

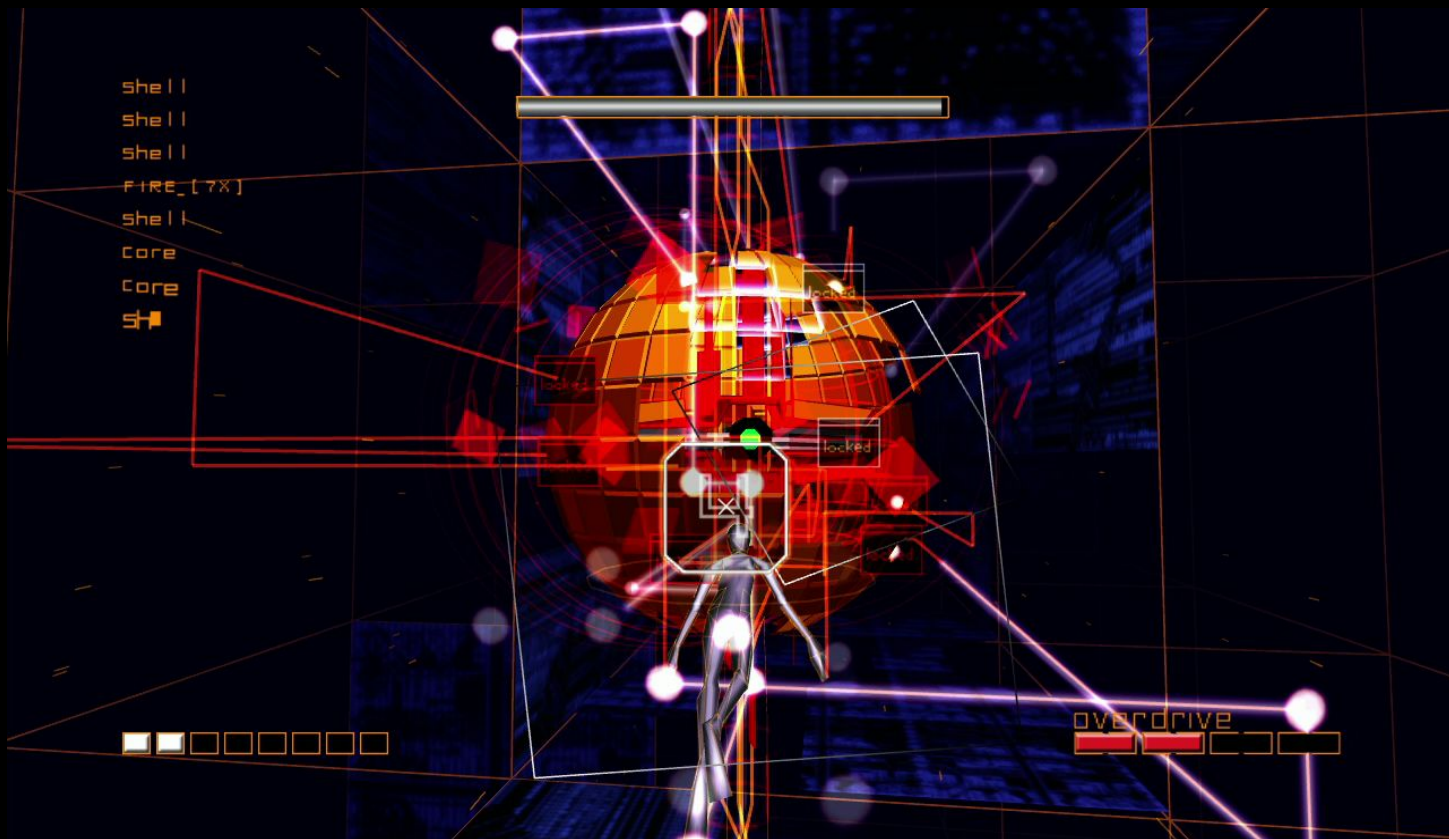


Rez

# Classic Game Postmortem

**Tetsuya Mizuguchi**

Founder/CEO, Enhance Games



Rez (2001)

