

## Cesar Phillips Poster Statement

The poster I created represents the progress that has come along regarding the range of motion capable of video game characters. As each new generation of technology came along in the game design world, the capability of the designers and developers evolved as well. Characters were once limited by four basic directions: up, down, left, and right. As gaming systems and game development software evolved, so did the range of motion: now including diagonal directions such as northeast, northwest, southeast, and southwest. This is represented in my poster by the linework that you see expanding from the bottom right of the poster to the top left. As you follow the line, you begin to move in more directions throughout the “level” or “maze.” The third part of the poster—the upper section—showcases the free range of motion that videogame characters we see this day and age being capable of embodying. In the background you see some lines stretching and expanding, yet not as easily able to be discerned. Those lines represent the most recent evolution in gaming technology, the virtual reality environment, that allows a range of motion within the 3D “physical space”: forwards, and backwards. The lines are harder to discern because it is still a very new and barely tapped realm of possibilities that technology is just starting to delve in. One of the final things to note about the poster is the pixel-art based character in the bottom left of the poster: she is an original design, based on characters like Lara Croft or the Metal Slug series. She helps visualize the concept that I am talking about the range of motion of videogame characters specifically. Finally, there is the “3 dimensional” staircase crossing the picture, meant to embody the journey that gaming technology has taken.