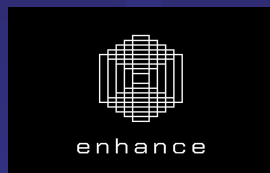




MAKING TETRIS EFFECT-IVE

Tetsuya Mizuguchi
Mark MacDonald
Takashi Ishihara

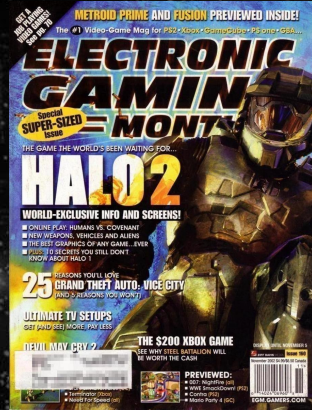


Enhance

GAME DEVELOPERS CONFERENCE

MARCH 18-22, 2019 | #GDC19

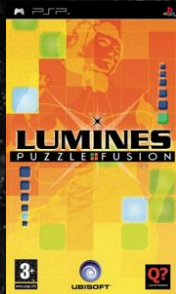
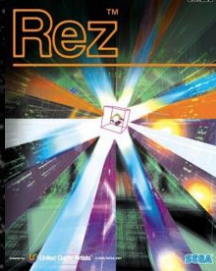
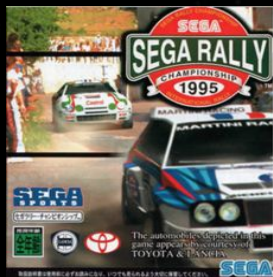
Mark MacDonald



Takashi Ishihara



Tetsuya Mizuguchi



In The Beginning...





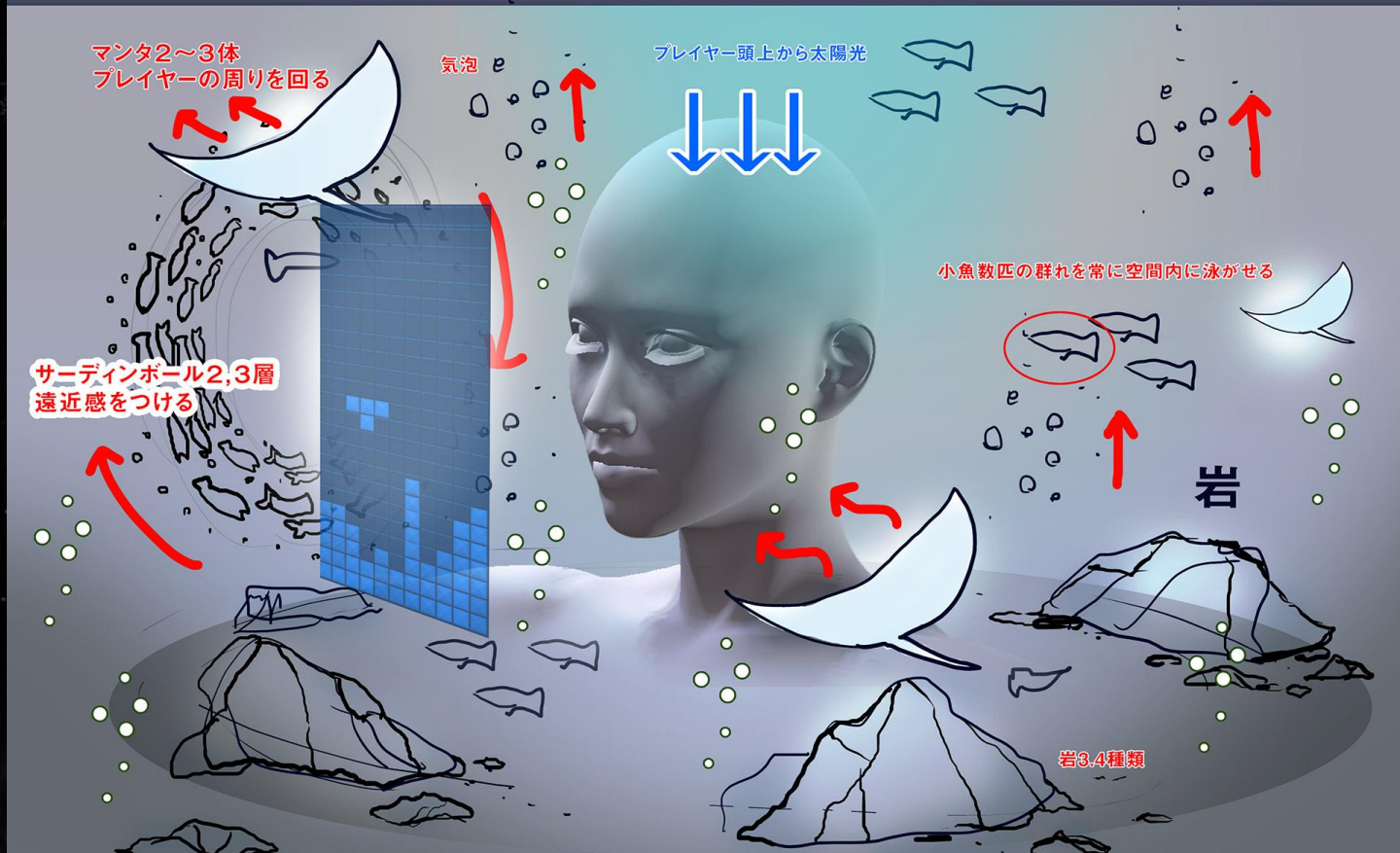
Tetris x Music
Feels Good
Feels Zen
Feel “In The Zone” (Flow)





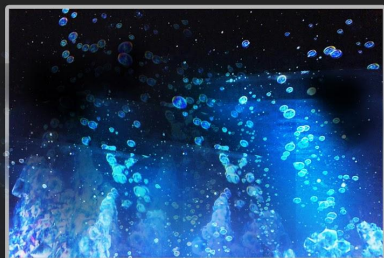
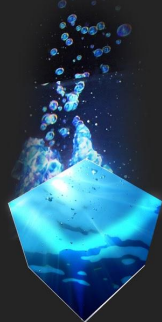
Ishihara GO!

エリア構成イメージ(前半)

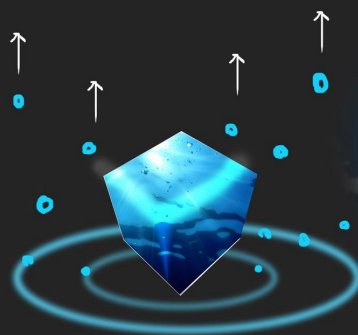


テトリミノ演出

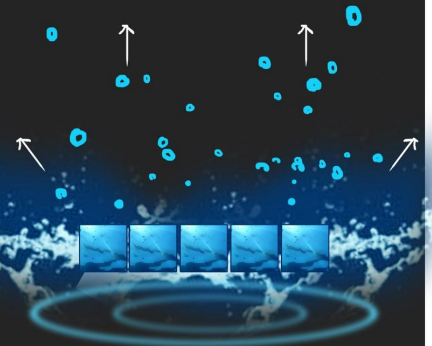
■落下演出
気泡の奇跡



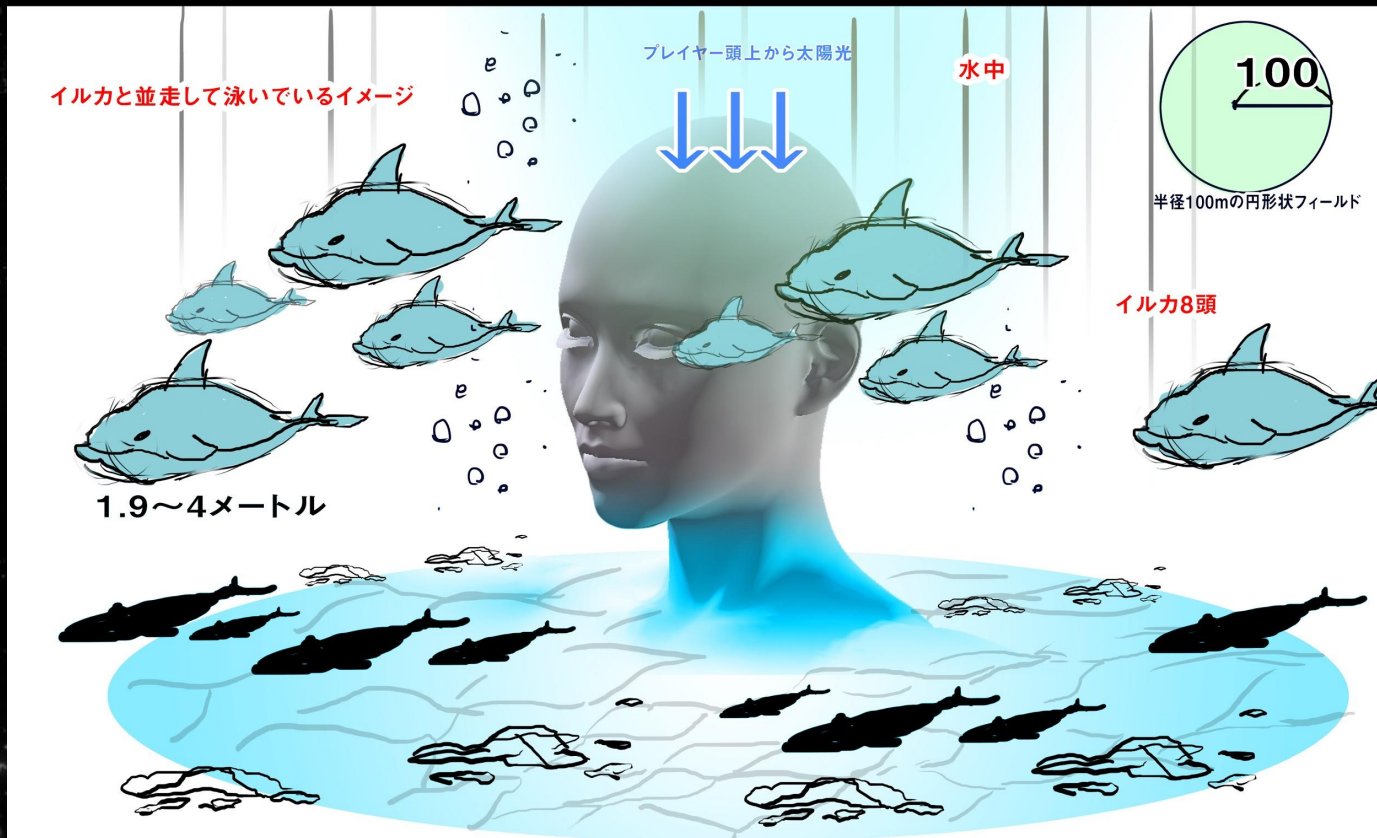
■着地演出
気泡+波紋



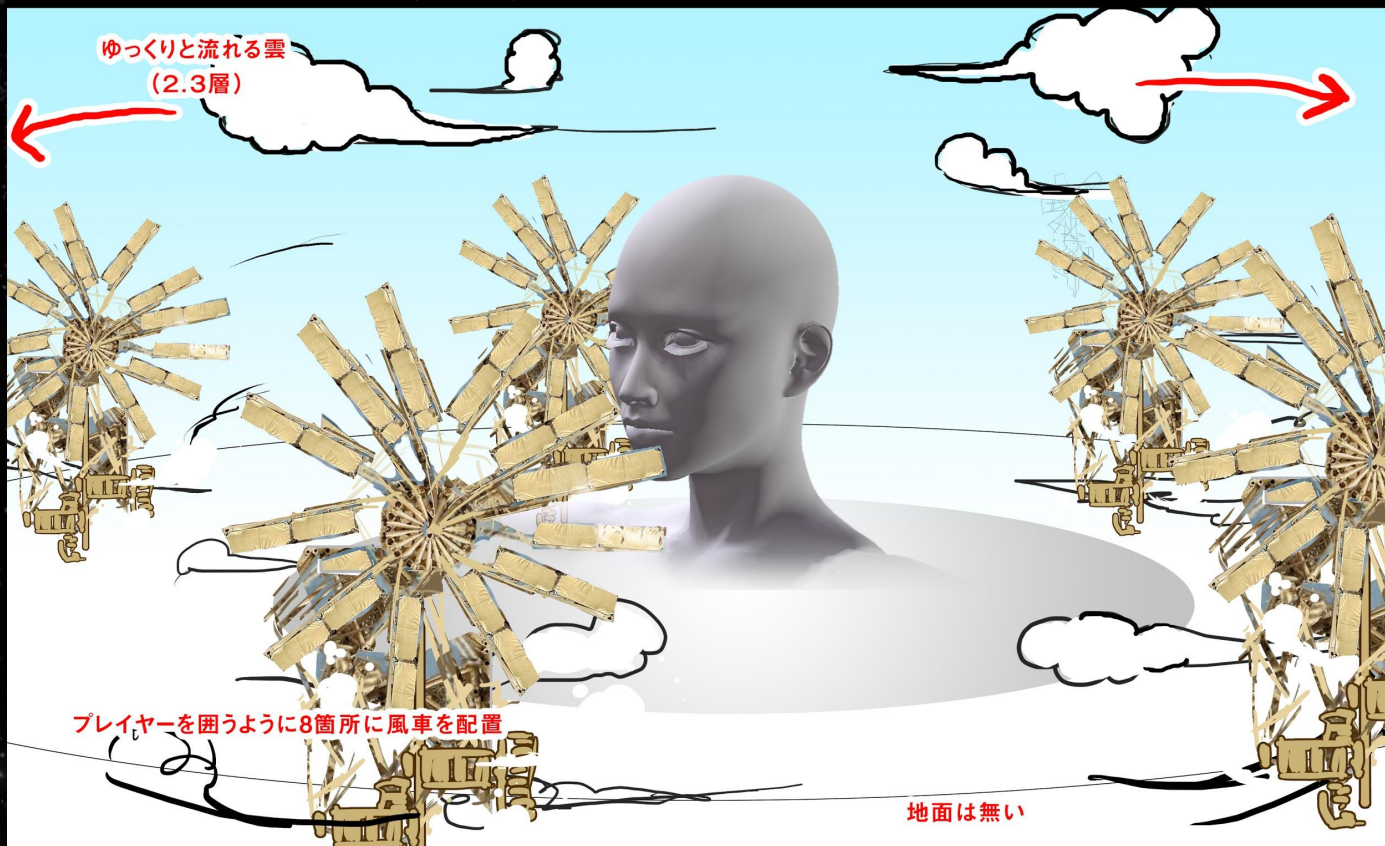
■揃った演出
気泡の波+気泡+波紋

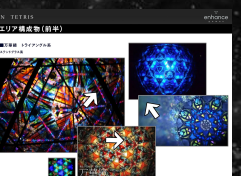
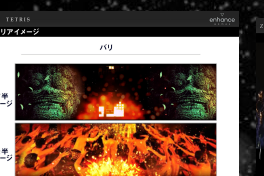
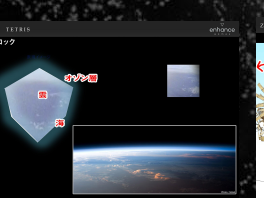
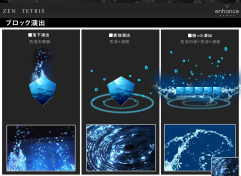