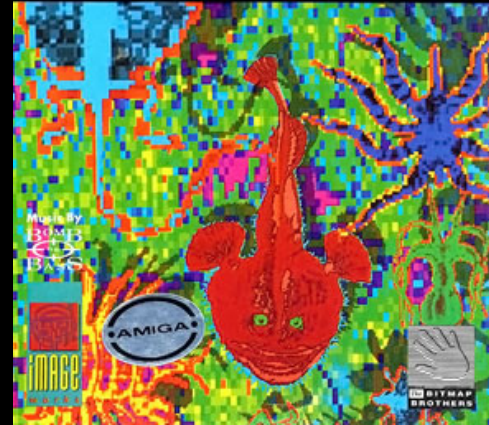




Xevious(1982)



XENON  
2  
MEGABLAST



Xenon 2 - Megablast(1989)



Xevious(1982)

©NAMCO 1982

Xenon 2 - Megablast(1989)

©IMAGE WORKS 1989





Street Parade, Zurich, Switzerland, 1997



# Synesthesia

Hear the colors, see the sound...

The expression or impression of  
cross-sensational feelings



Kandinsky - Moscow, 1916

## The Inspiration

A marriage of game and music  
Create music as you shoot down enemies

The best sensation in a game  
Keeps you coming back for more  
Puts you in a trance

Bodily sensation – vibration matched with music  
Synesthetic experience – sounds affecting visuals

*What kind of game would this be?*

What does a performer (musician) do?

What is the process?

Bar on the street, Kenya, Africa, 1997



Call and response

How do you get a groove?

What is the process?

What does a DJ do?

What is the process?



A DJ keeps people moving with beats

A DJ keeps feeding a 'feel-good' quality  
with level changes



Experience being both a  
musician and DJ at the same time  
How cool would that be?

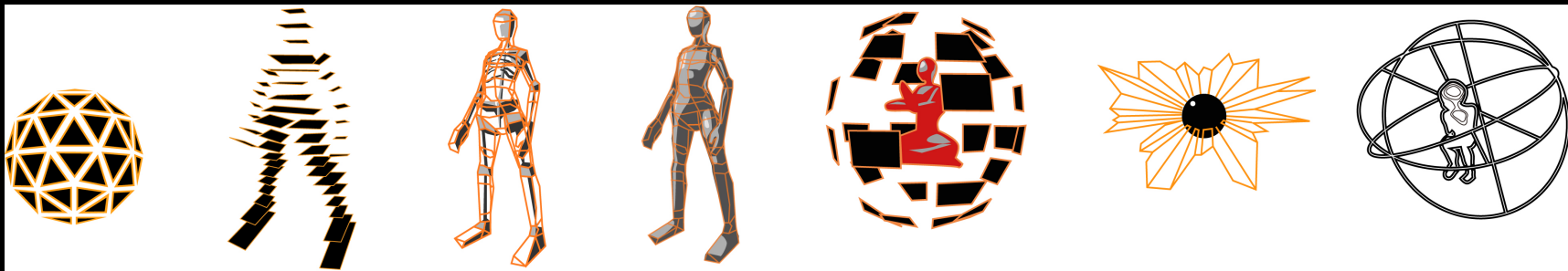
Is it possible to have both in one?

Making process of Rez (1998–2001)

