

# LIGHTMATTER

PUZZLE DESIGN & LEGO



GUSTAV DAHL // @WIKZO

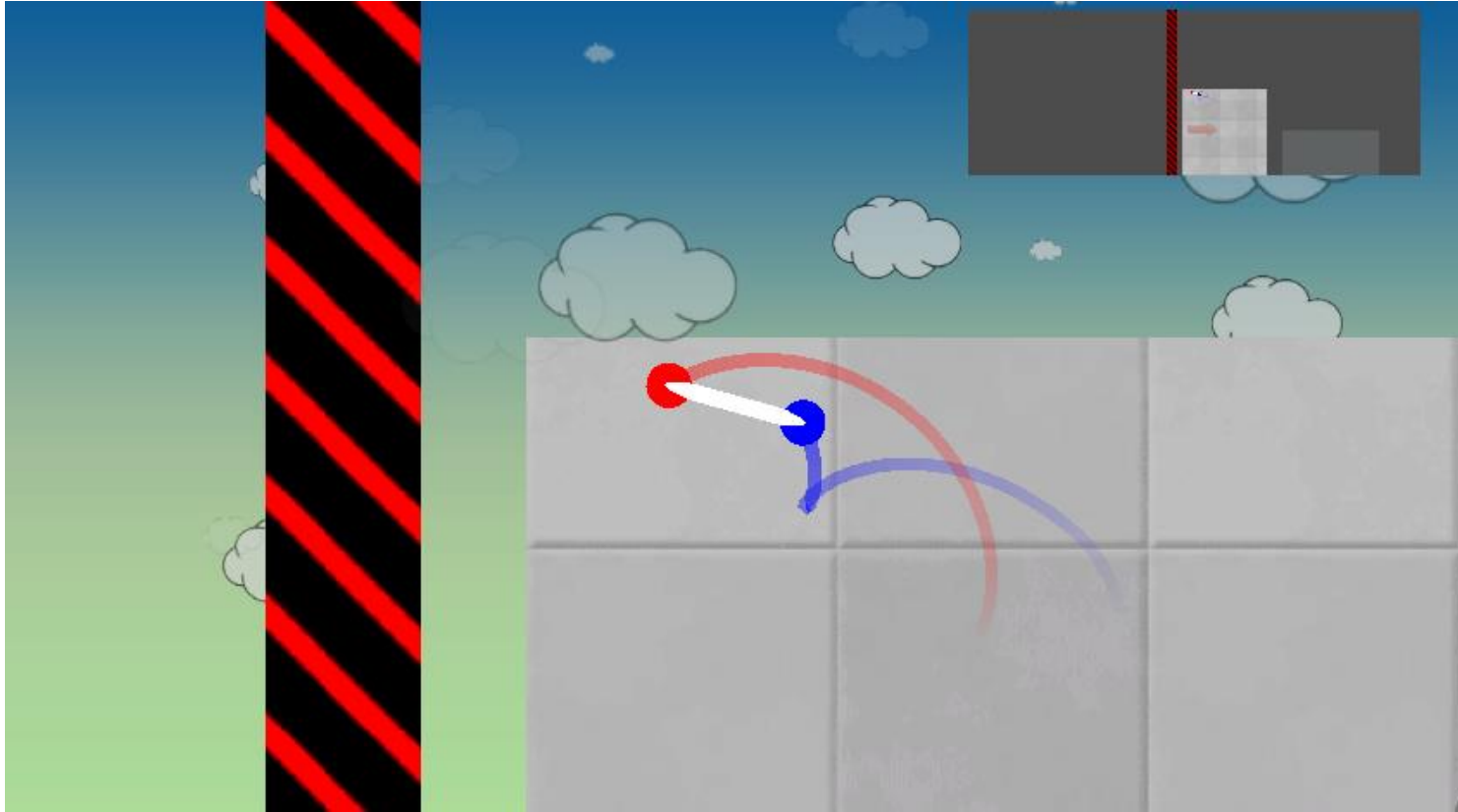
# GUSTAV DAHL

- 28 ÅR
- VALLEKILDE GAME ACADEMY (2011)
- MEDIALOGI (2011-2016)
- PRODUCER OG PROGRAMMØR HOS TUNNEL VISION GAMES









## SUCTION CO-OP

*"Its innovative and fast-paced gameplay sucks you into the world of suction cups."*

*Suction Co-Op is without a doubt my game of the year.  
This game truly sucks!"*

**- Thomas Vigild,**  
**headmaster of Vallekilde Game Academy, April 2011**







# MEDIALOGI

## AALBORG UNIVERSITET

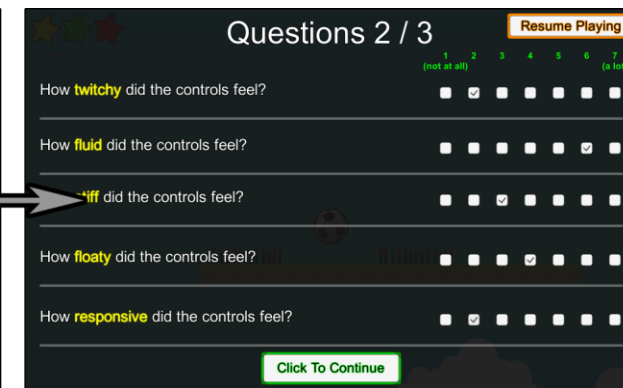
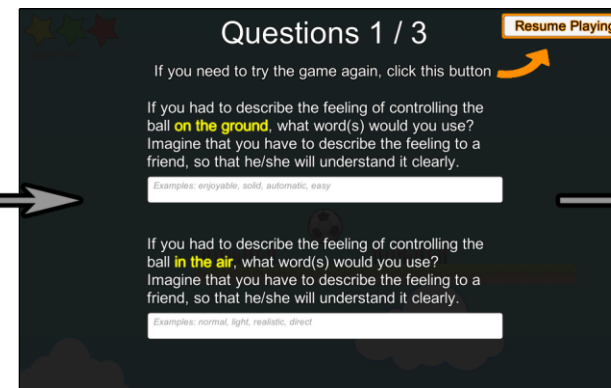
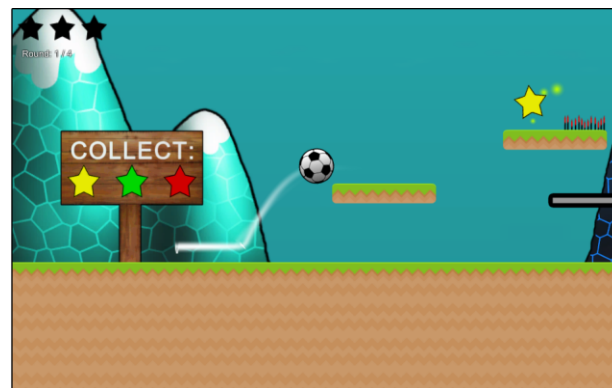
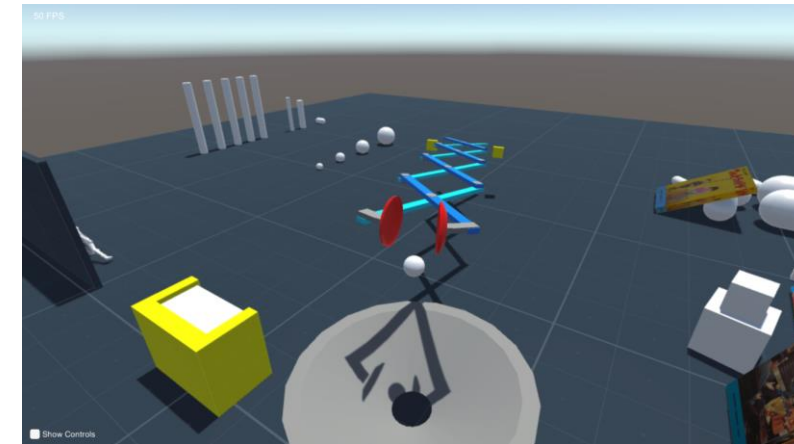
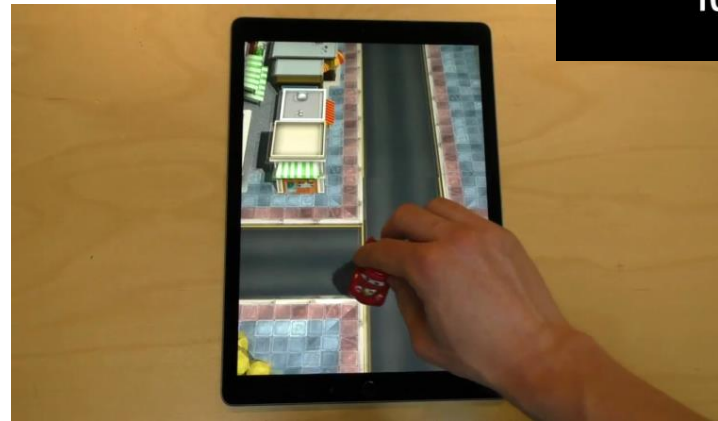
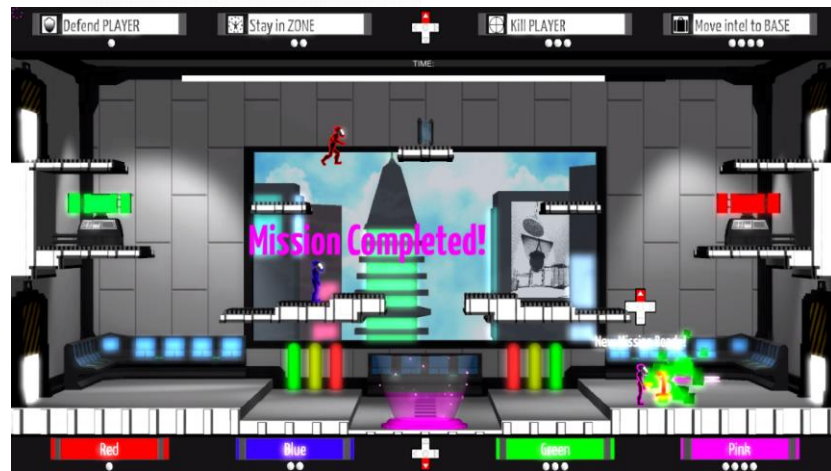
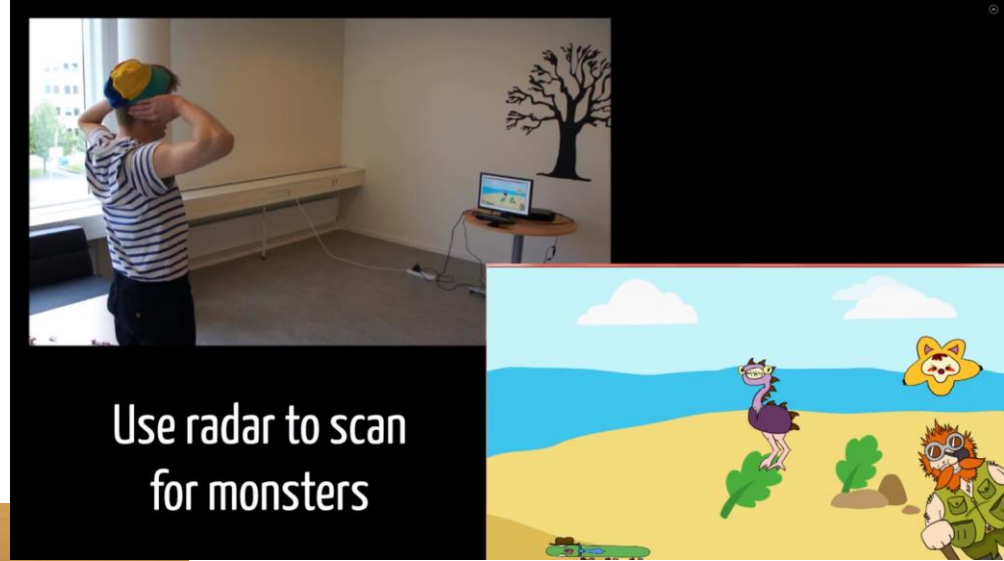
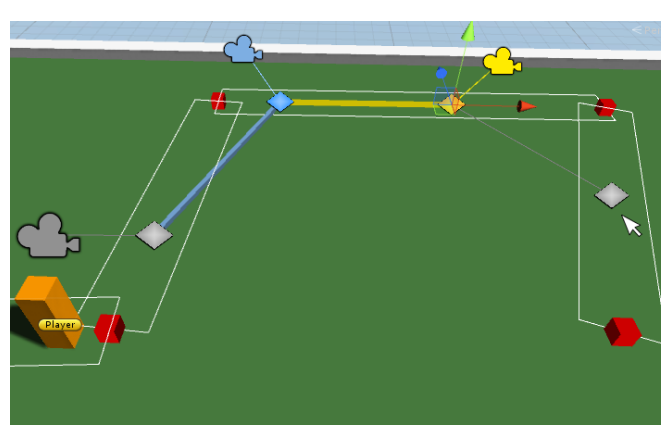
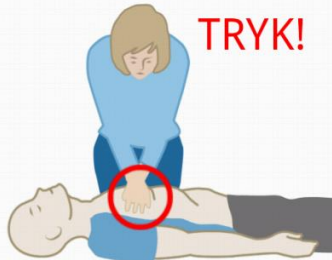
- PROGRAMMERING
- INTERAKTIONSDESIGN
- 3D
- LYD
- FILM
- SPIL
- MATEMATIK
- STATISTIK
- ELEKTRONIK
- PROJEKTARBEJDE!