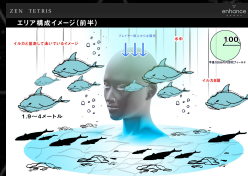
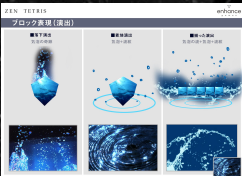
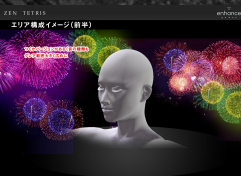
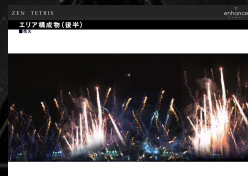
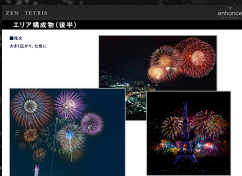
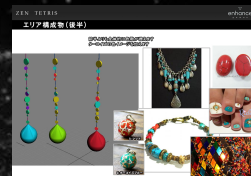
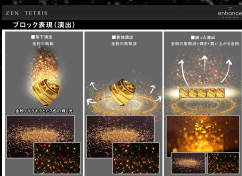
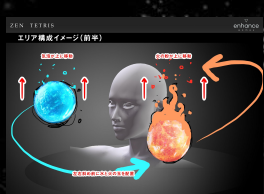
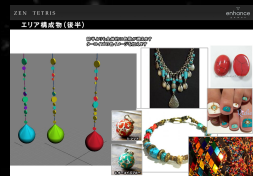


エリア構成イメージ(前半)



エリア構成イメージ(前半)