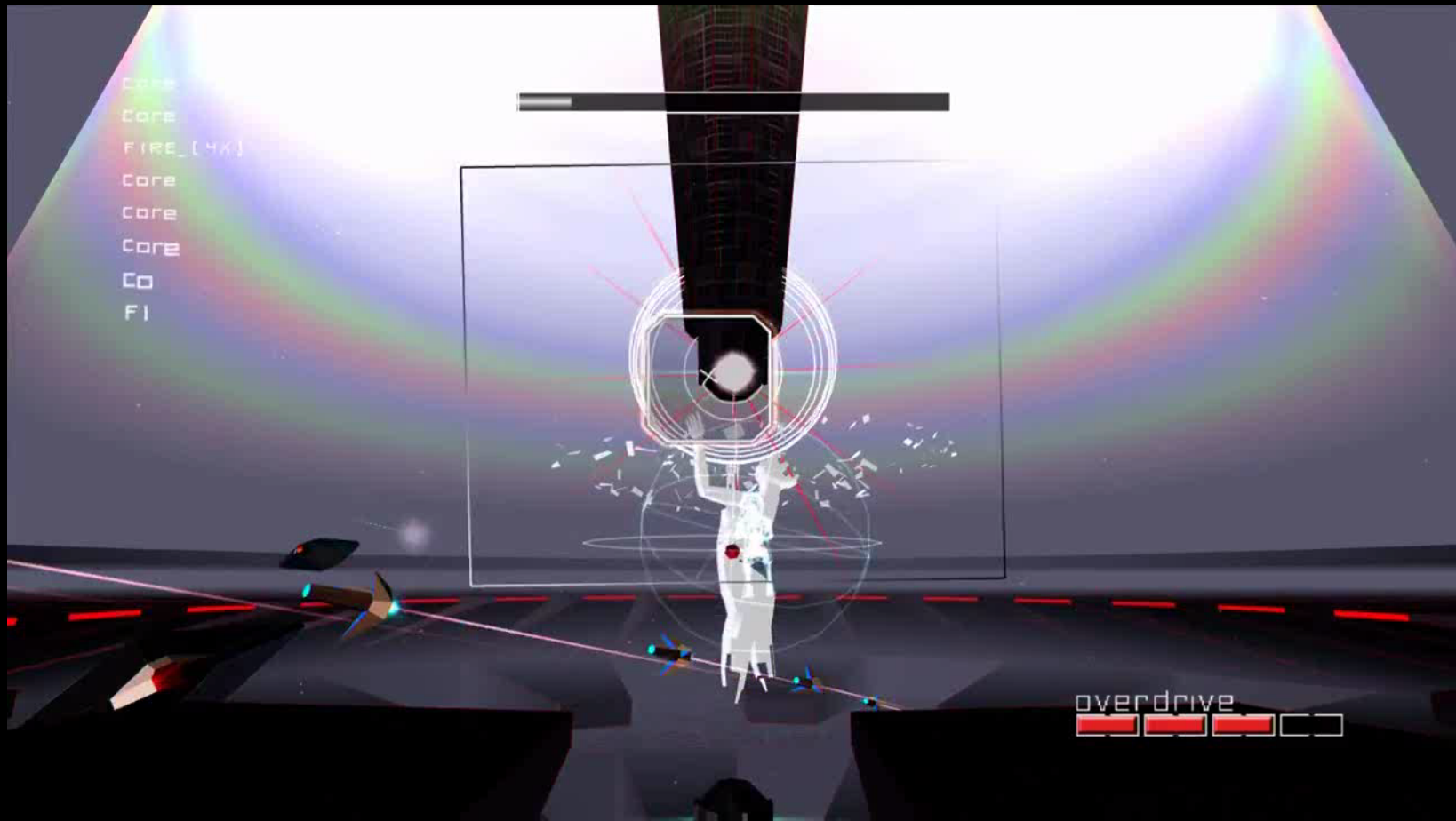
# Quantization

Sync of rhythm  
makes you feel good

What happens if you force quantization  
of random rhythm inputs and sync to a rhythm  
that feels good?



Player form of Rez



Rez Ending

re-designing experience



Rez (2001)

©SEGA



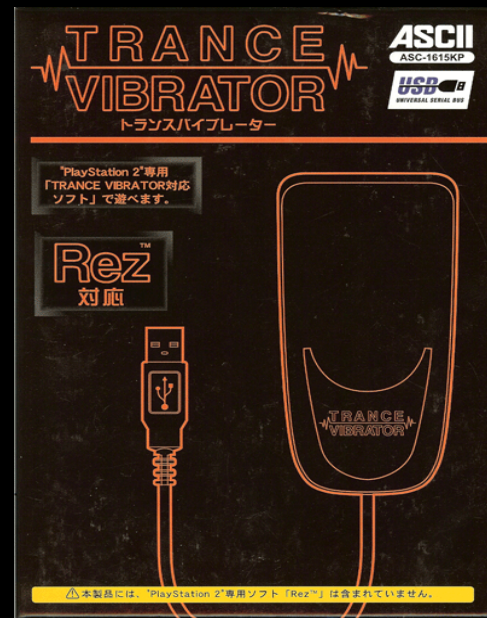
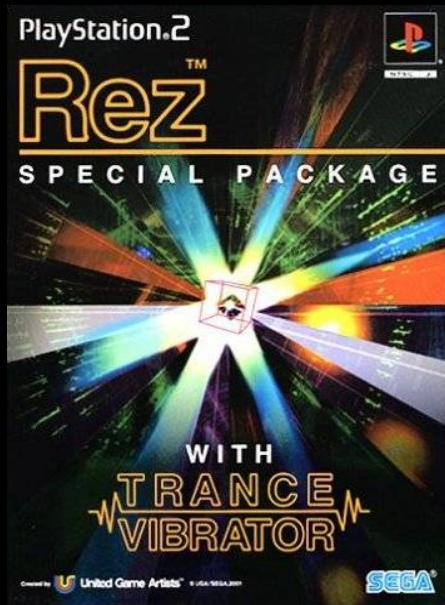
Rez