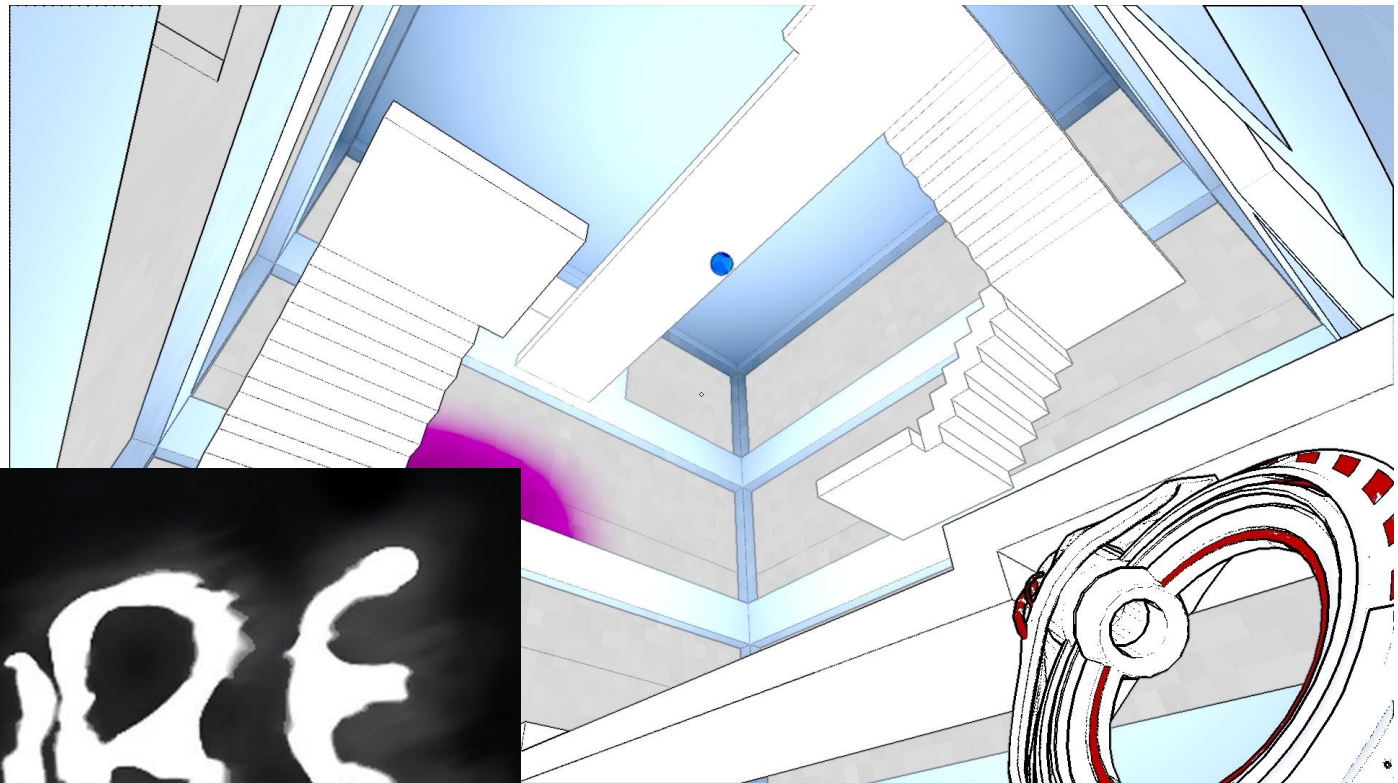
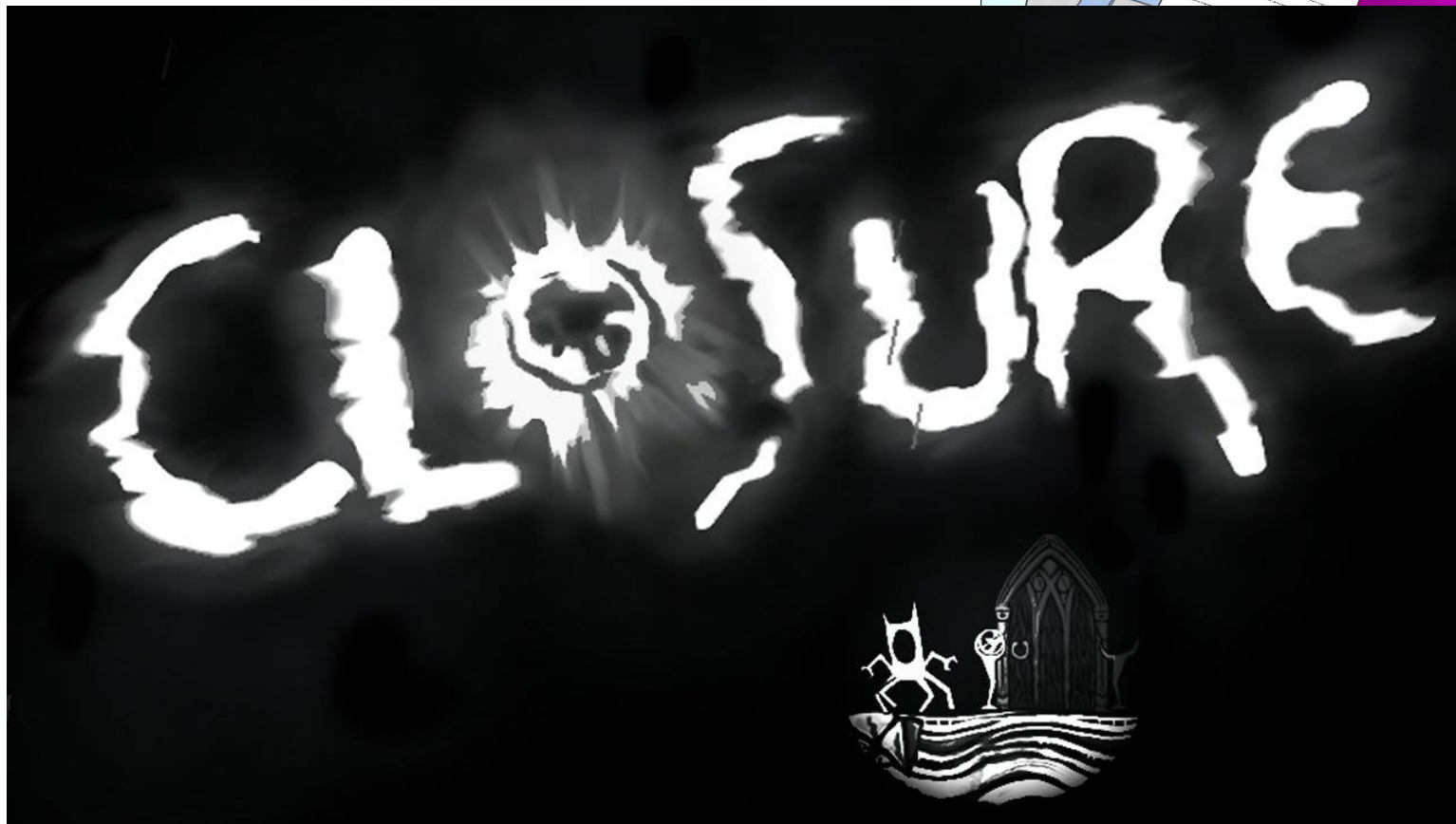


Udtør Hjerter-Lunge-Kedning

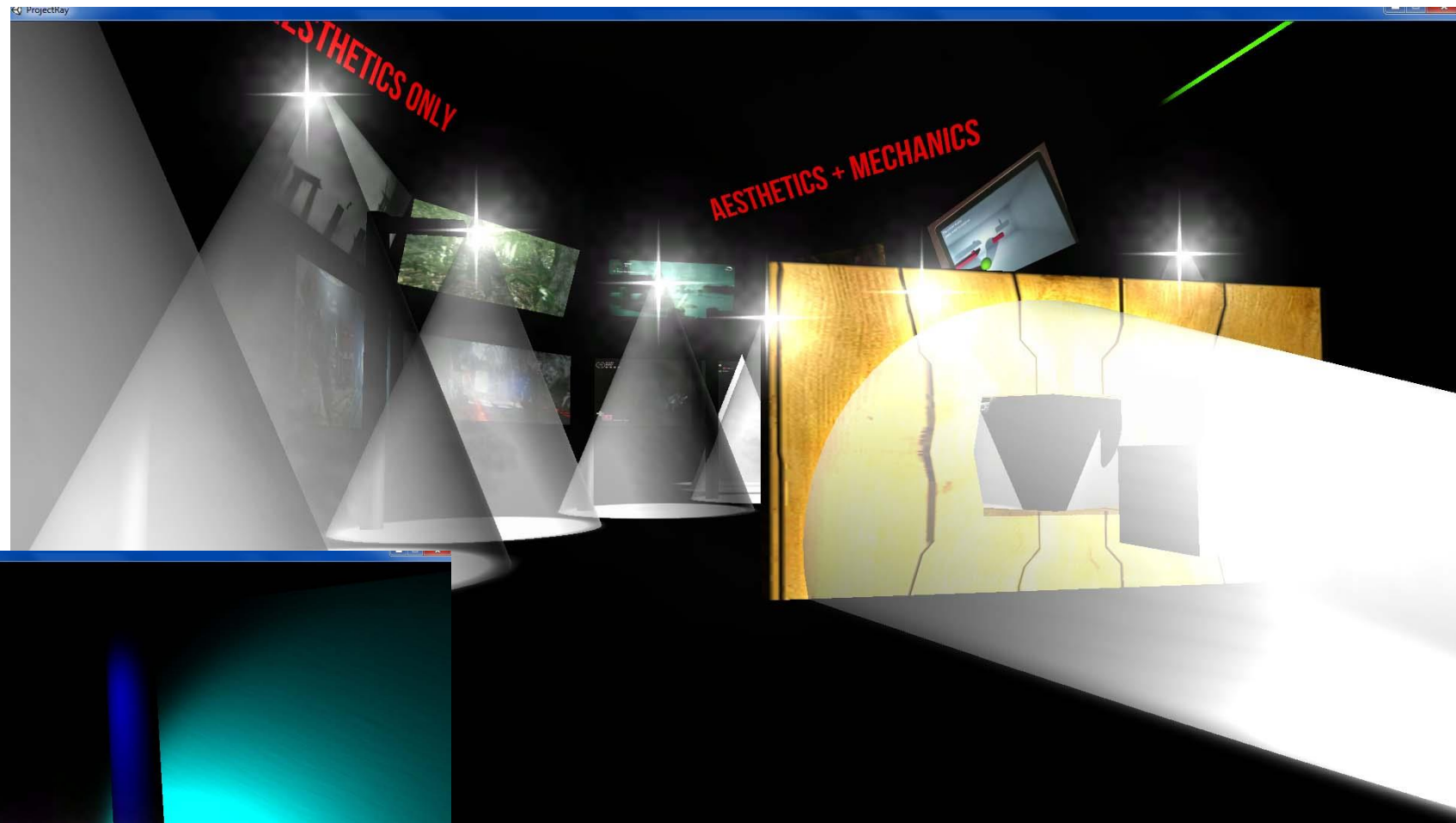
Antal tryk: 3







**CLOSURE ... BUT IN 3D?**





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/r/IndieGaming

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9

During our university semester we made a 3D puzzle game inspired by Closure :) (youtu.be)



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# INDIE STATIK

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## 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 hyldelse 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 blinde 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

Nyhedsbrev

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

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Tilmeld

Sensuelle indlæg

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-konoller til salg i morgen 6 dage siden