EDM

JAZZ

AMBIENT

DRUMS

TRANCE

PIANO

VOCALS



Development Begins





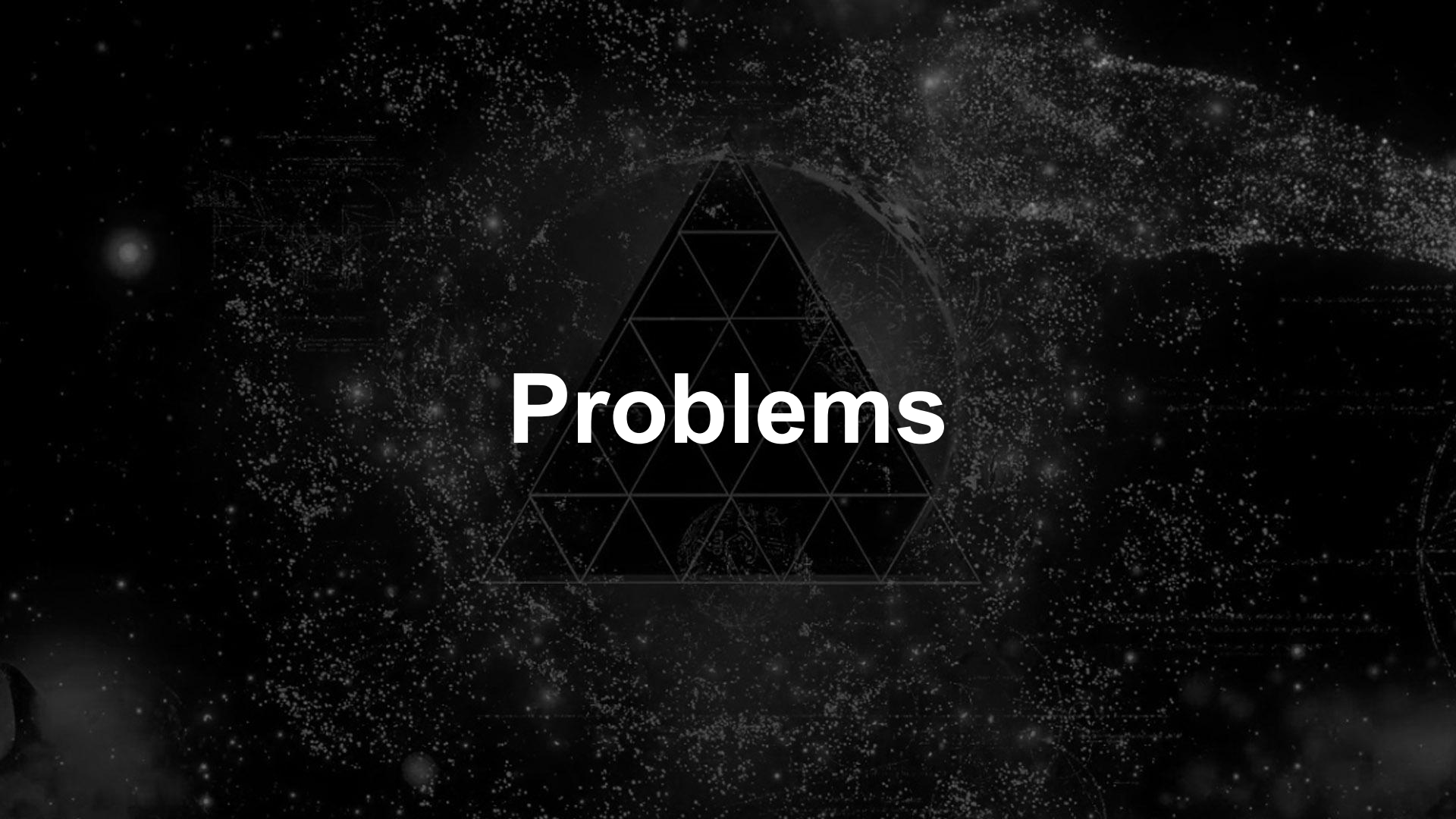
THE HISTORY OF THE
TETRIS GAME
TETRIS was created by
Alexey Pajitnov in 1985
while working at the
Soviet Academy of Sciences
Computing Center in Moscow.

THE HISTORY OF THE
TETRIS GAME
The game was first
published in 1987 by
Spectrum HoloByte in the
United States.

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United States.

Problems



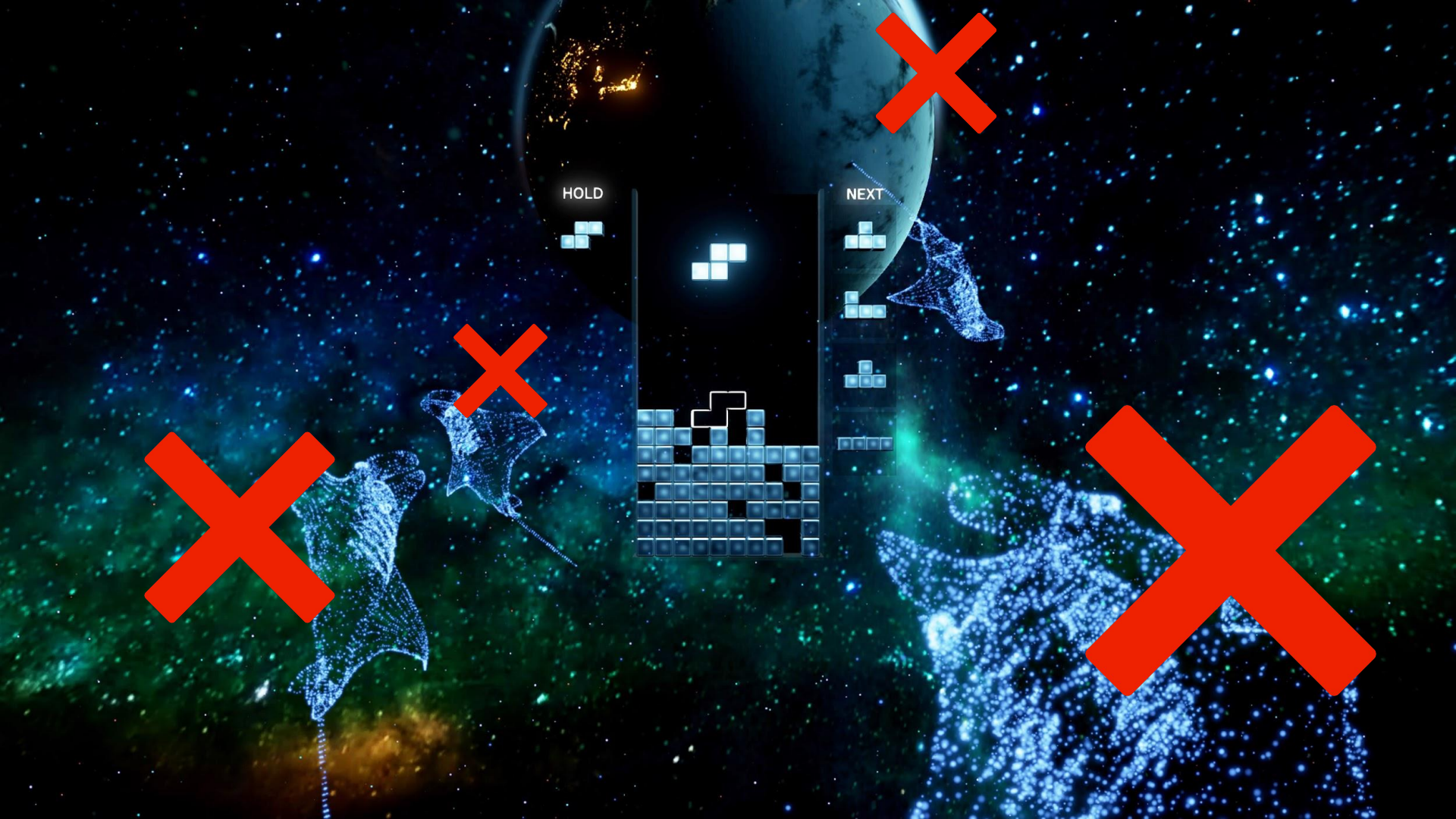
Doesn't Feel Good!

