

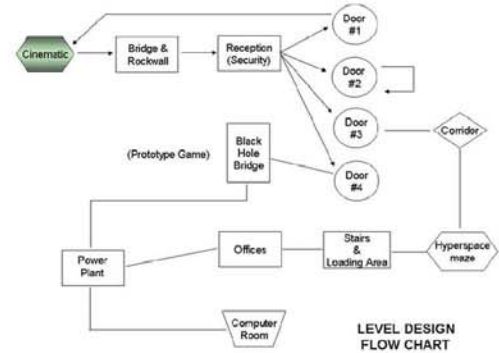


Infidibulum: Explorations in an Alternate Reality

(Prototype Videogame
played in the dark)

Infidibulum is a first person, single player game designed as an art piece. It utilizes captivating visual elements – shadows, reflections, translucency, refraction, illusory images (e.g., mirages, distortions, and so on) to supply the inference of the environment without necessarily revealing its complete, concrete shape.

Because the environment is constantly changing, with elements disappearing or reappearing often in modified form, navigation is accomplished through a combination of visual and auditory cues, and the 'instinct' of the player to recognize patterns and logically interpret what they find. Game action is driven and enhanced by challenging logic puzzles and quantum physics based problem solving.



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Prototype Video Game Played in the Dark

concept, drawings & design documents by Dennis Rovere,

Project Consultants: Dr. Jim Parker & Professor D. McCullough.