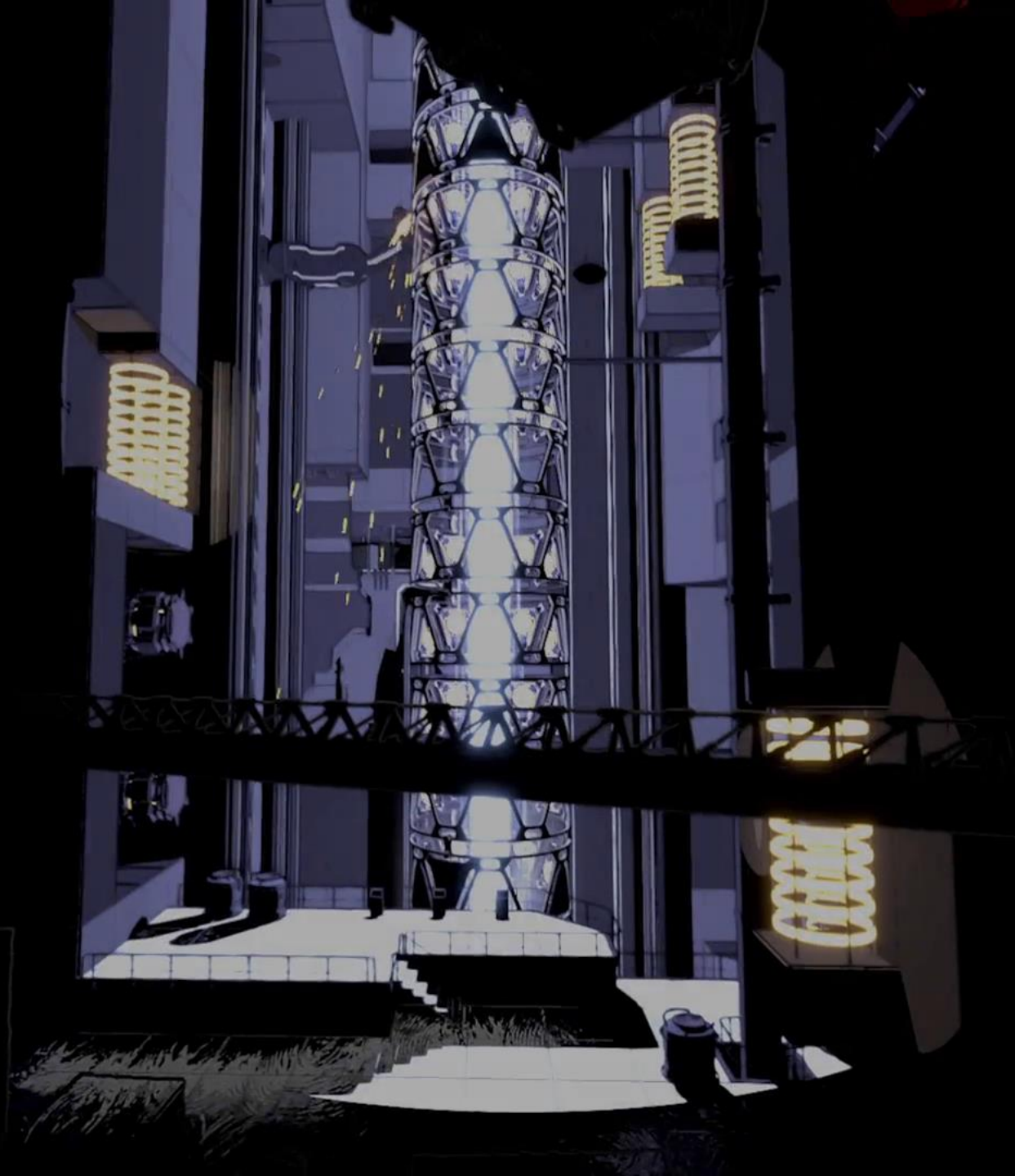
Såke gratis spil klar fra spilluddannelsen DADIU 1 uge siden

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Med populære indlæg

Aræta april 2012







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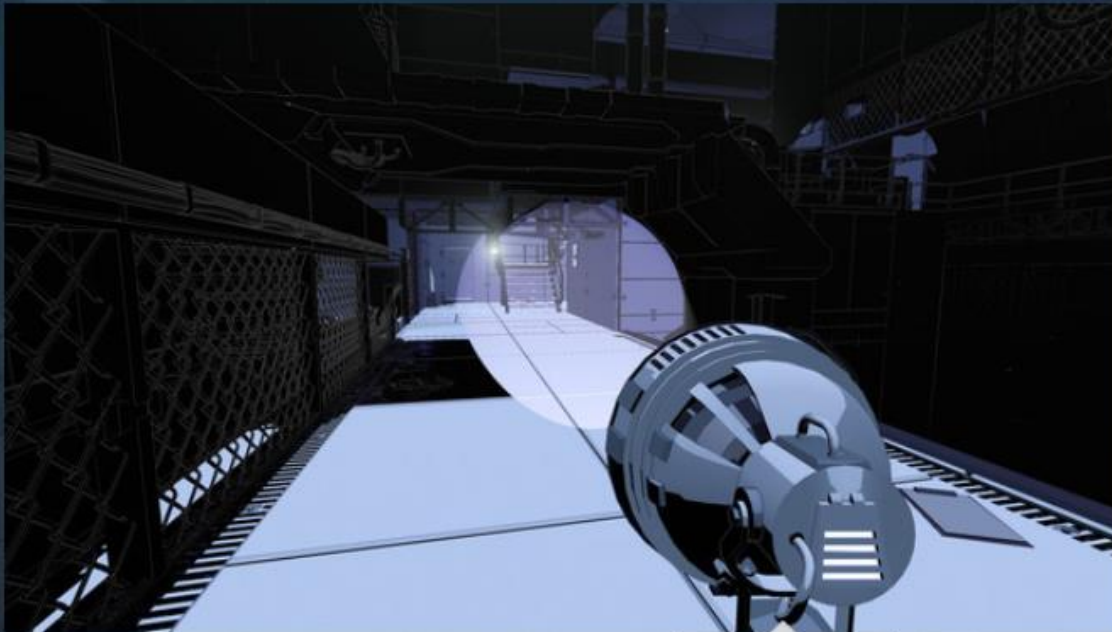
search the store



All Games > Adventure Games > Aspyr Media Franchise > Lightmatter

# Lightmatter

Community Hub



A first-person puzzler where shadows kill you. Watch your step or be swallowed by the darkness.

RECENT REVIEWS: **Very Positive** (126)

ALL REVIEWS: **Very Positive** (608)

RELEASE DATE: 15 Jan, 2020

DEVELOPER: **Tunnel Vision Games**

PUBLISHER: **Aspyr**

Popular user-defined tags for this product:

Indie Adventure Puzzle First-Person 3D +





# FRA STUDIEPROJEKT TIL FIRMA

- **IVÆRKSÆTTERI**
- **KONTOR, LØN OG HARDWARE**
- **FUNDING**
- **PITCHING**
- **EVNER & ROLLEFORDELING**
- **MENTORER**
- **FIND KERNEN I SPILLET**
- **AMBITIONSLEVEL**
- **"IMPOSTER'S SYNDROME"**
- **PLAYTESTING & ITERATION**
- **MARKEDSPOTENTIAL**
- **MARKETING**
- **PUBLISHER & PLATFORME**



**TUNNEL VISION GAMES**

# THINK “THE FLOOR IS LAVA” BUT WITH SHADOWS THAT KILL YOU!



HUMOUR & STORY

+



GAMEPLAY

+

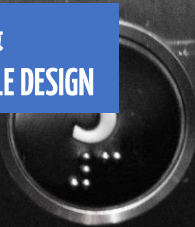


ATMOSPHERE &  
ENVIRONMENTAL PUZZLE DESIGN

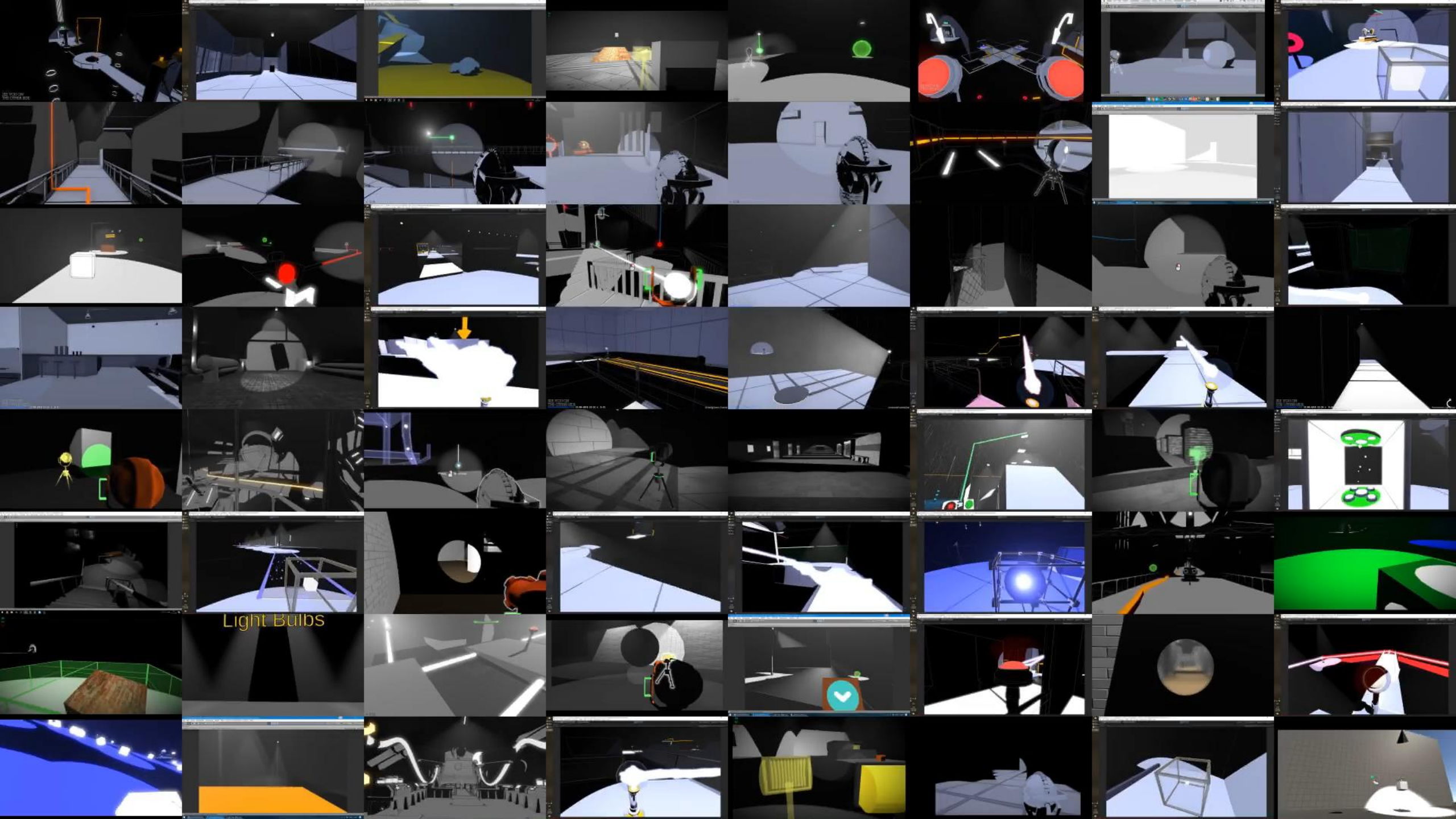
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AN HOMAGE TO THE PUZZLE GENRE