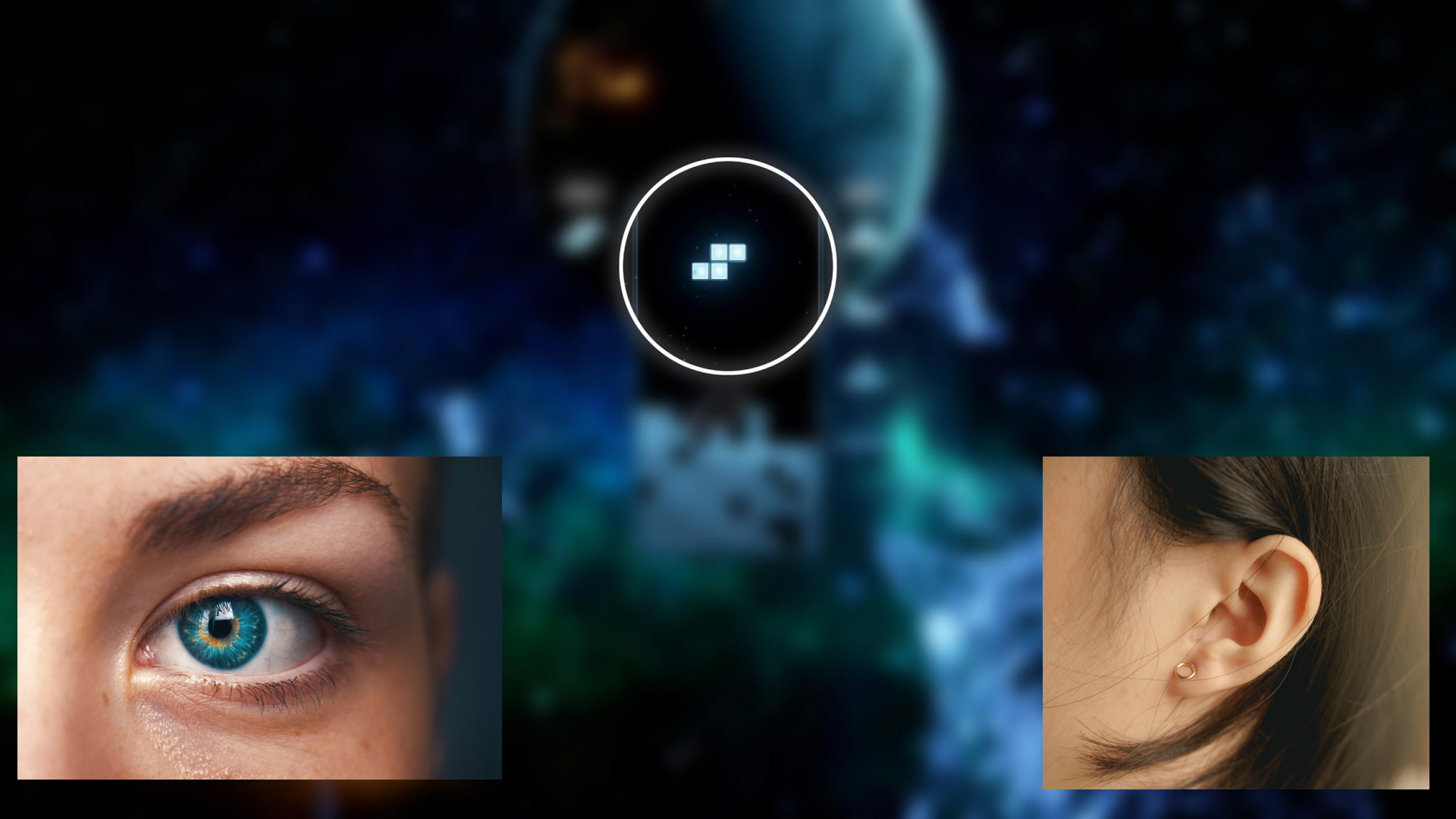
Drowsiness

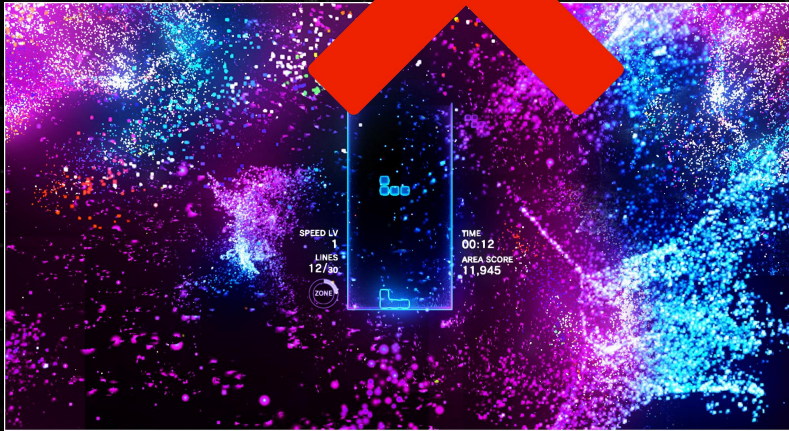
Fatigue

Difficulty Concentrating

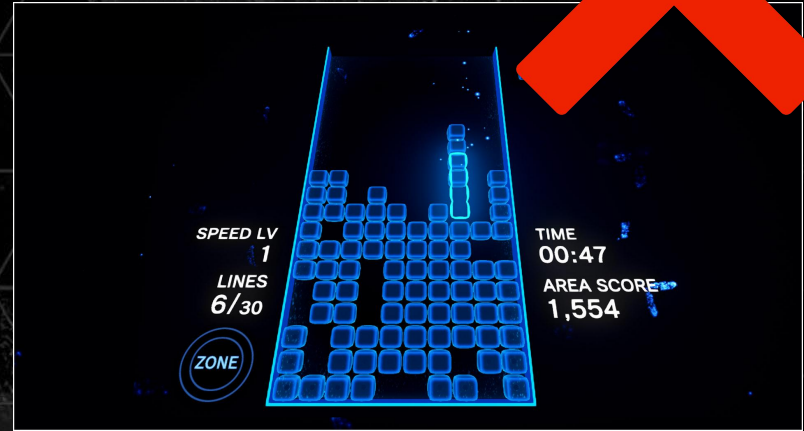




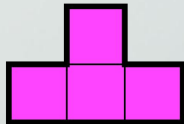




**Glam Up the
Presentation**



**Change the
Camera Angle**



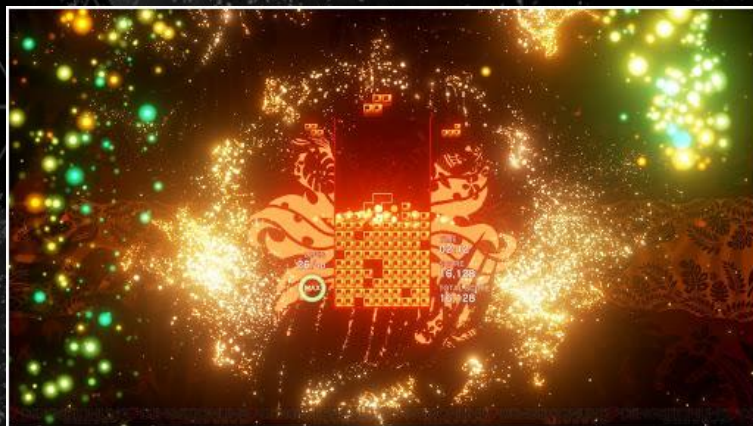
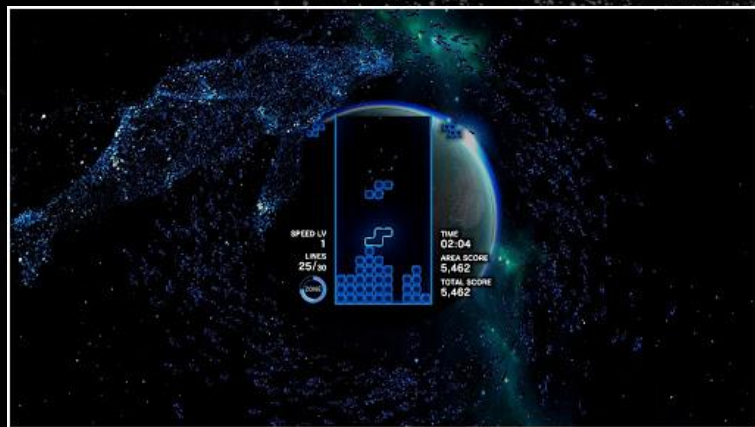


