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Why Synergies are the Secret to Slay the Spire's Fun | Gam...

210 t visninger •
for 4 måneder siden
Undertekster



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Making Games Better for Players with Cognitive...



Roguelikes, Persistence, and Progression | Game Maker's...



The Year Stealth Games Got Serious | Game Maker's...



How Return of the Obra Dinn Works | Game Maker's Toolkit



Building Better Skill Trees | Game Maker's Toolkit

YouTube & Game Design

- Game Maker's Toolkit
- Gdc Vault
- Extra Credits
- New Frame Plus
- Mix and jam
- Makin' stuff look good
- DoubleFine Prod
- Noclip
- Gamasutra
- Gamefromscratch
- Matthewmatoes
- Videogamedunkey
- Derek Lieu