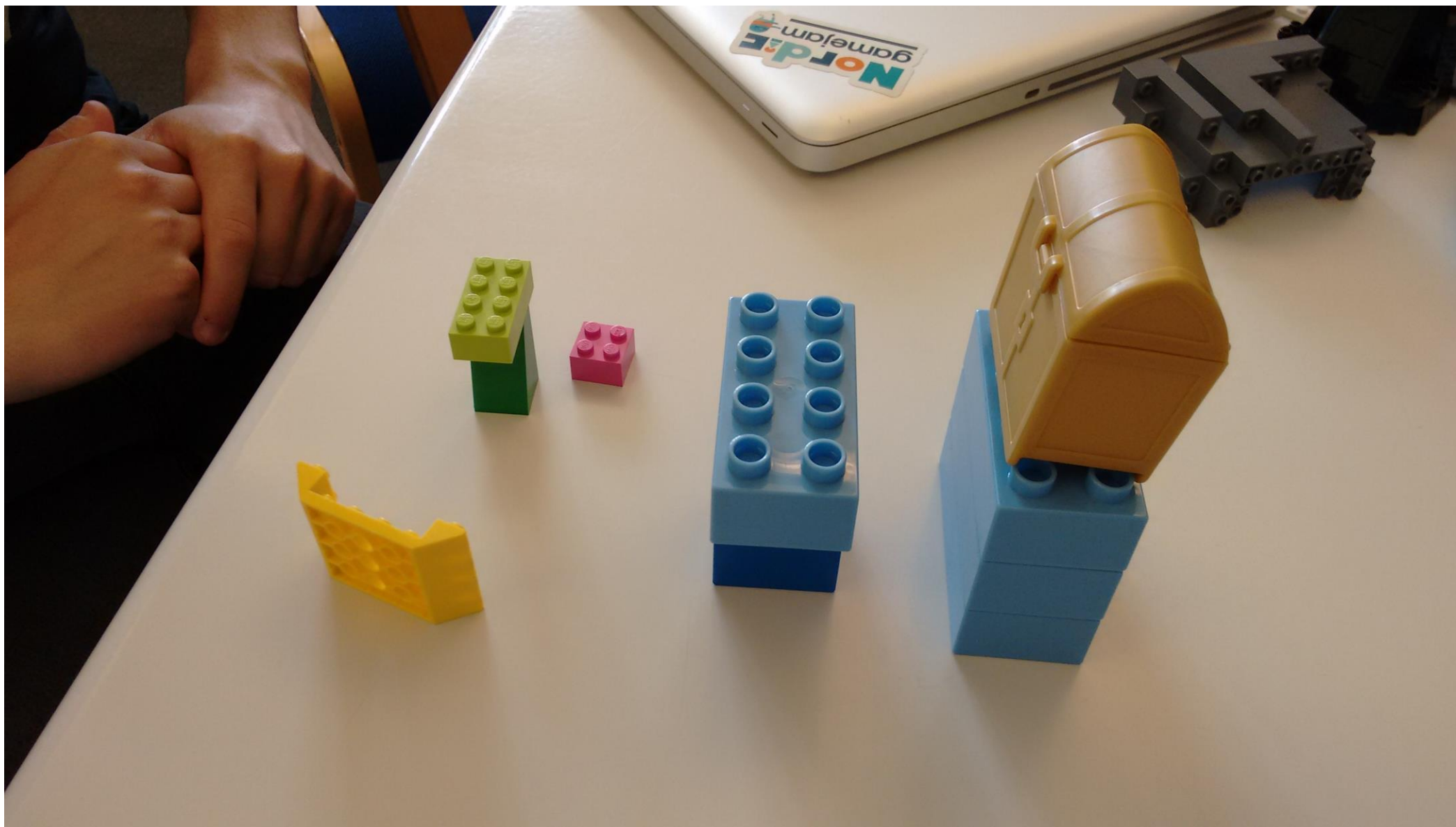




Light Bulbs



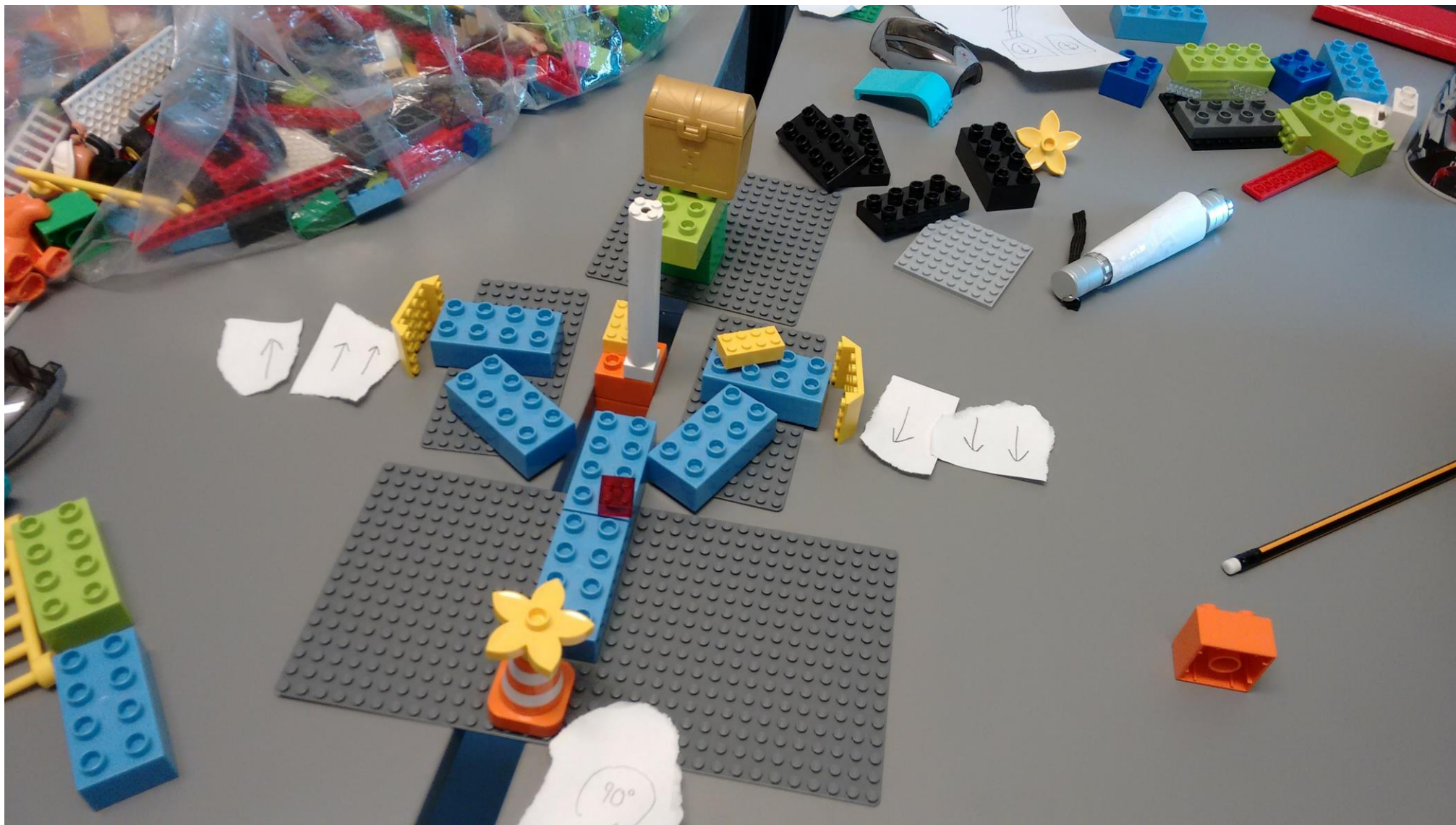




**HÆVE-SÆNKE-BORD**







**HELT NEDE I KULKÆLDEREN**

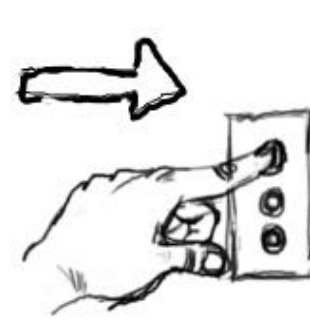


# PUZZLE INSPIRATIONS

## DUNGEON DESIGN – THE LEGEND OF ZELDA



## AFFORDANCES



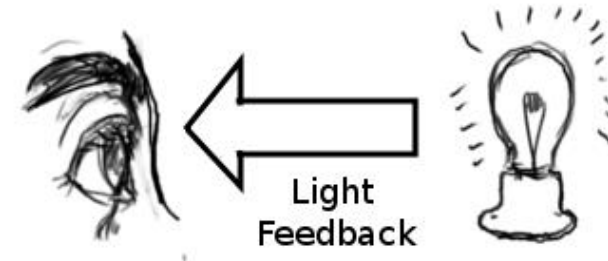
Button - Push



Switch - Flip

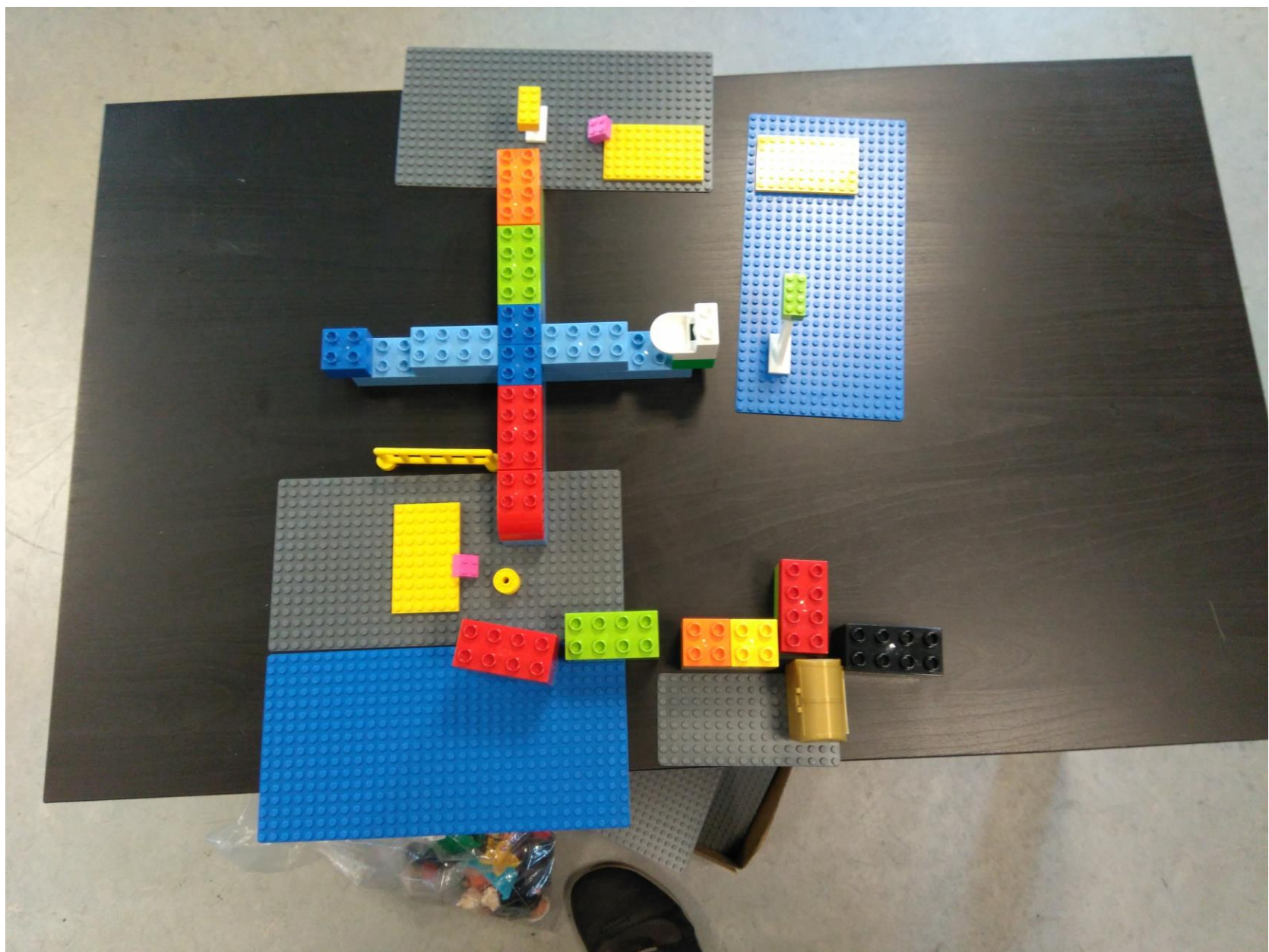


Knob - Rotate

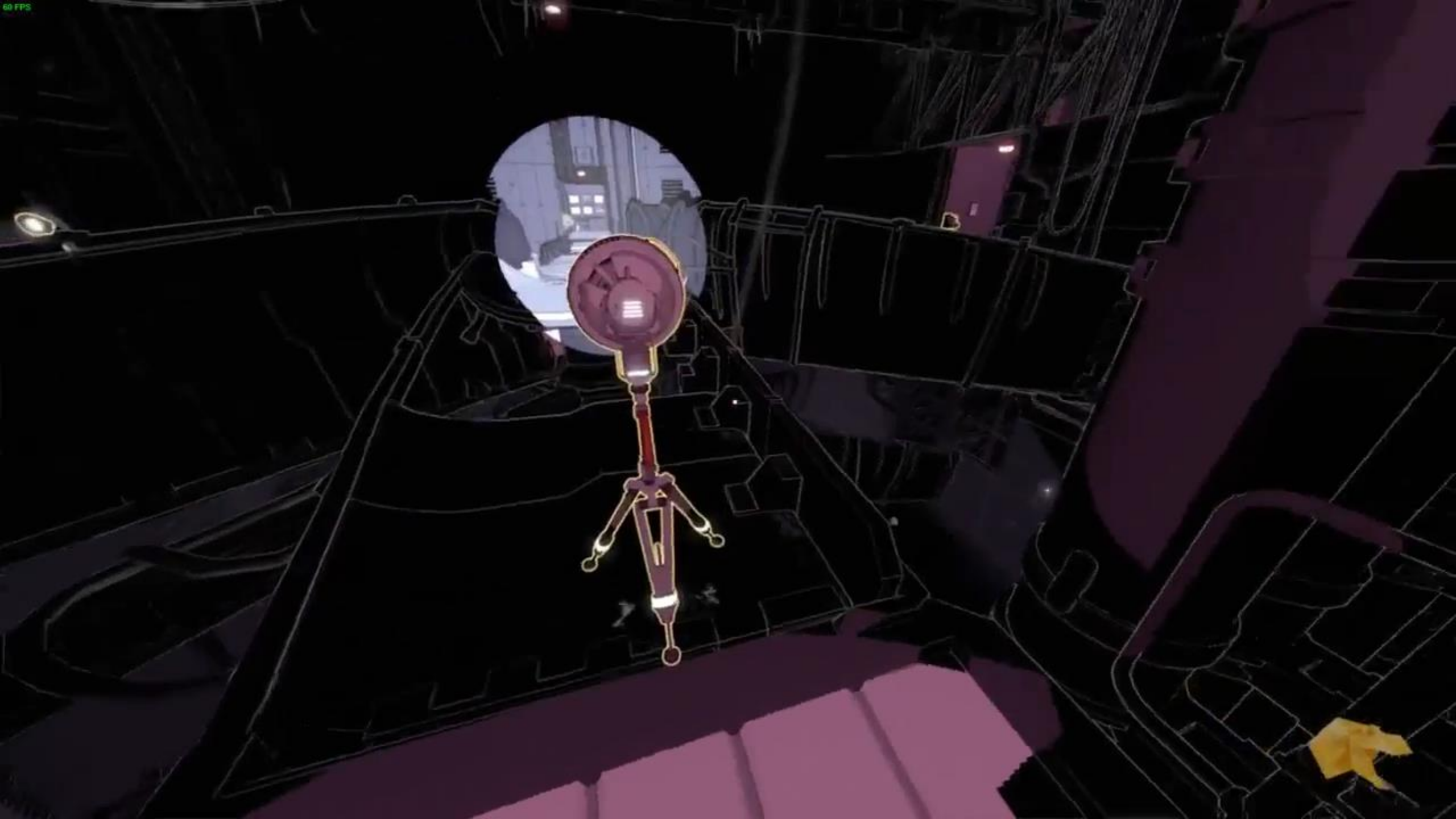






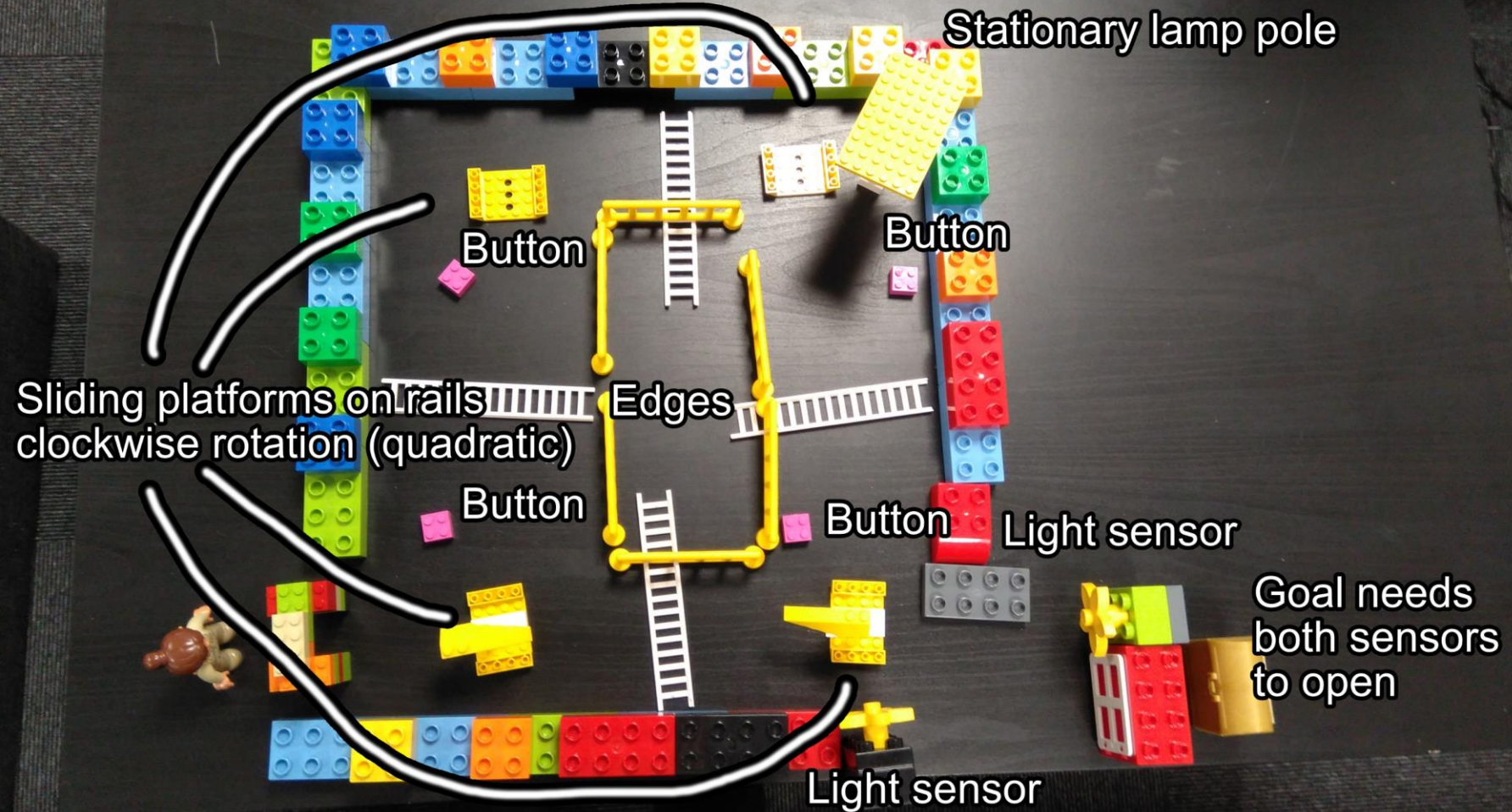


**RUNDT PÅ GULVET**



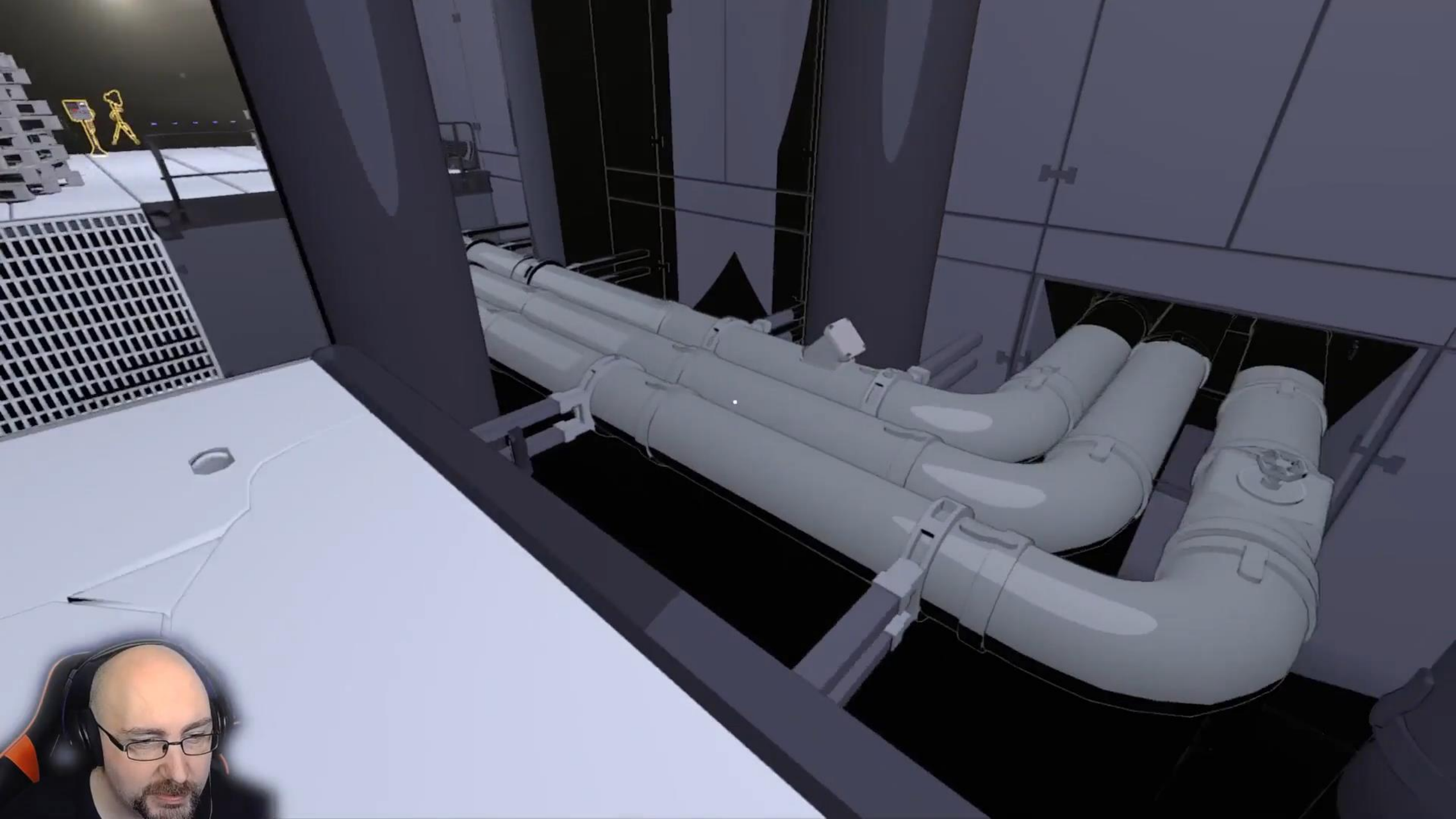


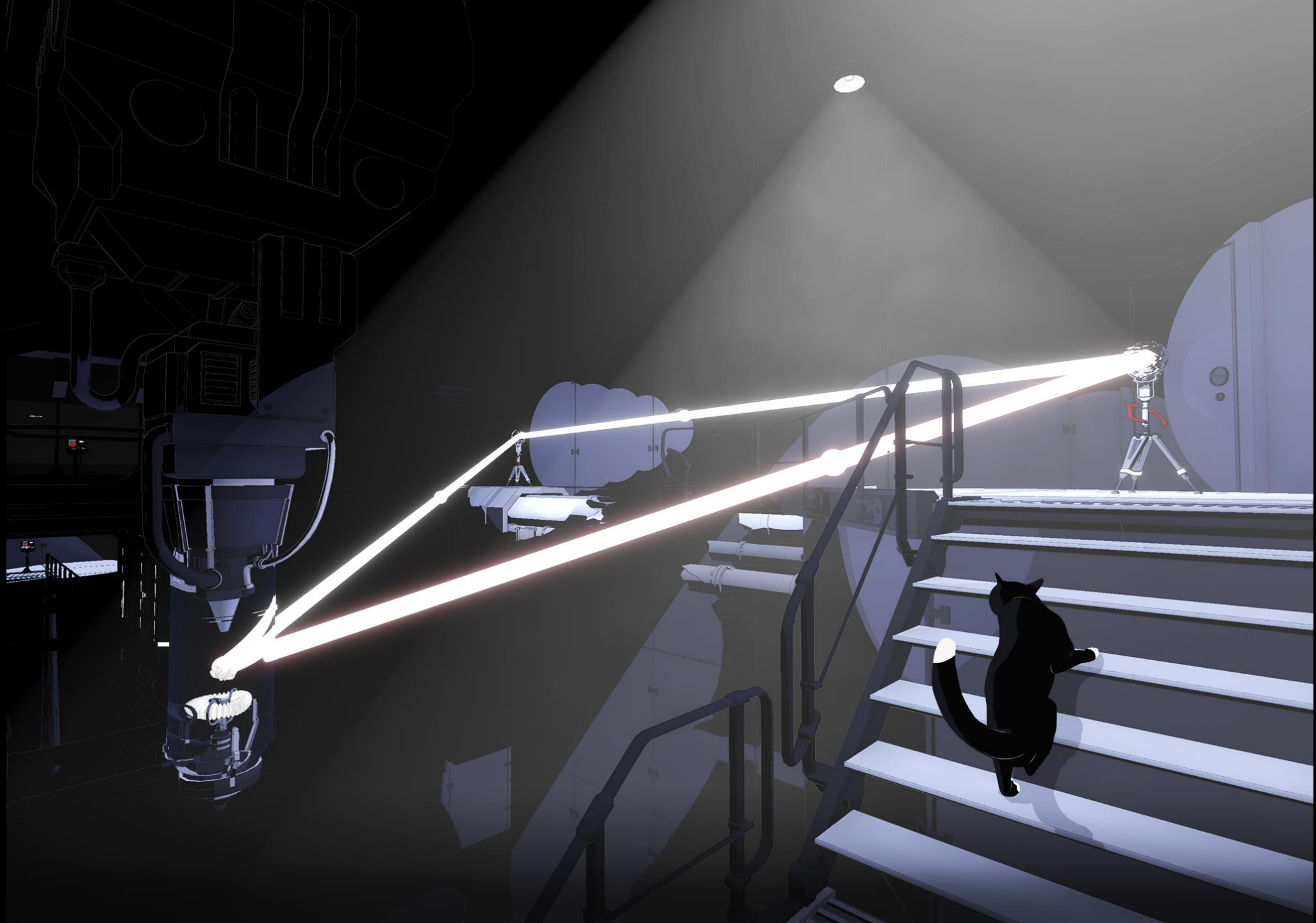
# KVADRATISK PRAKTISK GOD



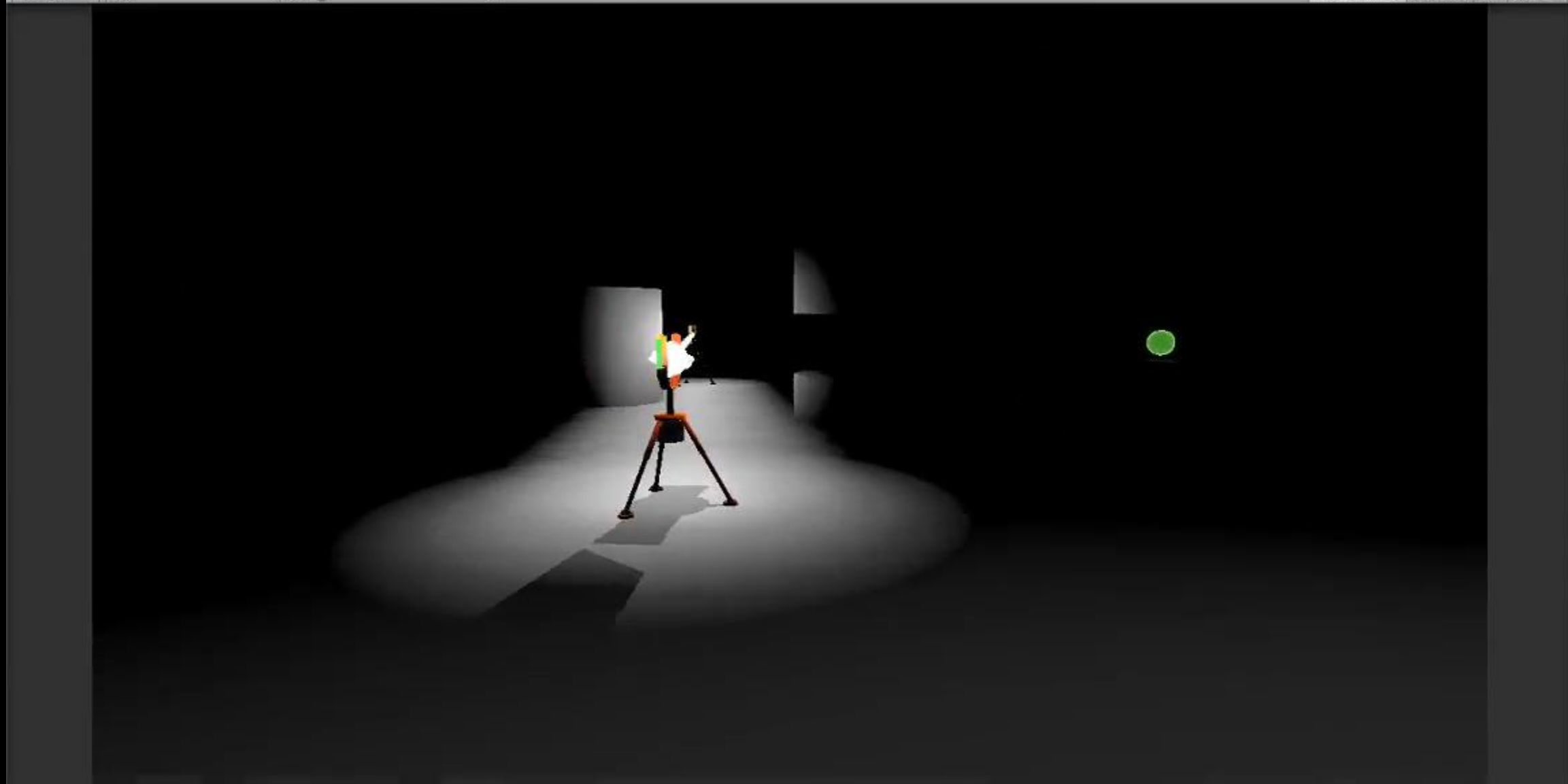


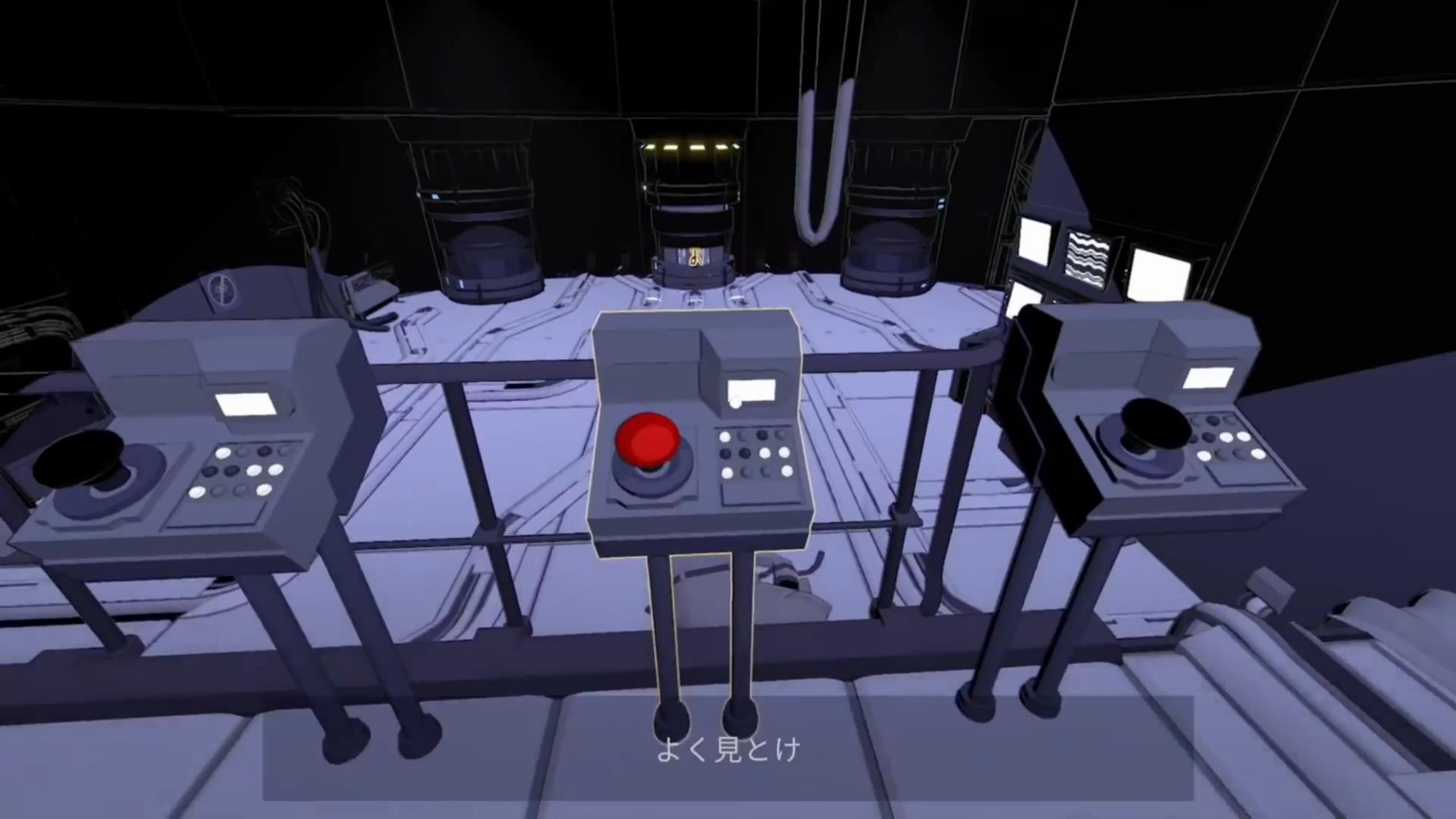










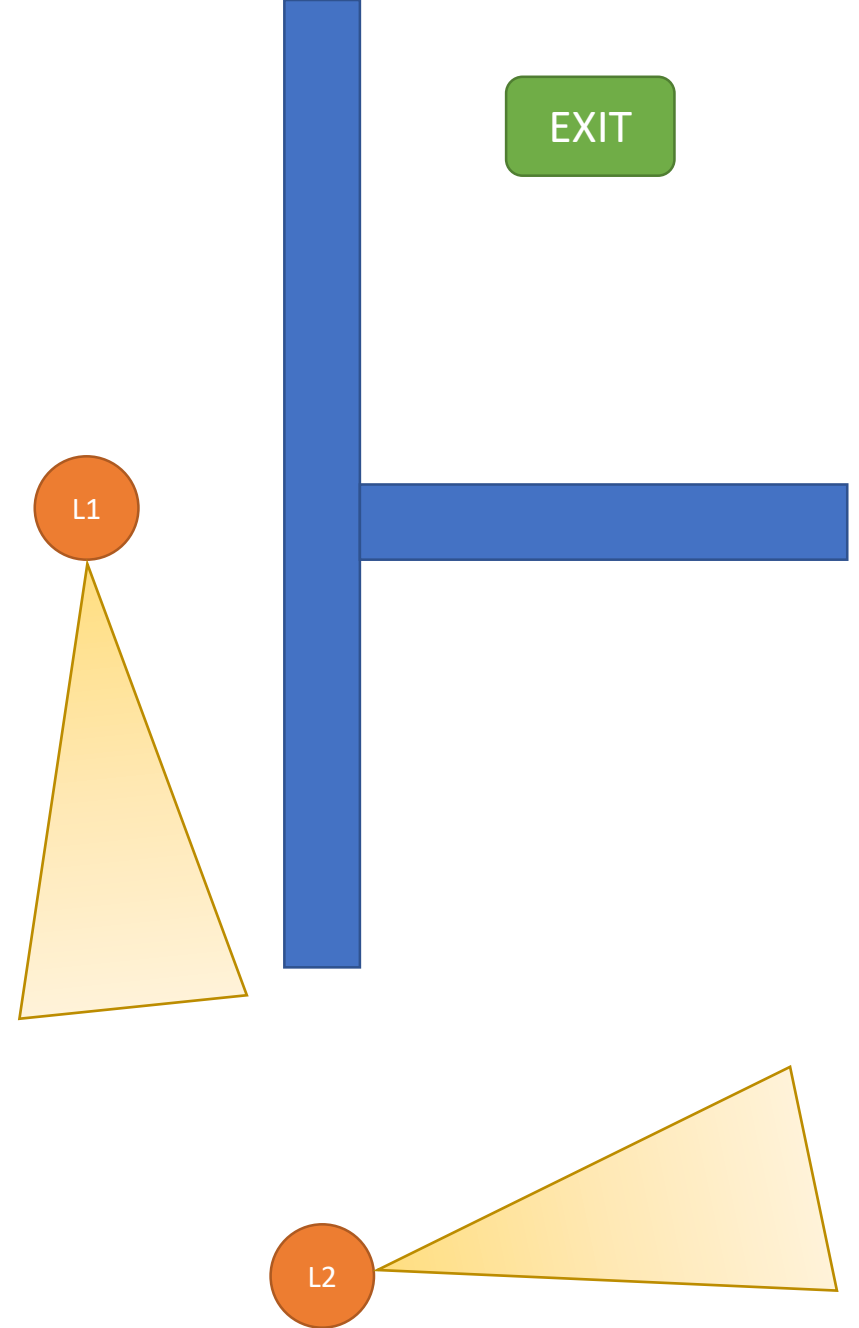


よく見とけ

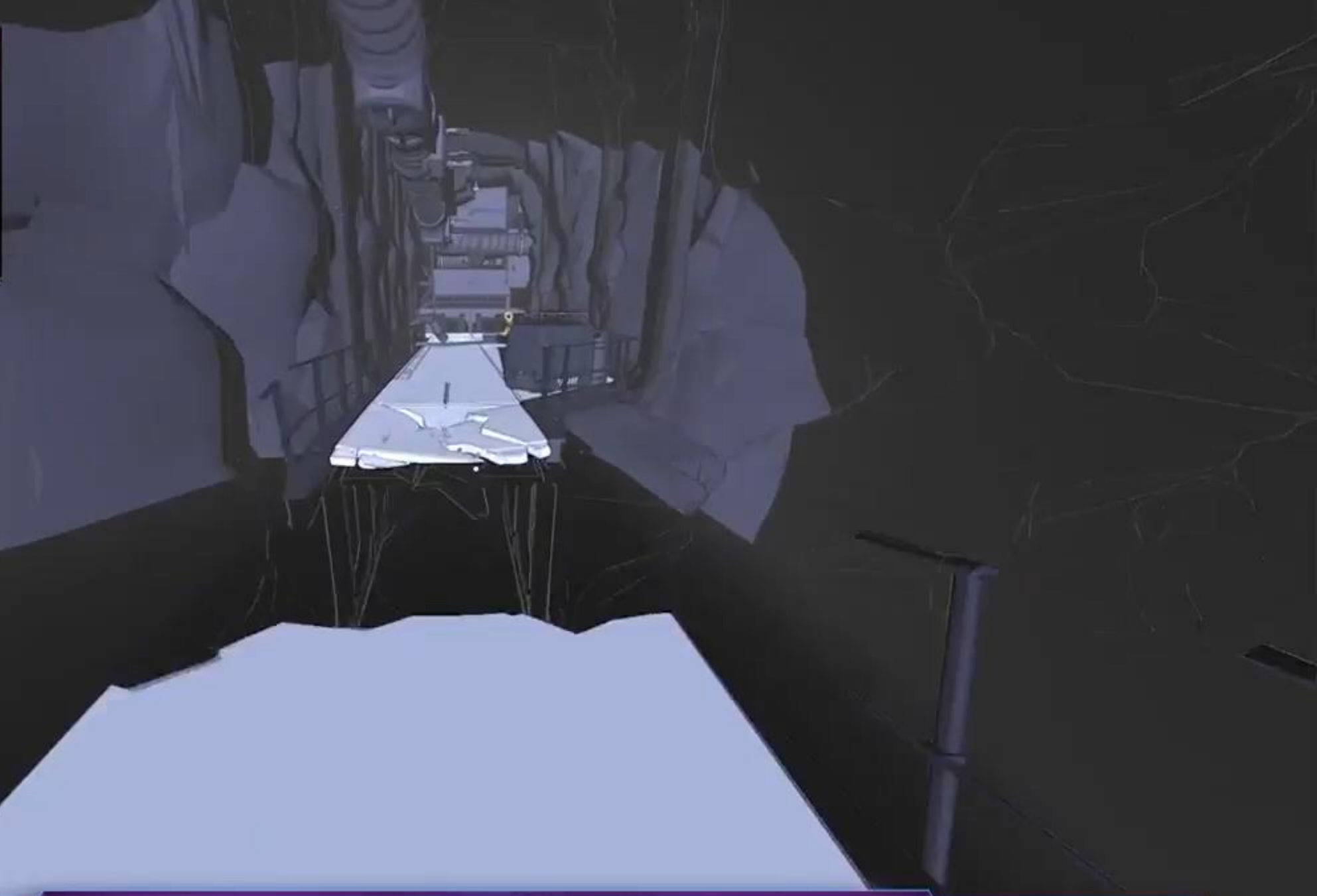




# “CLASSIC BENT”







RECENT CHEER

incheezozombie: 100



RECENT TIP

hankycnky - £50

SUB GOAL: 321 / 500

FOLLOWERS

walchynski



SUBSCRIBERS

tiuhtu



# EDGE

## LIGHTMATTER REVIEW – EDGE MAGAZINE #342

Even as you start to encounter new tools and obstacles, the problem is generally thus: you have two beacons, but three places that need light.

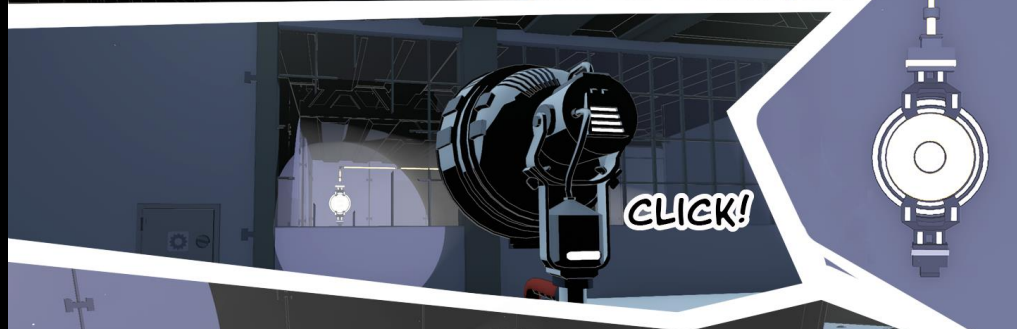
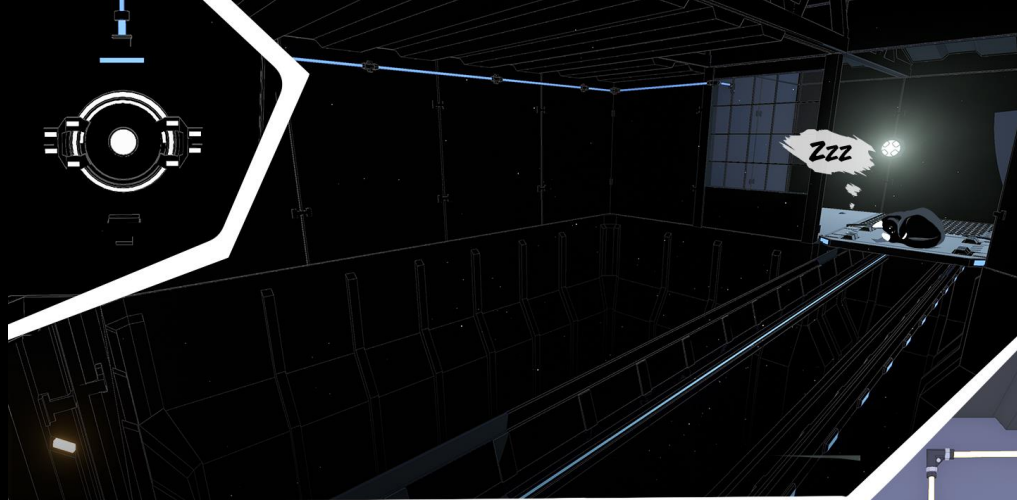
It's essentially that old riddle about the farmer trying to cross a river with a chicken and a fox, extrapolated into physical space.

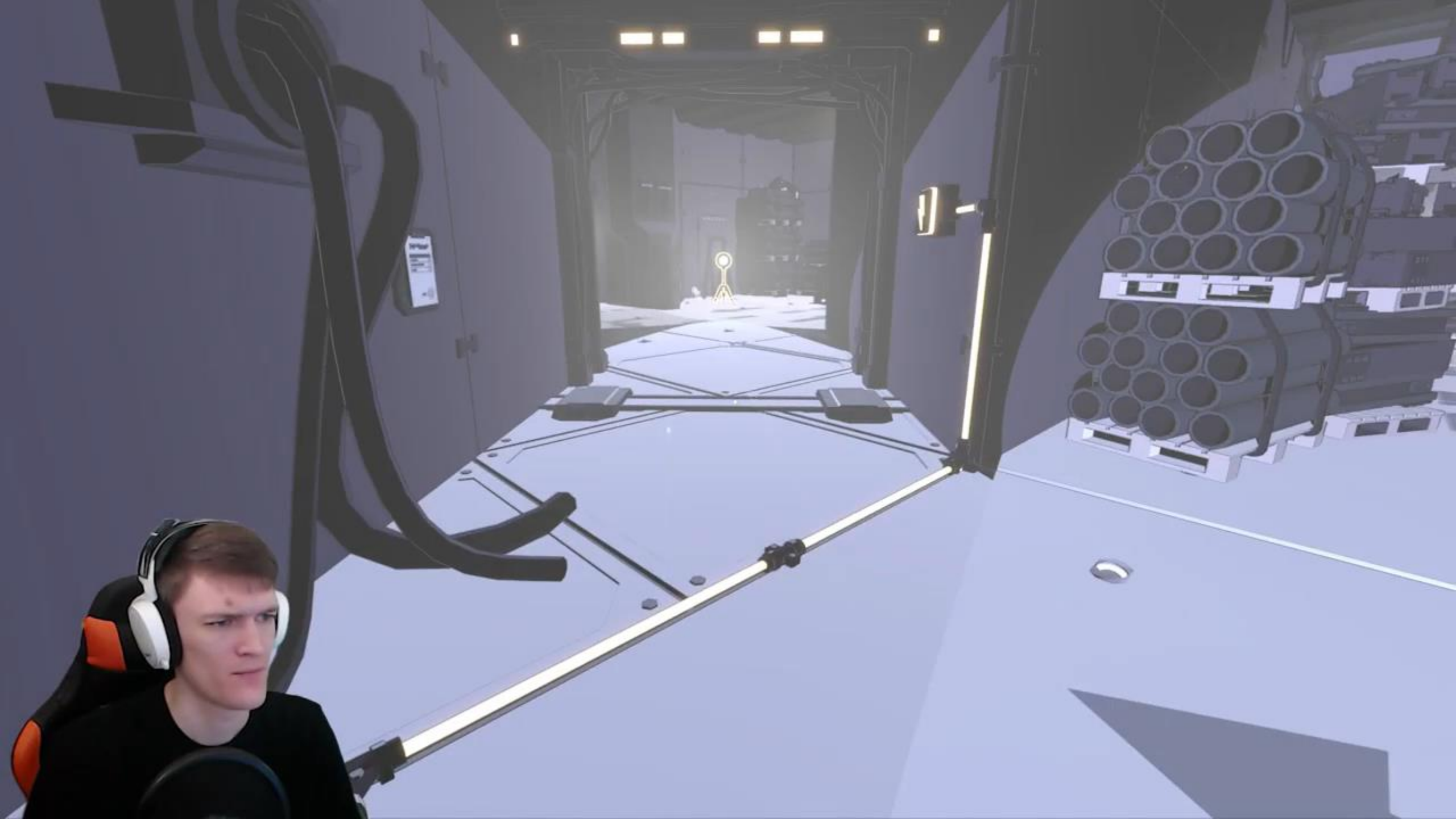
Out of these simple components, Lightmatter builds the very best kind of puzzles.

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











# TAKE-AWAYS

- LEG & MOTIVÉR ET KREATIVT MINDSET
- "PUZZLE MODE"
- INDDRAG HELE TEAMET OG PING-PONG
- FIND UD AF DIN ARBEJDSMETODE
- BYG VIDERE PÅ HINANDENS IDÉER
- HENT INSPIRATION FRA ALLE MULIGE STEDER
- FIND VÆRKTØJER TIL HURTIG PROTOTYPING (PLAYMAKER, PROBUILDER, ETC.)
- OPFIND EGNE TERMER & NAVNE – MÅ GERNE VÆRE FJOLLEDE



Puzzle evolution: <https://youtu.be/s0Ns40etDpM>



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

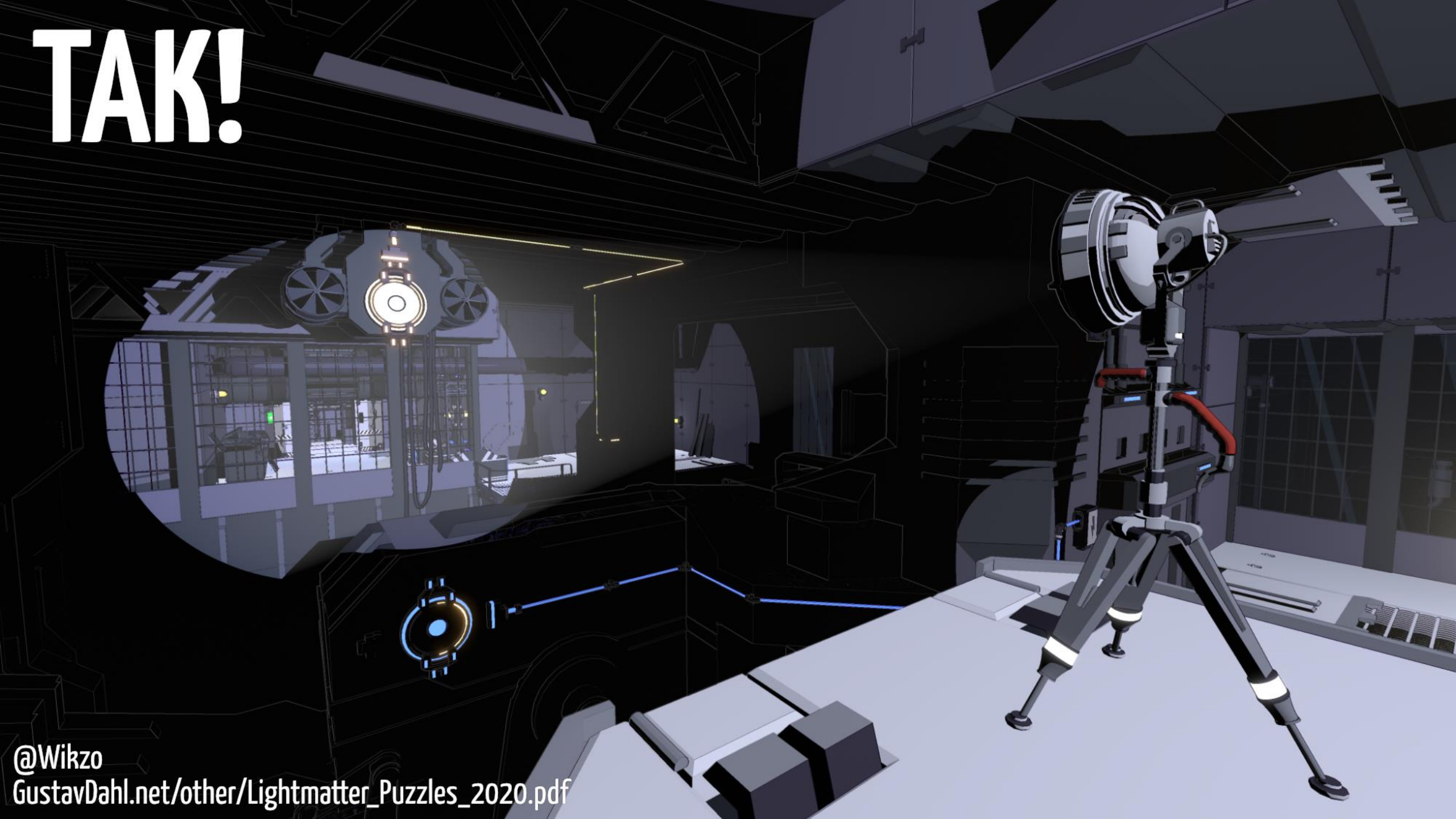
## INTERESTING PUZZLE GAMES

- 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](https://youtu.be/zsjC6fa_YBg)



# TAK!



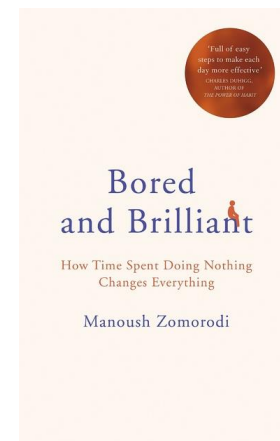
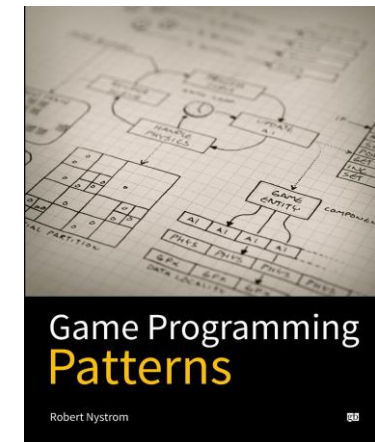
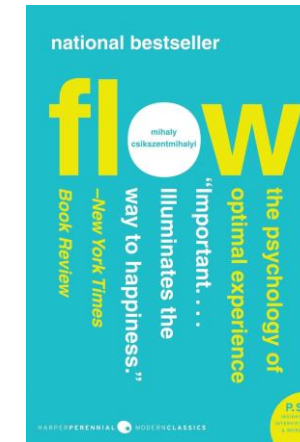
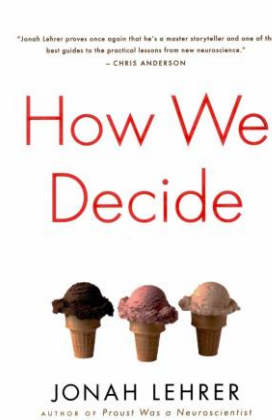
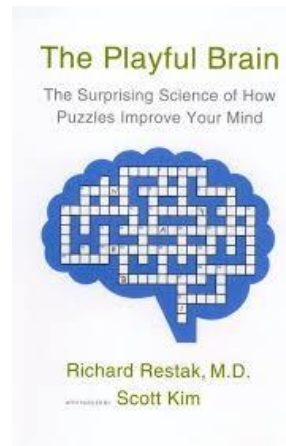
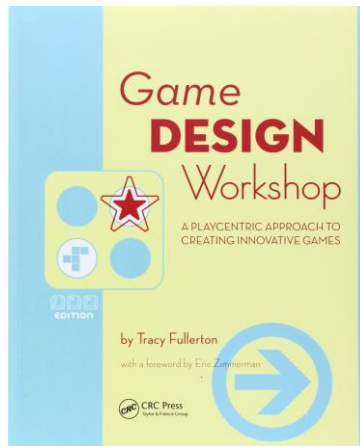
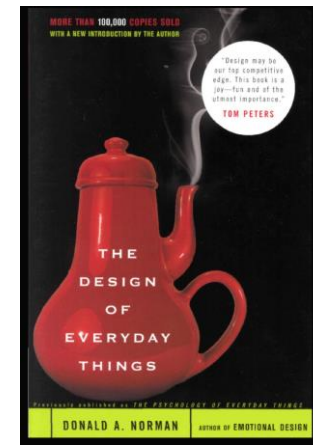
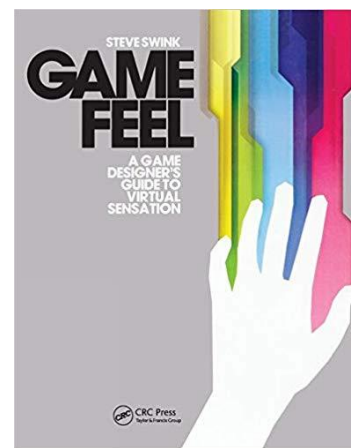
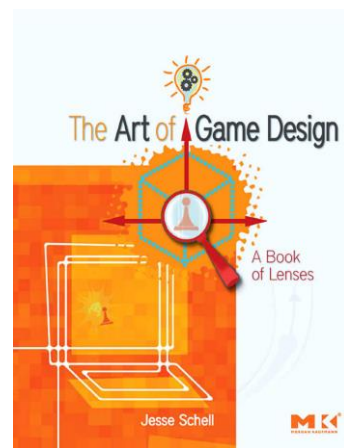
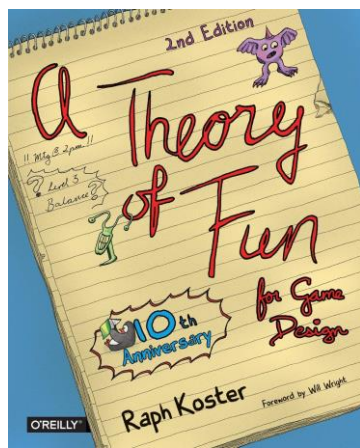


A vibrant, painterly landscape featuring a river, waterfalls, and a flying character. The scene is set in a lush, green valley with a winding blue river. On the left, a waterfall cascades down a rocky cliff. In the center, a large, mossy rock formation stands prominently. To the right, another waterfall is visible. A character with orange wings and a blue and yellow outfit is flying over the river. The sky is bright blue with a few yellow flowers floating in the air. The overall style is reminiscent of a classic video game or a digital painting.

**BONUS SLIDES!**

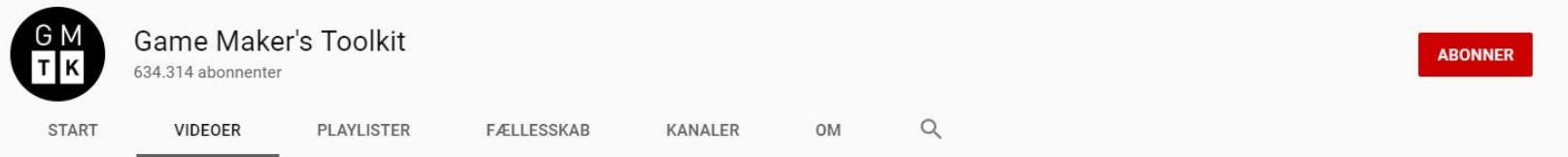






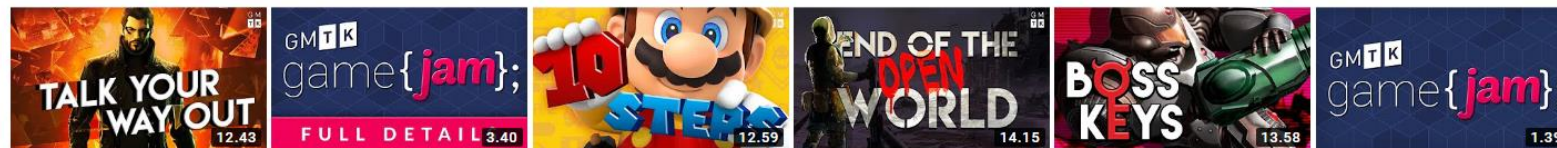


# GAME MAKER'S TOOLKIT



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

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for 3 uger siden  
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The World Design of Metroid  
Prime 2: Echoes | Boss Keys

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for 1 måned siden  
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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  
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The Challenge of Cameras |  
Game Maker's Toolkit

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| Game Maker's Toolkit

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How Games Get Balanced |  
Game Maker's Toolkit

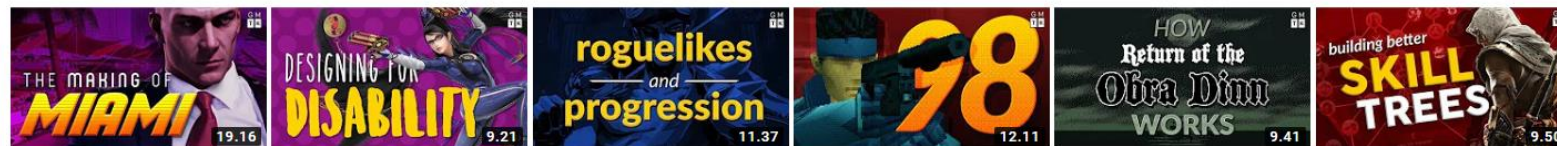
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The World Design of Metroid  
Prime | Boss Keys

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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  
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The Making of Hitman 2's  
Miami Level | Game Maker's...

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
- MATTHEWMATOSIS
- VIDEOGAMEDUNKEY
- DEREK LIEU



Alan Zucconi

@AlanZucconi

Lecturer • Author • 30 Under 30 • Shader Master • Artificial Intelligence, Machine Learning & Deepfakes • @PikuNikuGame (PC, Switch) • Still Time (PS4/PSV)

Følger



Antoine Zanuttini

@NuSan\_fx

Følger dig

Having fun in Pico 8. Making prototypes in Unity. Working as engine programmer at Dontnod.

Følger



Anchel Labena

@Anchel

Følger dig

Videogames producer from Spain, living in Denmark but working at Ubisoft Massive in Sweden. Previously NapNok Games (Frantics, ASA) and Nordic Game Jam.

Følger



Andy Touch

@andytouch

I build feature demos at @Unity3d Technologies. Tweets about Shaders, Game Technology, Art and more! All opinions are compiled & rendered by me.

Følger



Anisa Sanusi

@studioanisa

Video Games UI/UX Designer • Founder @LB Mentorship • GamesIndustryBiz Top 100 Women in Games • BAFTA Games Juror • UX Summit GDC Speaker • She/Her • 🇺🇸🇬🇧

Følger



Bedtime Digital Games

@BedtimeDG

Følger dig

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Følger



BOAB

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Følger dig

UR/QA at Cinimataztic Previous at Knapnokgame, PlanetAplha31, usTwo PressPlay, Tankegang, DR. #dkgame

Følger



Callum

@DevRelCallum

Games Consulting @ [robotteddy.org](https://robotteddy.org) ✨ Scout @rawfury ✨ Stuff @SUPERHOTTHEGAME ✨ @BAFTAGAMES Committee ✨ He/Him ✨ Sad ✨

Følger



David Wehle

@DavidWehle

Creator of The First Tree and Home is Where One Starts, former tech artist at @VoidVR, currently working on @GameDevUnlocked

Følger



Victor Selnæs Breum

@ZepCap

Følger dig

@NordicGameJam head. Danish Film School student (of games). Treasure-hunt designer (Vienna & CPH). Made a game that ordered a real pizza. 31 games in 31 days.

Følger




William Chyr

@WilliamChyr

Game developer. Working on @ManifoldGarden [store.steampowered.com/app/473950/Man...](https://store.steampowered.com/app/473950/ManifoldGarden)

Følger



Tom Francis

@Pentadact

Designer/writer/coder of @GunpointGame @HeatSig and @BreachWizards. More about those, my short stories, and other stuff I do on my blog (below)

Følger




From Frank w/ Love

@\_stroopwaffle

Gamescom

PR & Content Specialist @Utomik, lover of indie games & devs, spreading positive vibes 🍷 (& stroopwafels) ~ 🌟 Say hi! 🌟🌟 frank [at] utomik [dot] com

Følger



Thomas Løfgren

@loeffe

Følger dig

Designer/Director of games and independent creative consultant at @LovegreenGames 🍷 Check out #dkgame for Danish game news/talk.

Følger



Interactive Denmark

@InteractiveDK

Følger dig

Connecting dots between Danish Game Industry & the World. Events, advice & matchmaking. How can we help? Discord: [discordapp.com/invite/3qQTQMp](https://discordapp.com/invite/3qQTQMp)

Følger



Jake Rodkin

@ja2ke

Making In the Valley of Gods at Valve. Helped make Firewatch, The Walking Dead, Sam & Max, other fine games. Pods cast at @idlethumbs. Avatar by @michaelfirman.

Følger




Jane Ng

@thatJaneNg

Artist at Valve. Immigrant. Making In the Valley of Gods and other things. Worked on Firewatch. Environment art is my jam. Striving to be kind, always

Følger



Rami Ismail

@tha\_rami

Følger dig

50% of indie game studio @Vlambeer. Creator of presskit(). Public speaker, traveler and supporter of indie initiatives & international game dev communities.

Følger



Jonas Kaerlev

@MekuCube

Founder of @GearsBreakfast, Creator of @HatinTime. Avid modding supporter & secret X-Naut. The future is now, old man. Tweets auto-archive after 2 weeks.

Følger



Kirstine Askholm

@VulleBalut

Følger dig

Lidt kikset og rock'n roll-agtigt på Bon Jovi-måden. Associate Producer @Playdead. Kærlighed til #dkgame. #cityspejder #amar4ever

Følger



Klaus Pedersen

@BedtimeKlaus

Følger dig

Founder Bedtime Digital Games. @bedtimedg 🎮 Figment, Back to Bed, Chronology 🎮

Følger




Other Tales

@OtherTales

Our first game Tick Tock: A Tale for Two, a two player #adventuregame played on two devices is out now! Run by @tanjatankred & @MiraTheTRex

Følger



Thomas.gif

@Olima

Promotes indie games, likes MS paint & 🌈 friendship. Founder @FutureFriendsVG and 3 times (nervous) GDC speaker.

Følger



Mike Rose

@RaveofRavendale

That @nomorerobotshq guy. Descenders, Not Tonight, Hypnospace, Family Man, Nowhere Prophet publisher. Previously: @tinybuild, @gamasutra. mike@nomorerobots.io

Følger




Mike Bithell

@mikeBithell

Game director + writer (John Wick Hex, Thomas Was Alone, Volume, Subsurface Circular & Quarantine Circular). Sometimes interesting.

Følger



Morten Brunbjerg

@mortenbrunbjerg

Professional liar. Freelance B2B game writer for hire. Writer of Forgotten Anne, Spitkiss, Lego Elves, and much more.

Følger



Nifflas

@Nifflas

Making games and algorithmic music! he/him

Følger