

GAMEZONE

The Filmakademie Baden-Württemberg's Animationsinstitut presents three interactive VR experiences and one game installation in the GameZone. The applications were developed during the last semester at Animationsinstitut, in part with the cooperation of students from the HdM.

Projects of Animationsinstitut

Behind the Beard - Beaver your Beard!

2017, Game-Installation

Ella Estrella Tischa Raetzer, Stella Raith, Tim Lehr, Ela Duca (P)

In the Game-App "Behind the Beard" the User is a bearded guy who spends most of his time in front of the bathroom mirror cultivating his facial hair.

Heart of the Forest - Light up your Soul

2017, VR-Experience

Timo Müssig, Maria Schmidt, Dan Franke, Michael Müller, Felix Rothmayer, Jessica Drechsler, Nina Schwarz (P)

„Heart of the Forest - Light up your Soul“ is a VR-Experience corresponding with the ITFS trailer of the same name. The player's movements pervade the forest around him with light and sound.

Dream Makers

2017, VR-Game für 2 Spieler

Fabian Fiess, Eddy Hohf, Aleksandra Todorovic (P), Dimosthenis Gkantzios (P)

A creative cooperation game for two players which combines a dreamlike, immersive VR-Lab and a tablet computer interface. Together the players provide the dream lab with all the necessary ingredients to create dreams.

Pulse Of Life - Game
2017, VR-Game

Mitja Öhm, Aleksej Skrypnik, Juraj Tomori, Vincent Waltan (P)

In the VR-Installation "Pulse of Life - Game" set in a postapocalyptic world, the player's task is to lure a jellyfish out of the dark clouds in order to provide the city with energy.