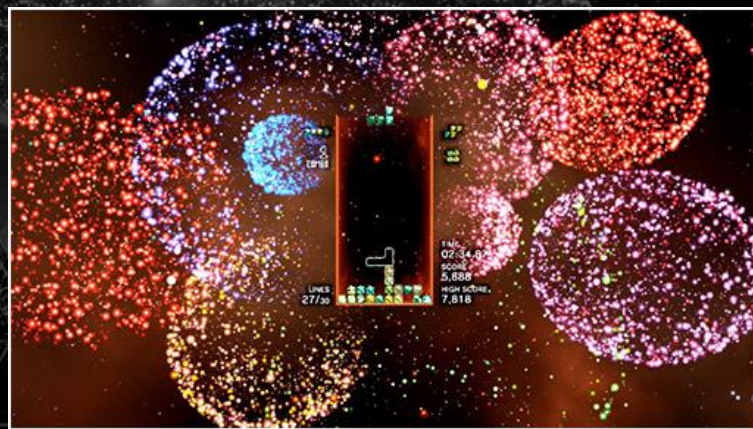


Moments to Breathe











**Create Something
That Just Feels Good**

GAMEPLAY

x



VISUALS

x

SOUND



GAMEPLAY

x

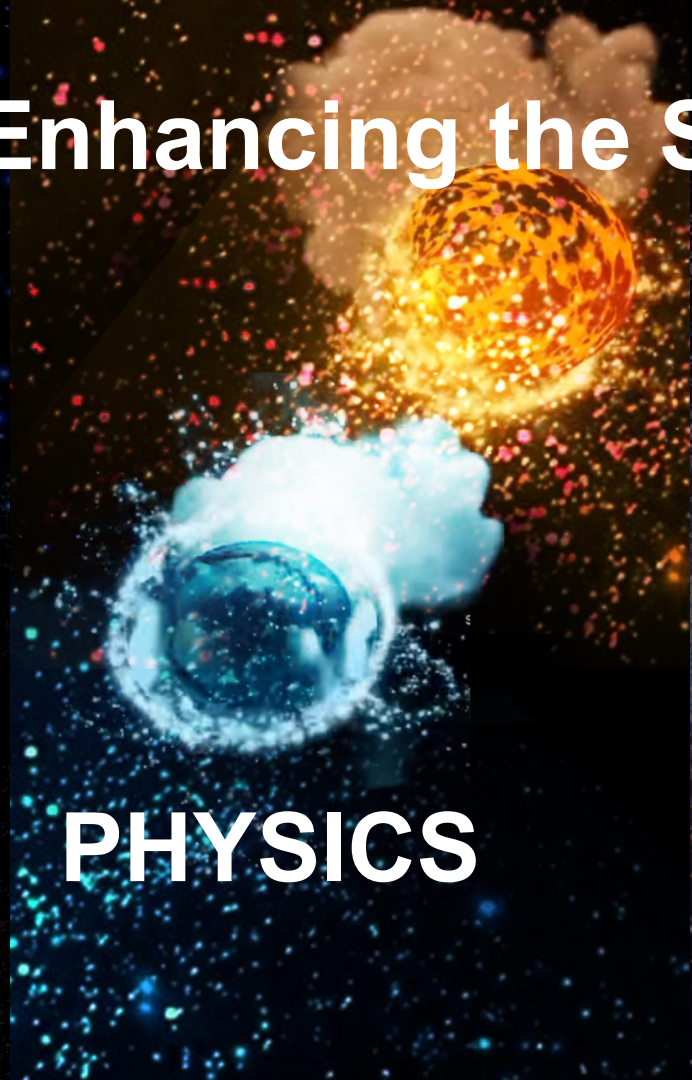


VISUALS

x

SOUND

Enhancing the Synesthesia Engine



PHYSICS



MORPHING

New Additions

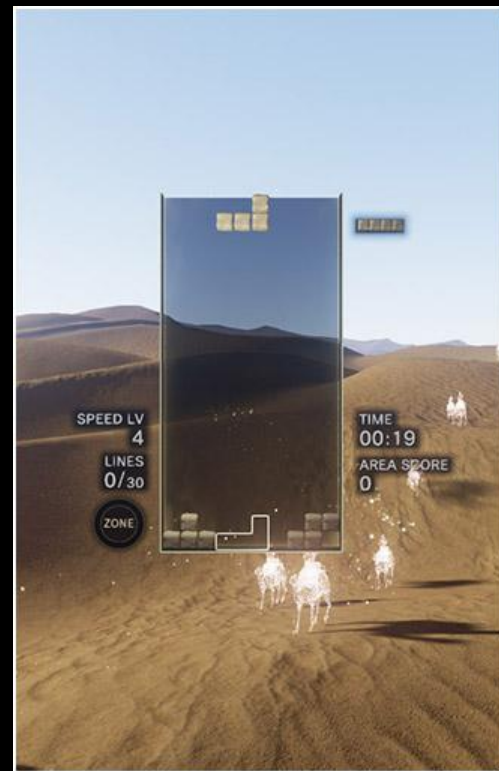