Resolve

Resolute

Resonate

Naming behind Rez: An experience where individual elements (visual, sound, vibration) come together



Rez (2001)



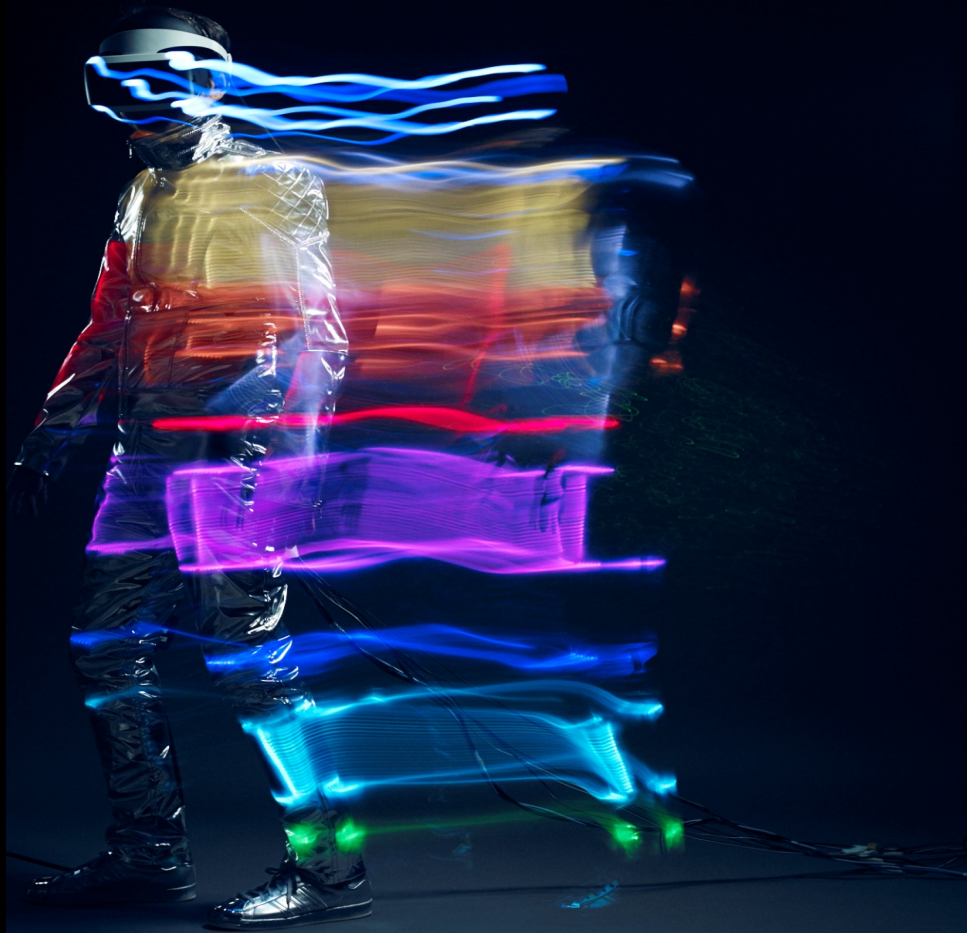


Rezo<sup>TM</sup>  
i n f i n i t e

# Synesthesia Suit

A new interactive experience and  
expression where music and sense  
of touch intersect







# Rez Infinite (2016)

*Rez Infinite ©Enhance Games  
Developed by Monstars + Resonair*









*Rez Infinite – Synesthesia Suit, Media Ambition Tokyo 2016*  
*Photo by YAMAGUCHI KENICHI (RRD) © Media Ambition Tokyo 2016*

