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## About This Game

Ricerca (ri-cher-ka), which in Italian means “search,” is an animated installation experience. In it, we follow a bicyclist searching through different memories and worlds to find something he has lost over time.

This film was originally experienced on 5 different projection screens in an art gallery space with custom-designed 8 channel surround sound, and has since then been re-created virtually in order to showcase the art installation experience to more people with ease. Created by artist animator Yo-Yo Lin, Ricerca is a media installation that combines the virtues of cinematic storytelling with that of installation art, an experience designed to tell compelling stories in a more intimate format.

Ricerca pushes boundaries in storytelling by creating a cinematic experience every viewer will experience and interpret differently by how they move around in space. The installation beckons viewers to physically move in and around the animated film and explore the three-dimensional soundscape in the room, giving viewers the ability to develop a highly personal relationship with the film and go on their own self-search through time.

"Ricerca VR" is itself its own unique experience- instead of being in a room with other viewers, one goes on their own meditative journey in solitude. Just as in the physical art installation, the entire experience loops over after 12 minutes, giving the viewer opportunities to ruminate over the experience many times. The narrative is structured to have no clear beginning or end, drawing from the director's Buddhist beliefs of reincarnation and flow of karmic energy.

The sound design and musical score come together to create a directed experience in 360 space, allowing viewers to effectively follow a narrative on five screens by following certain hard sounds in different parts of the room. While there are directional sounds present to tell the viewer where to look, ambient sounds are spread throughout the room to create an immersive world

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for the viewer themselves to explore freely. Using Two Big Ear's 3Dception, our team effectively re-created our soundscape for Ricerca VR.

While Ricerca VR is no game, it presents an interesting idea of how art installations can live on in virtual space, changing our perception of a temporal-based medium into one that has the potential to live on in a digital afterlife. Ricerca VR asks the questions, how will virtual reality be used to archive and distribute art? Will a virtual gallery system appear as the line between art and technology continue to be blurred? How can we foster the human experience that is integral in art-viewing with a medium like virtual reality? We hope Ricerca VR is a start to answering these questions.

Yo-Yo Lin- Director and Animator  
Will Cherry- Producer  
Michael Matchen- Composer  
Elle Callahan- Sound Design

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Title: Ricerca VR

Genre: Indie

Developer:

The Family, LLC, Yo-Yo Lin, William Paul Cowan Jr., Mike Murdock, Neilson K-S

Publisher:

The Family, LLC

Release Date: 1 May, 2016

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English







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Not my proudest fap.

A grasshopper is fine too, r-right??. One word: clunky. Rick kinda feels like he's wading through mud as he walks and can only melee while moving (???) but can't shoot while moving or jumping (?????????). Joystick remapping doesn't actually do anything so you're basically forced to use Joy2Key/VXpadder/VDS4Tool/Big Picture Mode/etc if you're rightfully not using a 360 controller for a platformer. The seasons changing is a really neat concept, but it feels a bit unpolished since the enemies at least in the beginning don't even change based on them besides things like beehives. Enemies are usually too short or too far above you to hit with arrows. Didn't even want to progress further because it just feels unpolished and more like The Wizard of Oz for SNES than any other comparable platformer. I can't recommend this.. so far i've built a little house, built a lot of the workbench's and believe i am on my way to leaving this planet! I would say this game is very promising. work on the UI a bit and some of the annoying bugs and it'll be good! Note if you use Nvidia optimus you will have to manually set it to use the discrete graphics card(many steam games have this issue). This is a taxing game, especially on the ram as every planet is loaded into the memory. I have a 3rd gen i-5, 660m, and 8 gb's of ram and managed to max the base settings, however when starting a new game my ram limited the amount of spherical planets I could have. Still built 10 planar planets of ranging sizes and manage to maintain 35 fps. The crafting is fairly simple and intuitive, and the default controls work pretty well. I have experienced a few freezes, one total lockup. overall though as long as you can deal with the occasional freeze(i've read people have lost saves), I'd recommend this game. One thing besides optimization I would recommend is to polish the UI!. Interesting almost snake style game play. Good one to play with small kids. My daughter like to help by naming the colors as I collected or drop off the iggles at their home.

Good if you can get it for a cheep price like during a sale and have small children that like to "play" with you and your game.

Not recommend if you like any depth to your mild puzzle games.. Another rpg maker game but this one has a decent story telling script to it.

i would say 4.5 / 5. I liked it, I dont care too much about the achievements thing. NEEDS AUTO PILOT!!!

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Great time waster. Might be more fun if it had an online mode. A simple execution game, not much of a puzzler as it's not hard to figure out how to solve the 'puzzles', except for a few. Takes about an hour to finish, overall not worth it there are better puzzlers.. Looking for a simple fun beat em up in the vein of Castle Crashers with a Viking theme? Then try Viking Squad. Supporting up to three players local and online you plunder loot for your Jarl (that you happened to curse by freeing Loki, good job) and ravage the lands to stop the chaos you started.

Mechanically you collect new gear and weapons through levels and plunder loot to buy and level up your stats. In combat you traverse levels moving up and down between four lanes and sliding to dodge enemy attacks at the last second. Each viking has their own speciality and play style with their own special attacks that you can charge which cost rune power. If things get overwhelming you can also unleash an ultimate attack to clear the room.

Viking Squad is a great game to introduce people to beat em up games with colorful art direction, great cartoon viking theme, and a folk-rock soundtrack that makes replaying the game a good time. Short and sweet to beat once, but to do everything (achievements) will require multiple playthroughs.. The art is gorgeous, the music is good, but this game is absolutely not worth \$20. The routes are very short, you can play through them all and get all achievements in one afternoon. Plus, none of the endings are satisfying in the sense that there is no happy ending to this game. I'm not sure it it's to make some point about futility and/or selfishness, but either way, I feel those points could have been made in different ways. I would not suggest this game to people, especially if they haven't tried this genre before.. The soundtrack and start up screen alone are worth it. Wait for a sale though.



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