SPEED LV
3



SPEED LV
7



SPEED LV
4

JOURNEY MODE

Lv.07

Initiate

1750 / 3500



PRACTICE

BEGINNER

NORMAL

EXPERT

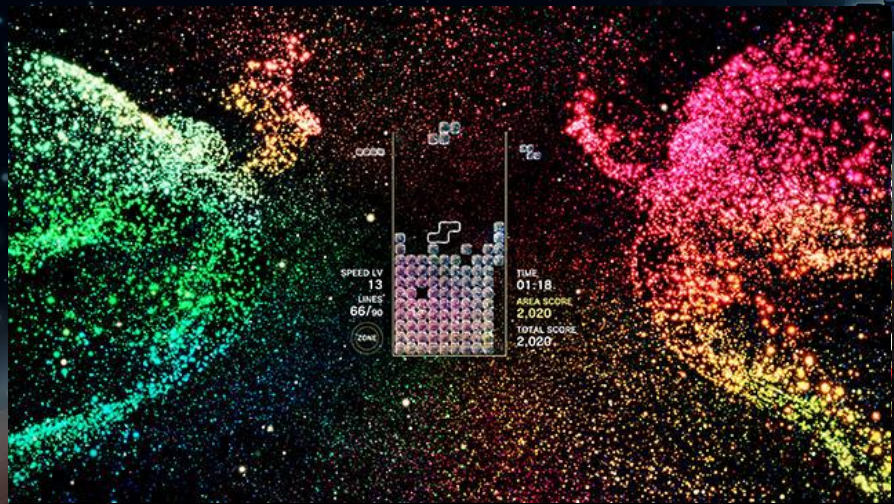
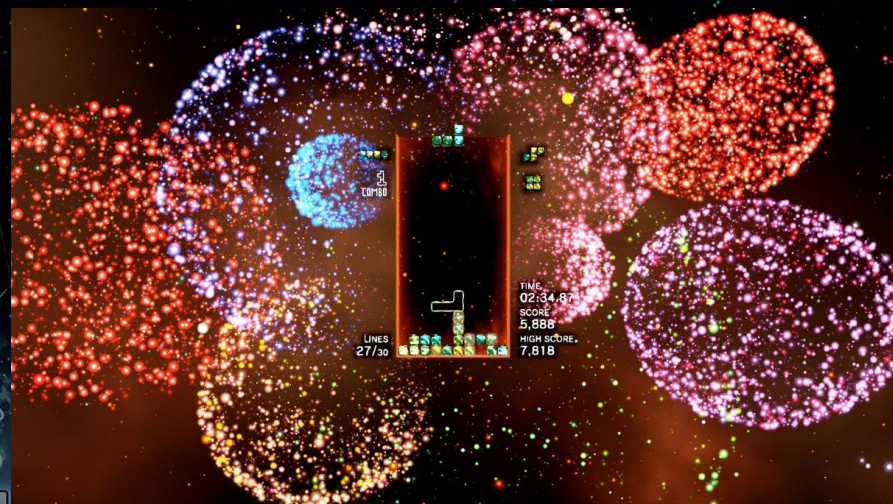
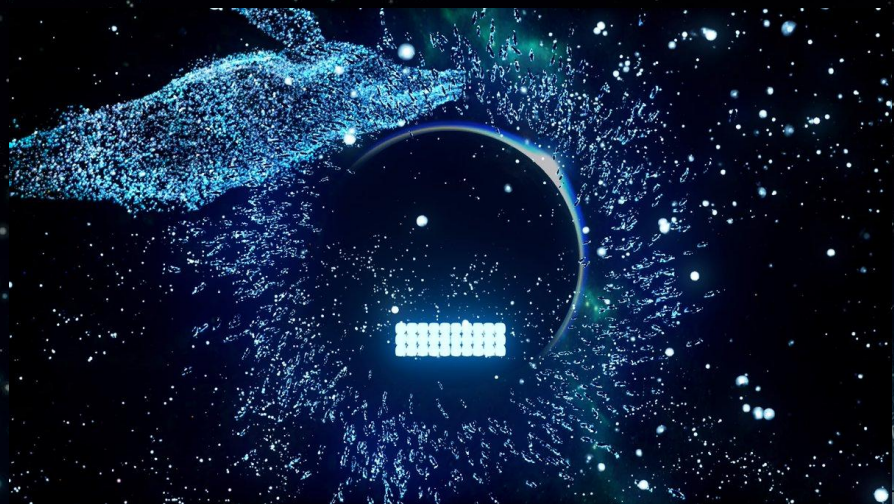
The standard difficulty, recommended for most players.

