

AXIS  
0 1

BOOLEAN  
ON?

DISPLACEMENT  
(+5, +3)/FRAME

SPACE OR TIME

INPUT GAME GESTURES

CHORDING  
A + B = ?

(HADUKEN)

CONTEXT-SENSITIVE

- EXTRA SENSITIVITY -

SIMPLE

----- ASTEROIDS

----- HALF-LIFE 2

----- CRYISIS

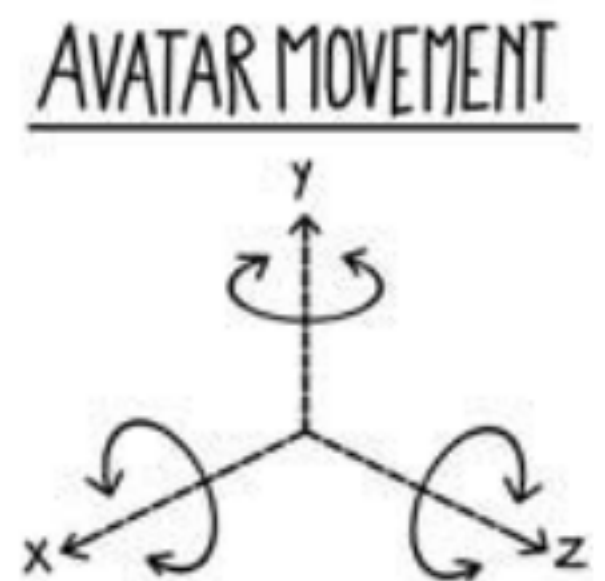
ROBUST

----- ALSO -----

STATES

AIR

GROUND



ANIMATION



CREATION

