

5th International Conference and Expo on

Computer Graphics & Animation

September 26-27, 2018 | Montreal, Canada

FlickBlocks and AirPunch

David Fugere-Lamarre
iLLOGIKA, Canada

FlickBlocks: FlickBlocks mixes classic gameplay with VR to create an experimental game that's high-intensity action and strategy. This game prototype emerged from our research and development initiative and has been produced in 3 weeks. The prototype is now published on itch.io for all to enjoy. Its category of Games, Research & Development, Virtual reality, and platforms is HTC Vive and Oculus Rift.

AirPunch: Air Punch is an innovative VR demo exploring a new locomotion technique using punches we call Punch Dash! Produced in between 4 to 5 weeks, the game is now published on itch.io for all to enjoy. Air Punch is above all a prototype, created for R&D purposes. Its category of Games, Research & Development, Virtual reality, and platforms is HTC Vive and Oculus Rift .

iLLOGIKA has developed externally games for UbiSoft, SquareEnix, and Disney. More recently they have been focusing on AR/VR R&D and have developed a series of tools that are pushing the middleware and hardware solutions that are currently available. They are interested in sharing the methodology, challenges and results they have achieved while developing VR specific animation pipelines, texturing and destruction tools.

david.lamarre@illogika.com

Notes: