

MEDIA ART

GAME ART

GAME DESIGN



HD
|
ME

HANH - DUNG
NGUYEN

MEDIA ART

GAME ART

GAME DESIGN

hdme.ch



Trailer :

https://store.steampowered.com/app/1386830/Daffodil_Yellow_A_few_poems_from_an_insect_collector/

«Daffodil Yellow: a few poems from an insect collector»
is a poetic game/interactive experience, which looks like a 3D painting. You
play as an insect collector looking for colors in old summer memories.

"Daffodil yellow: a few poems from an insect collector" est une expérience
interactive qui ressemble à une peinture en 3D. On y incarne un collectionneur
d'insecte à la recherche de couleurs dans des anciens souvenirs d'été.

<https://hdme.itch.io/daffodil-yellow-a-few-poems-from-an-insect-collector>

Interaction Immersion

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Video of the installation: <https://www.youtube.com/watch?v=rGzz47n7nt4>

Infos: <https://www.colour.education/just-after-you/>



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video :

https://www.instagram.com/p/B6Y4Ygqn6wR/?utm_source=ig_web_copy_link



VR

Adaptive music/FMOD

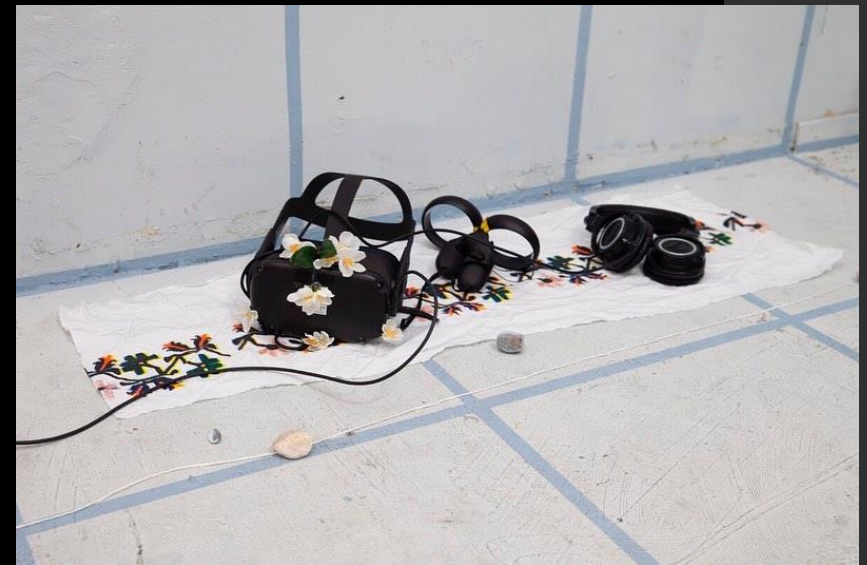






Infos, trailer :

<https://hdme.itch.io/trashico>



Multiplayer games

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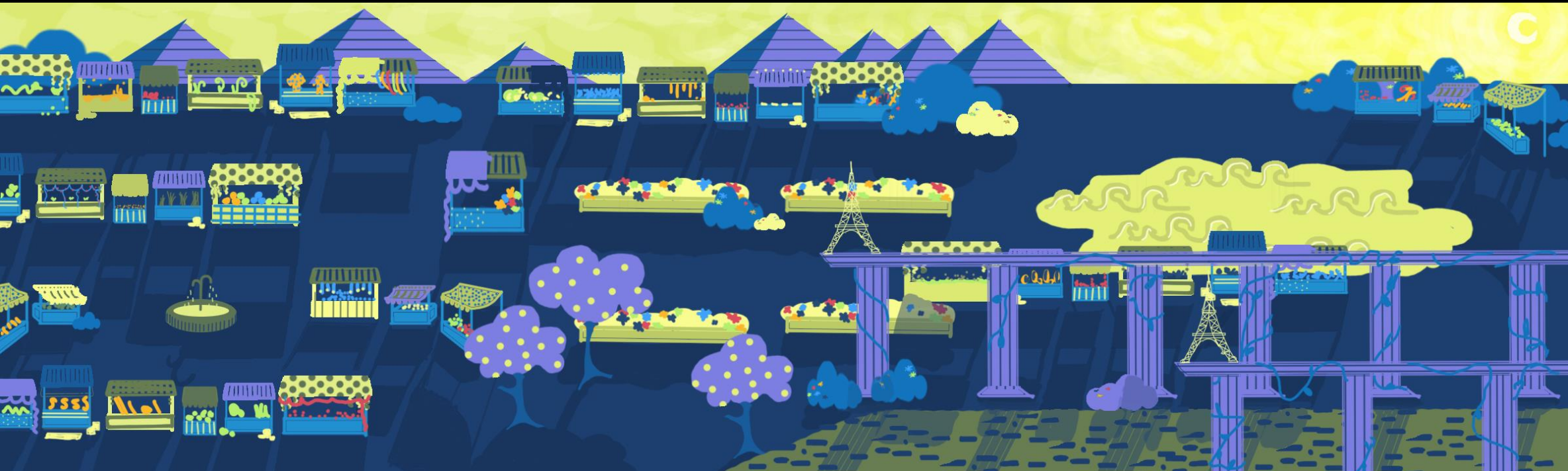
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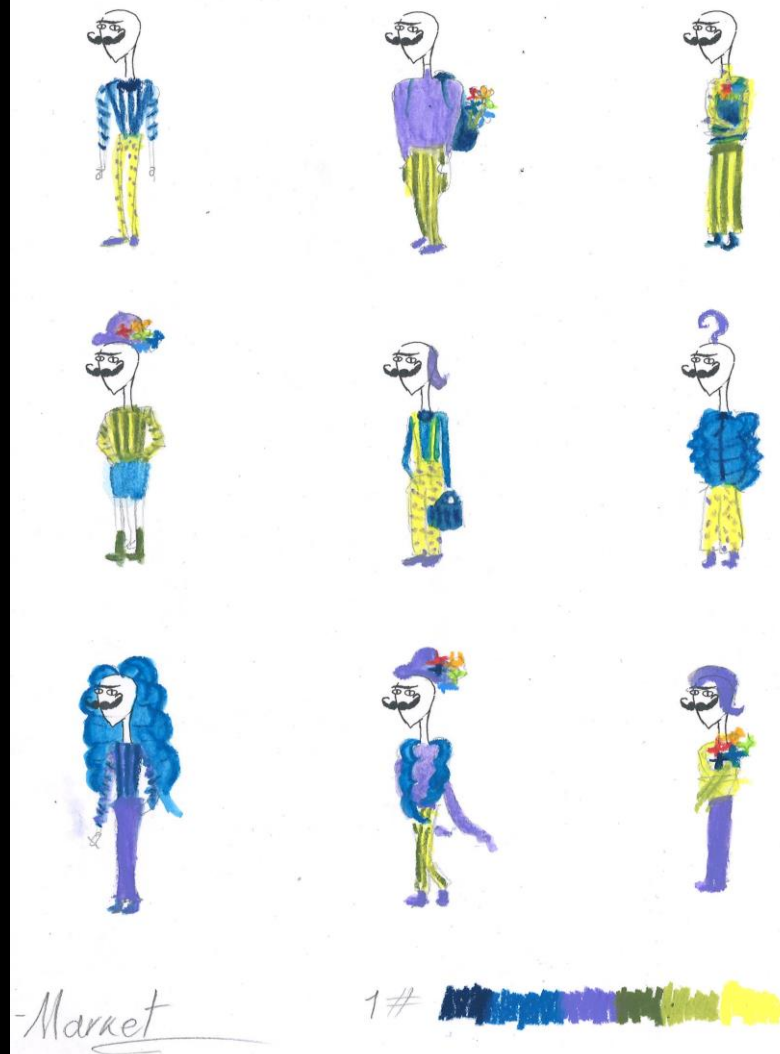
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SCHNEIDER

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Multiplayer games

VR



TRASHICO

Trash sorting Game VR

START

<https://hdme.itch.io/trashico>

Metaphores
Visual representations
Abstract design





Video sur demande

«From where I come from» is a game about being a child of immigrants

Game Design

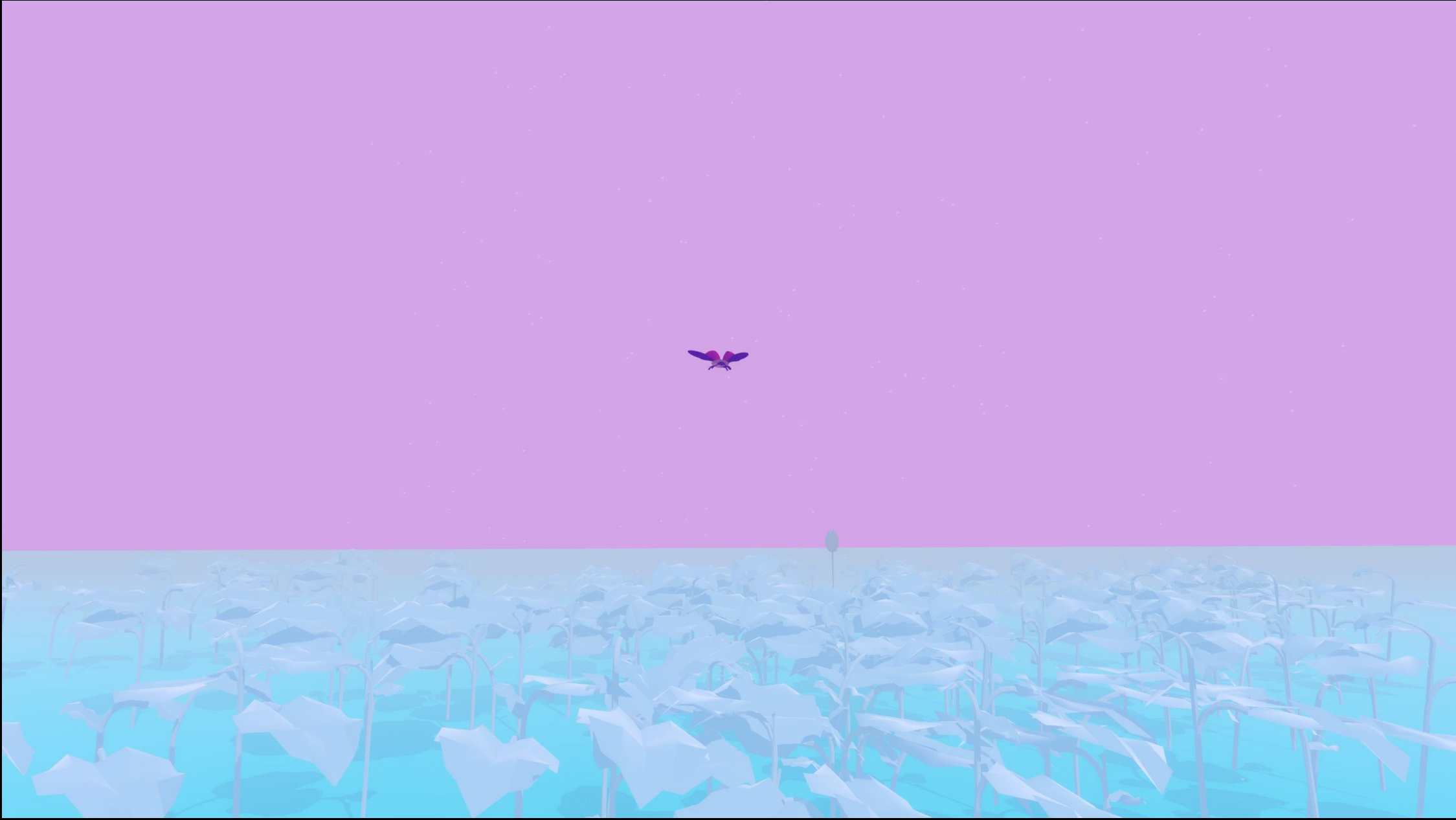
Game Mechanics



Sona

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«The Space You Hbld» Prototype 2018 -



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BISWAS

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The center of my world

(Working title)

I carry the whole world on my head. My memories, the lessons I've learned and what remains of you, are now tools for me to go on.

...
«On every planet that has an atmosphere, storms can happen. For example on Jupiter, the big red spot is a huge hurricane that started more than 350 years ago»

Mine is not that old, but I'm on my journey to stop it.

If you need an object...



2

...You can switch to your World, which is your «inventory»

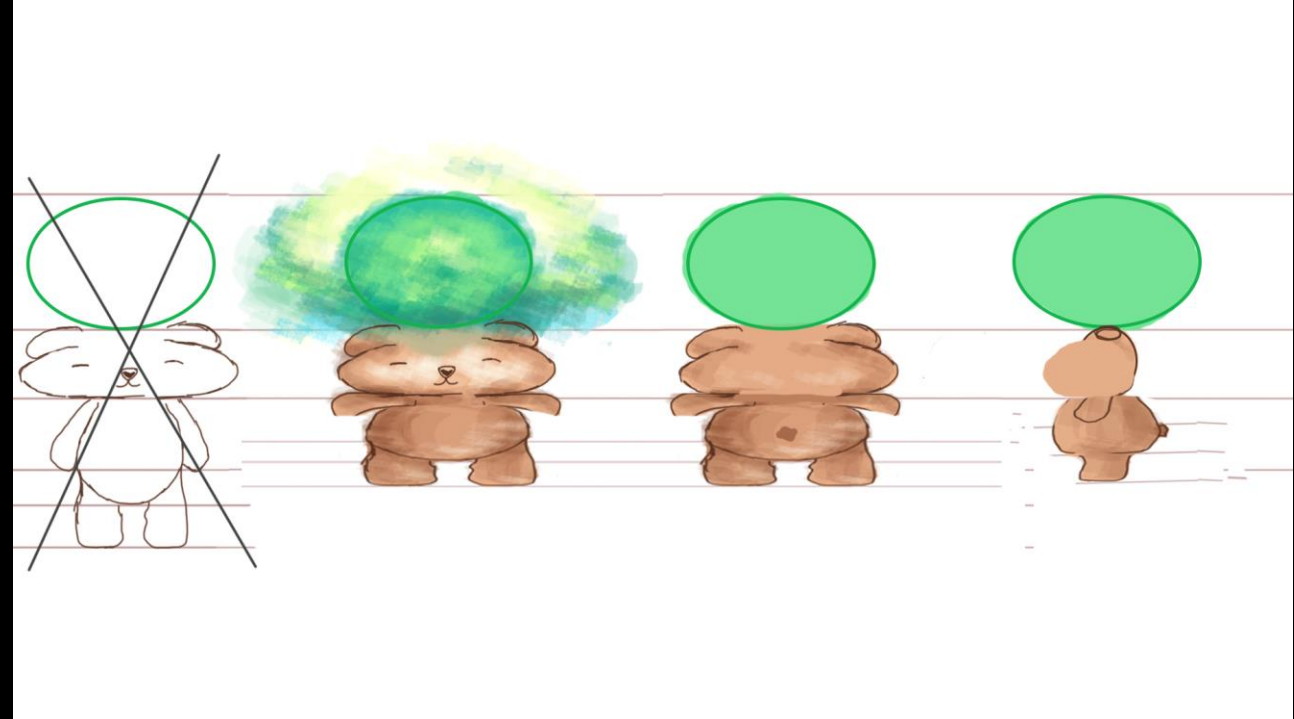


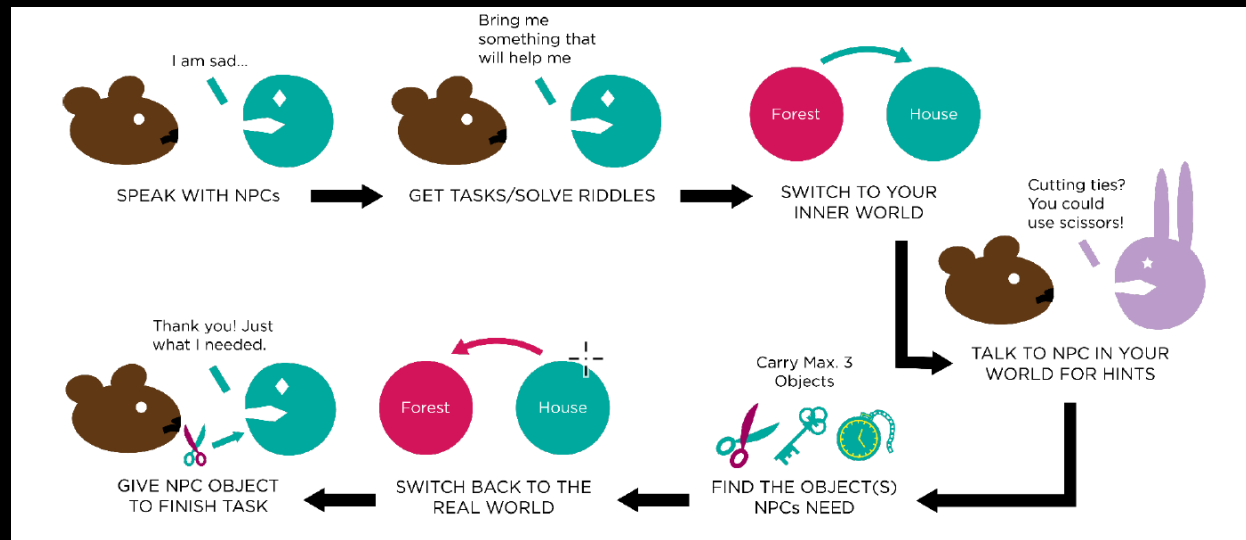
Your world is represented by a house. Outside of it, it's raining. In this house, there's two floors (two rooms). A kitchen with everyday «tools», a garret with «tools» from the past...

3



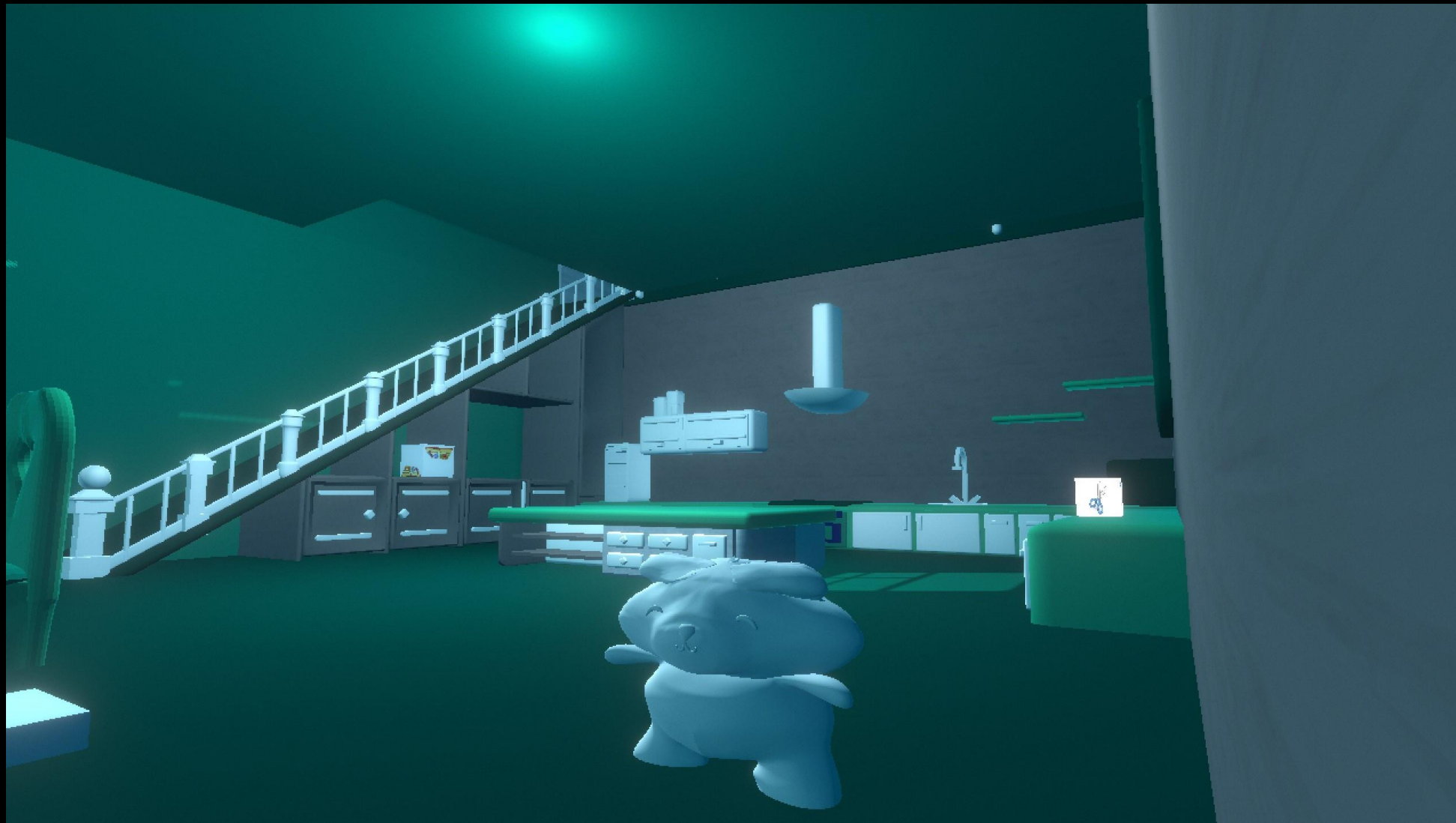
... and what remains of the center of this world





+ NODE FILE





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BISWAS

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Old turtle: Hello there, little bear! It seems like you are on a journey as well.

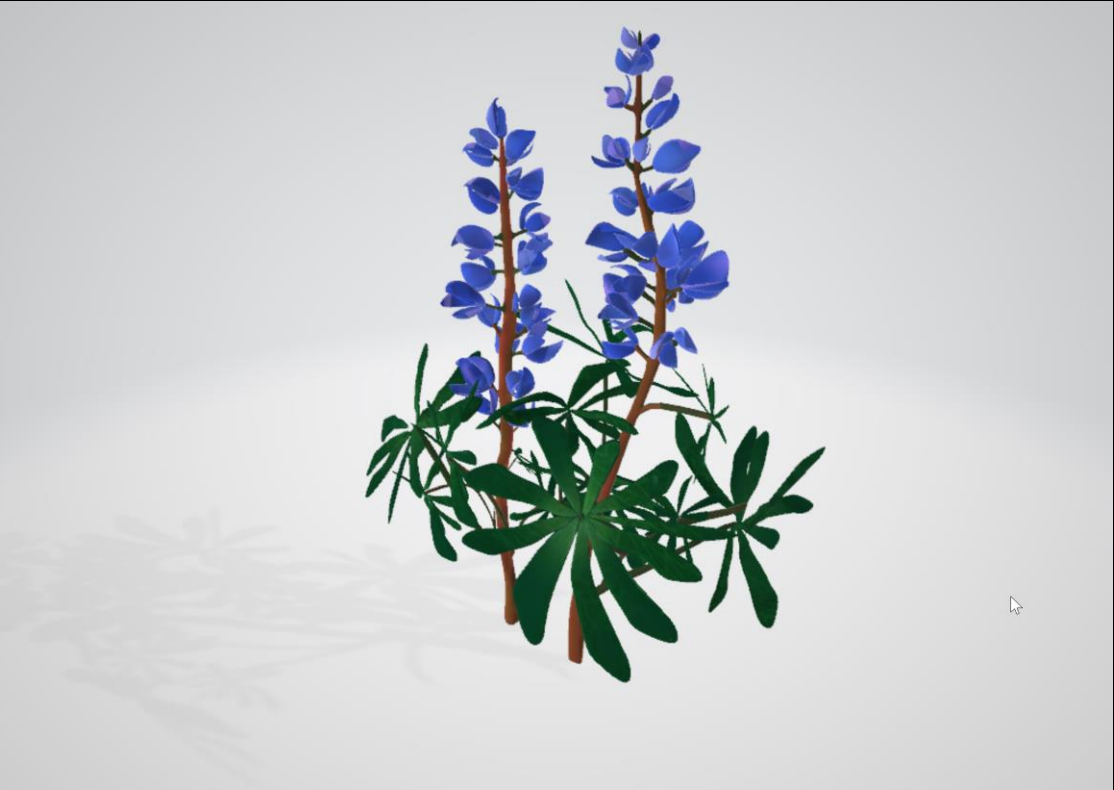


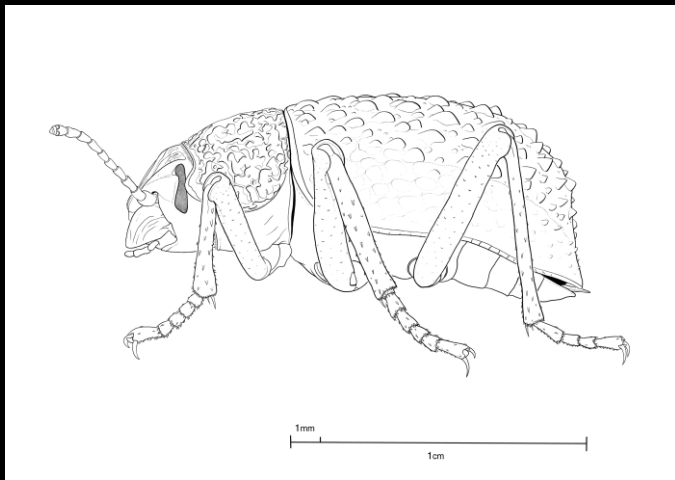
Old

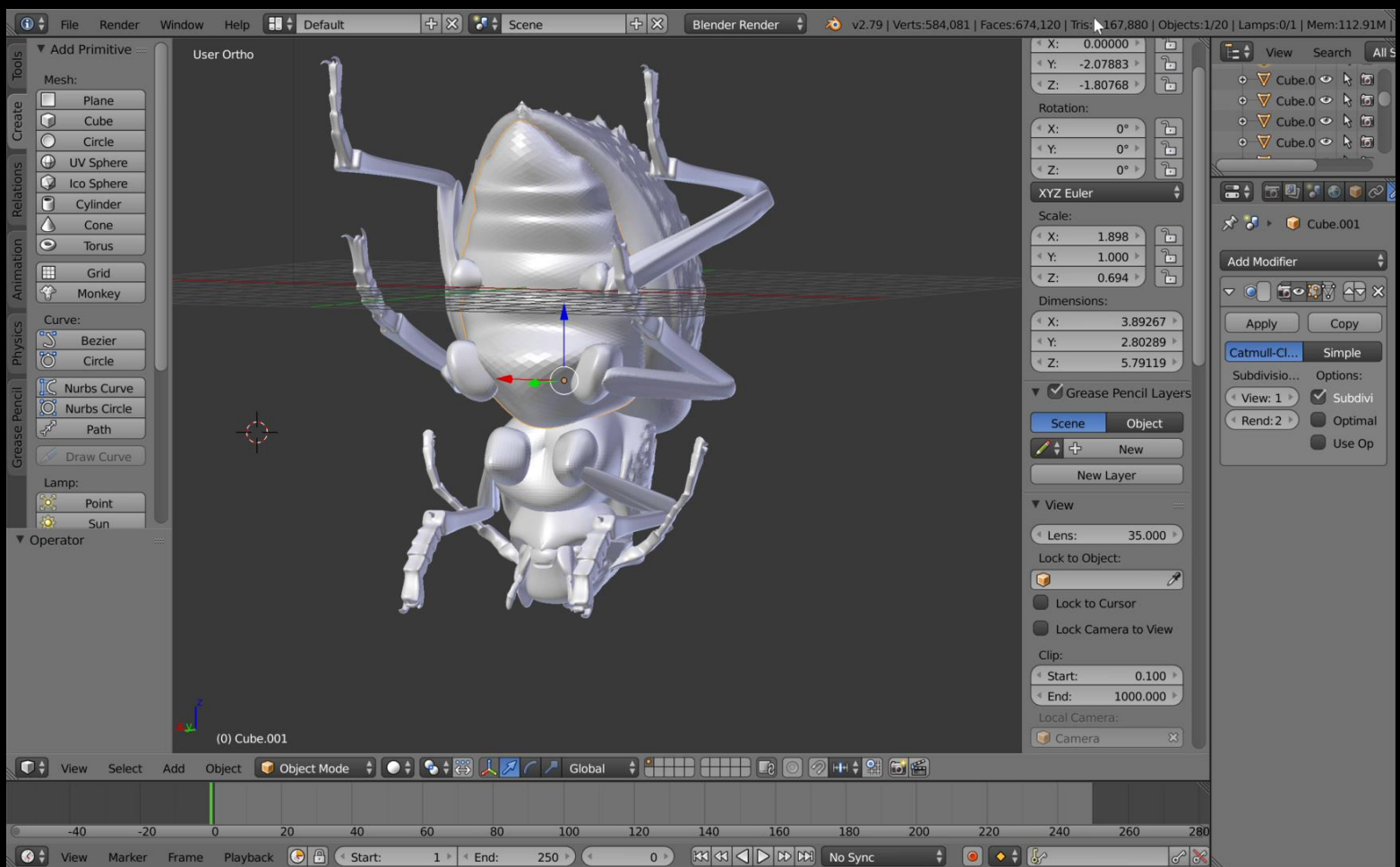


Video on demand

BLENDER

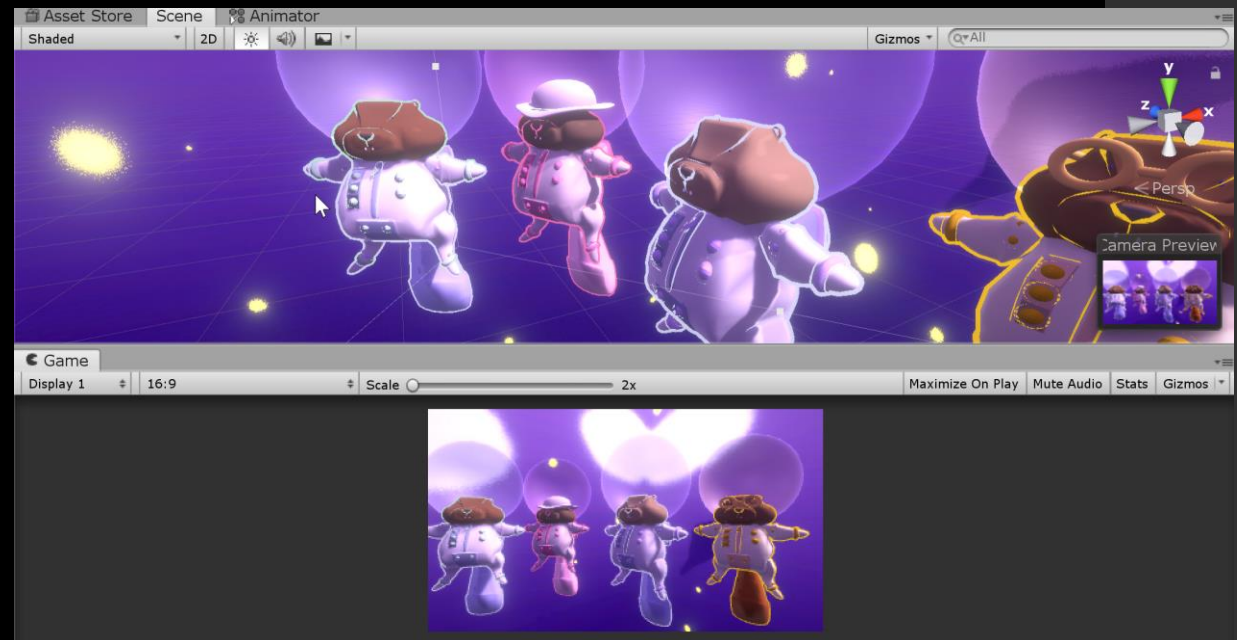


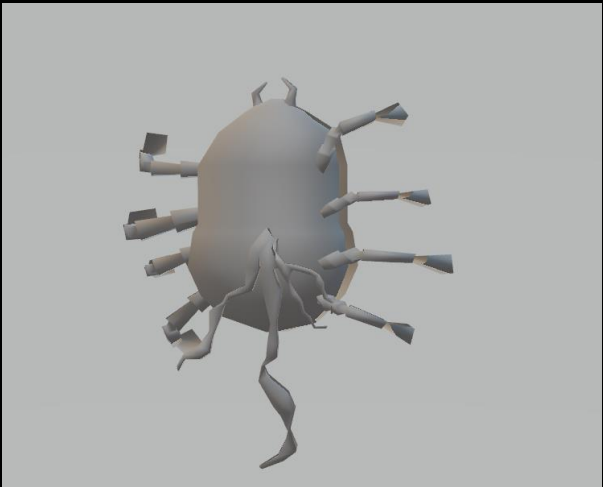




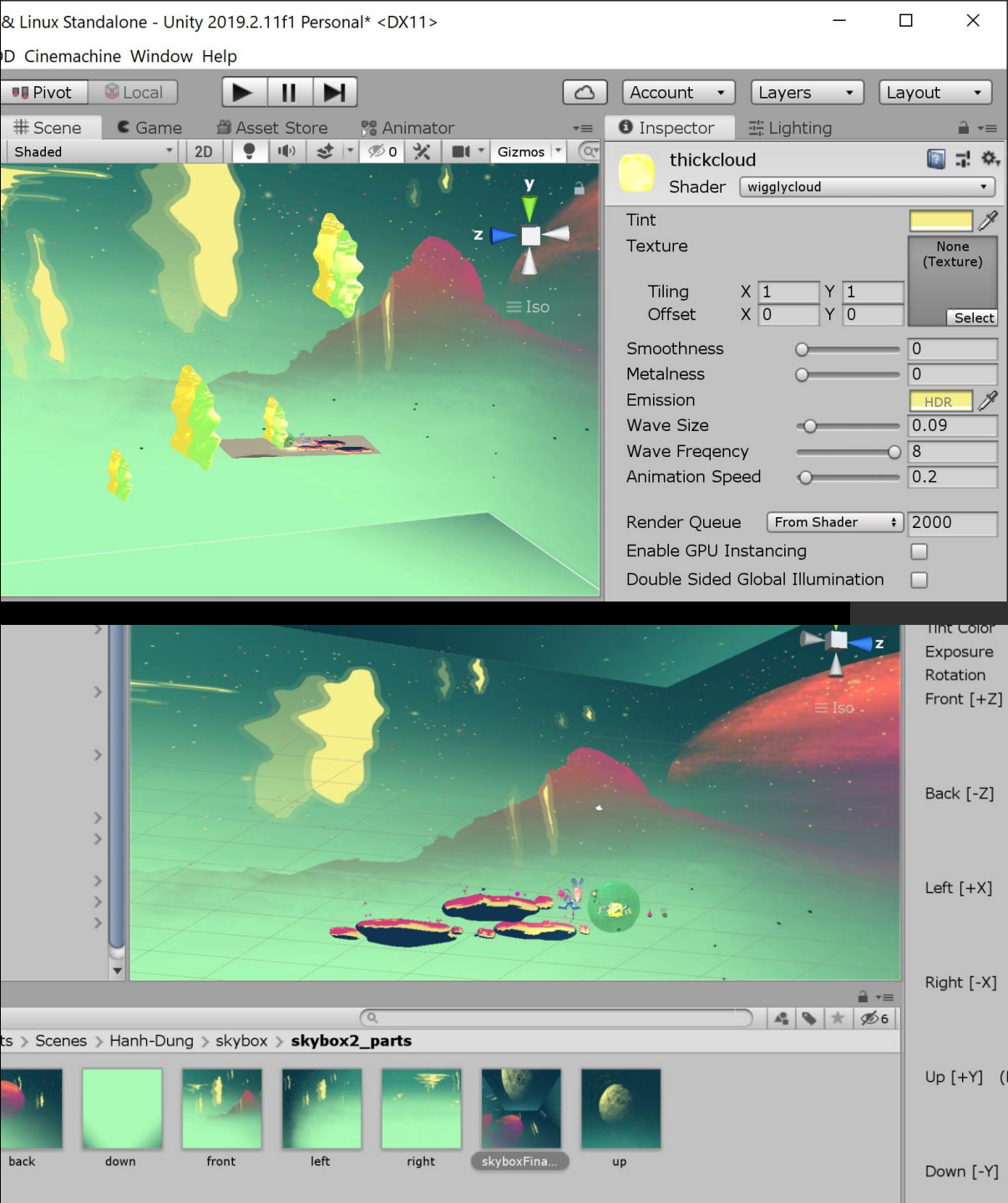
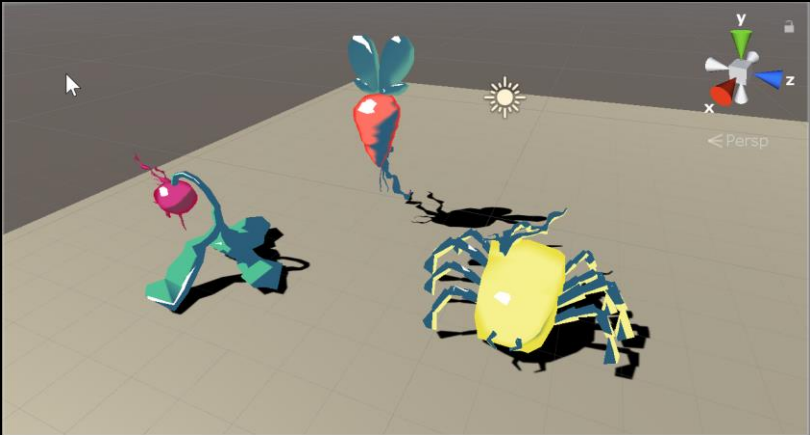
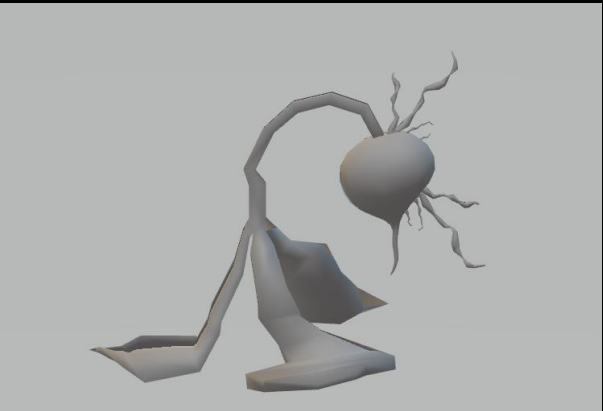


Global Game Jam 2020 (Zürich):
<https://hdme.itch.io/a-milky-way>





GameJam
2019 (ZhdK)
«Production
days»



701



204



205



206





Les fleurs

Quelques fleurs elles sont en plus petites, les fleurs sont
les fleurs.

Pour que l'on puisse quelques fleurs, il faut que les
plusieurs fleurs soient échant.

Un peu comme :

Une plante, surtout sa variété, ne pousse que si certaines
conditions sont réunies.

Les sortes, les variétés sont presque infinies.

Certaines sont belles, certaines sont mauvaises.

Certaines sont rares et précieuses alors que d'autres sont
très parasites.

Peut-être que beaucoup se ressemblent, mais aucune n'est
identique à une autre.

En voici six, issus de mon « univers »

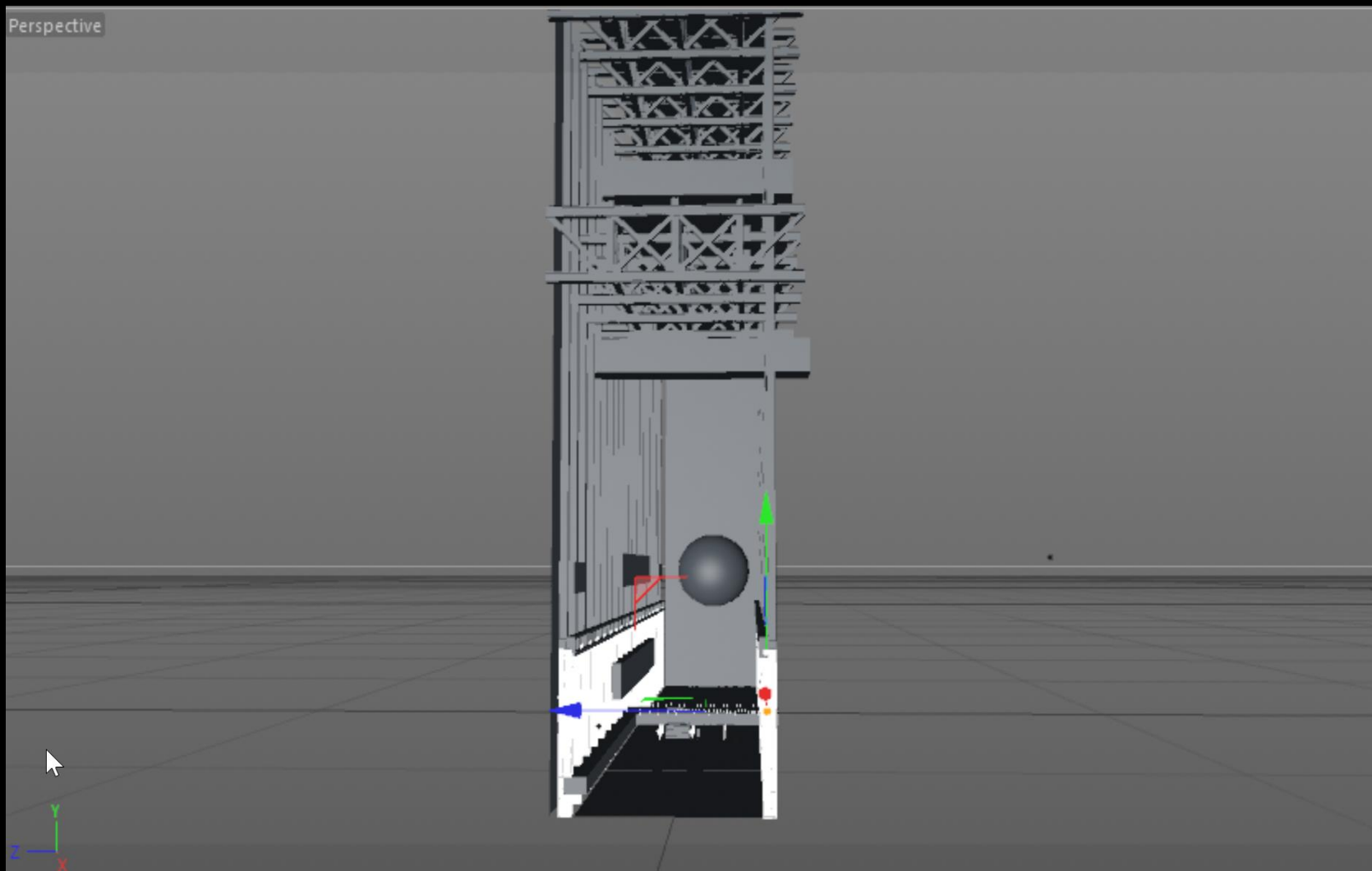
ARCHITECTURE

Space

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Scene View: Shaded, 2D, Gizmos, Center, Global. Hierarchy: platformhaut, poteaudroite, sol, sol_1, soleil, stairsdown, tuyaudroithaut, toitmirroir, tuyaudroithaut_1, toyaudroitbas, aperson (1), petitcubedevantgauch, Directional Light (2), Directional Light, Directional Light (3), Directional Light (4), Point Light, Plane, Plane (1), Plane (2), Plane (3), Point Light (1), ceiling test, platformwithdoor, Cube, Cylindre, Cylindre_1, platformhaut, Main Camera (1), splashes, ripples, raintest, raintest (1), ripples, splashes1, splashes1 (1), fog, fog (1), Water4AdvancedReflectionSc, Water4AdvancedReflectionM, Water4SimpleReflectionScen, rainhuman, SubEmitter1, GameObject, human7 (5).

Game View: Display 1, Free Aspect, Scale 1x, Maximize On Play, Mute Audio, Stats, Gizmos. Animation, Console, Project, Timeline. To begin a new timeline with Point Light (1), create a Director component and a Timeline asset. Create

Inspector: Point Light (1), Tag Untagged, Layer Default, Transform: Position X 282.4 Y 135.9 Z -11.9, Rotation X 0 Y 0 Z 0, Scale X 1 Y 1 Z 1, Light: Type Point, Range 40, Color, Mode Realtime, Intensity 1.2, Indirect Multiplier 1, Shadow Type Hard Shadows, Realtime Shadows: Strength 1, Resolution Use Quality Settings, Bias 0.05, Normal Bias 0.4, Near Plane 0.2, Cookie None (Texture), Draw Halo, Flare None (Flare), Render Mode Auto, Culling Mask Everything, Add Component.



Animation/music video of the project: <https://youtu.be/rgSB0DqFsZU>