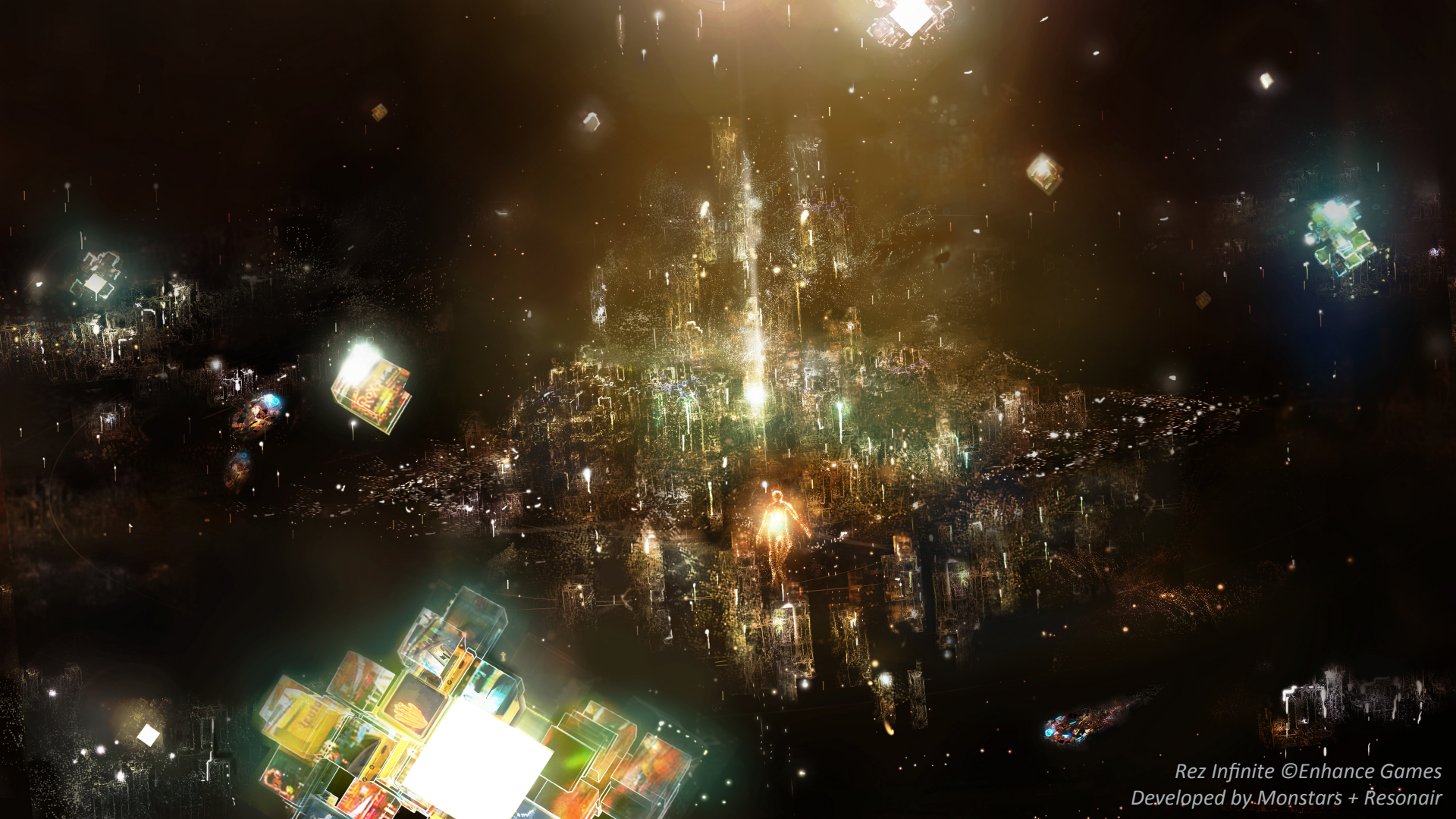
Rez Infinite - Area X





Rez Infinite ©Enhance Game  
Developed by Monstars + Resonance





Rez Infinite ©Enhance Games  
Developed by Monstars + Resonair