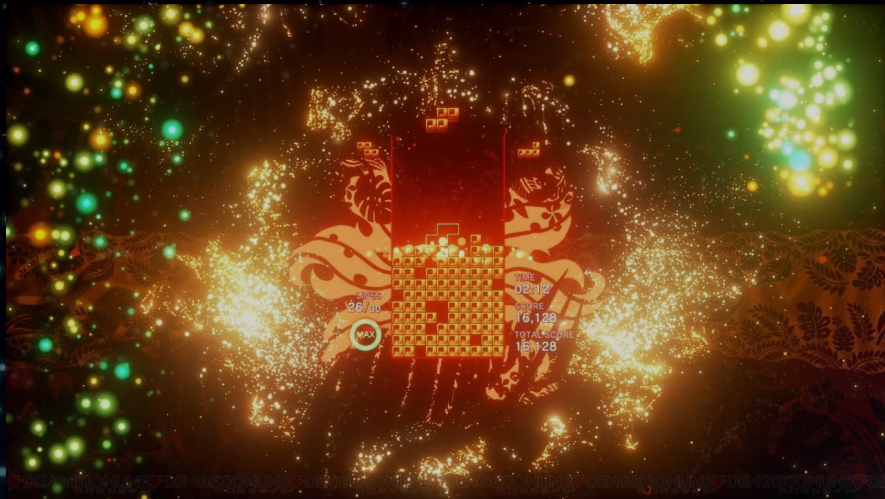
⊗ SELECT

△ MY RECORDS

□ RANKINGS

○ BACK







BUT...



A photograph of a group of people sitting around a round wooden table in a dimly lit room. The focus is on the hands and forearms of the individuals. One person in the foreground is holding a pen over a document. Another person's hand is visible on the left, also near the documents. The lighting is warm and low, creating a professional and focused atmosphere. The text is overlaid in the center of the image.

**“What if the Tetrminos
DIDN’T disappear?”**

ZONE SYSTEM

LINES
43/45

ZONE

TIME
03:52

SCORE
17,998

TOTAL SCORE
17,998



GOOD!



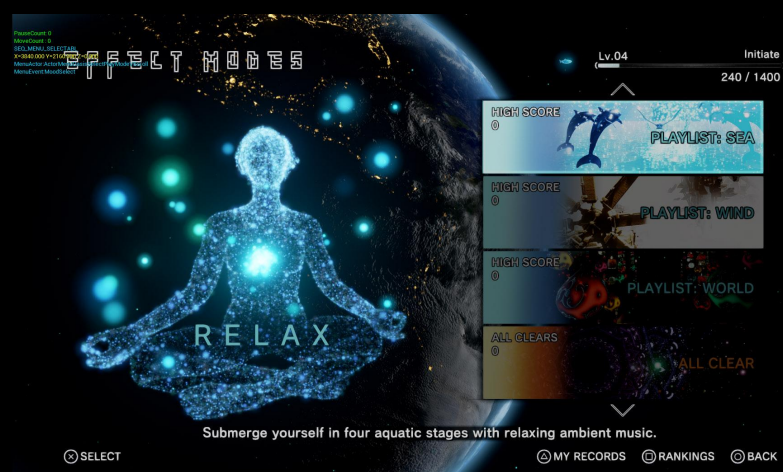
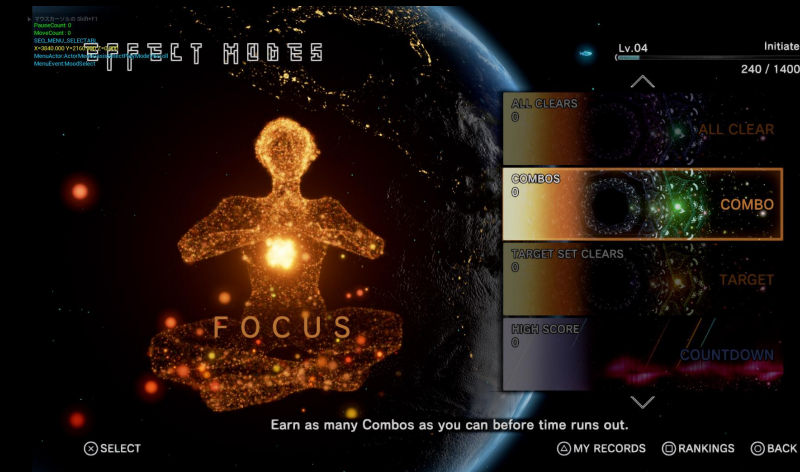
BUUT.....



Do We Really HAVE To Have a Battle Mode?



Let's Do Some Space Hippy Shit Instead!





R.I.P. Disconaut (2018 - 2018)

What Do We Call This Thing?

	A	B	C	D
1	The Tao of Tetris		Chakra	
2	Beautiful Tetris		Chi	
3	Tetris Nirvana		Creation	
4	Tetris Dharma		Genesis	
5	The Way of Tetris		Enlightenment	
6	Tetris Trip		Karma	
7	L.S.T. (Light, Sound, Tetris)		Meditation	
8	Zen TRIP		Mystic Tetris	
9	TRIP World		Revelation	
10	Fire, Water, Earth, TRIP		Shaman	
11	TRIP Odyssey		Shinto	
12	Epic TRIP		Soul	
13	Tetris Reincarnated		Revival	
14	Tetris Guru		Yin Yang	
15	Tetris Reborn		Zazen	
16	Mantra		Peak Tetris	
17	Chakra		Escape	
18				

ZEN TETRIS



ZEN TETRIS

ZEN TETRIS[®]

תורת
המספרים



What About...?

TETRIS[®]

EFFECT



FINAL THOUGHTS



**Don't Keep Your
Inner Voice Inner**

Endless Possibilities of VR





Explore the Unknown



Thank You!