

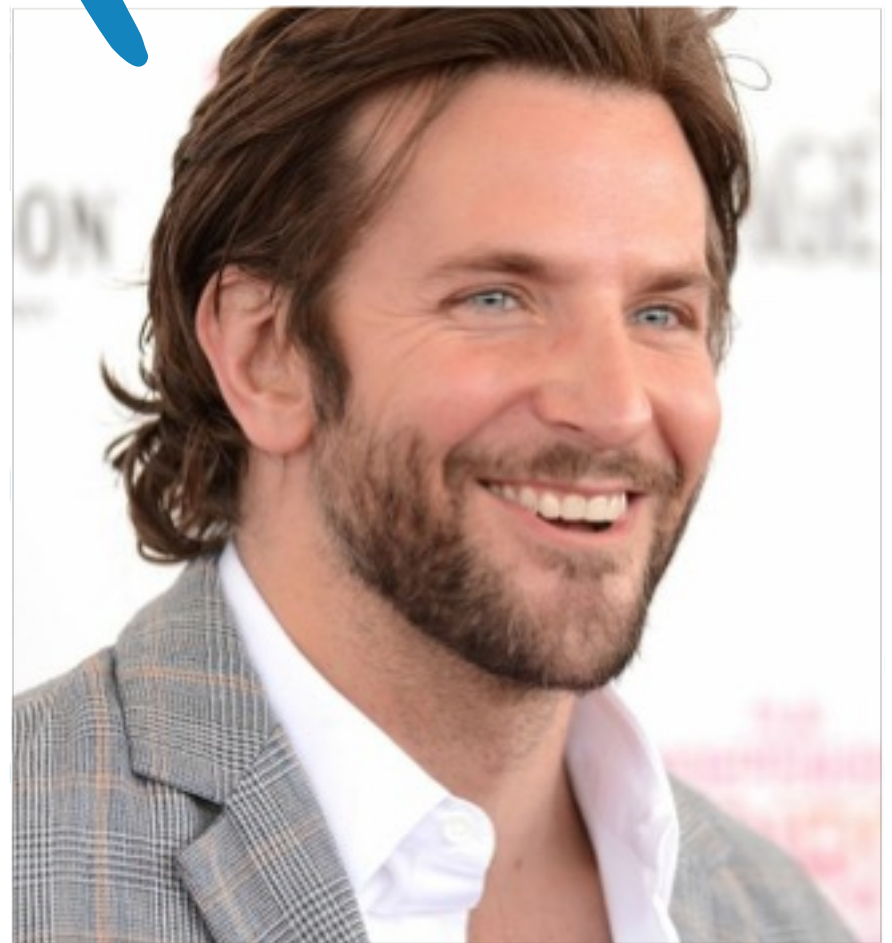




 playful

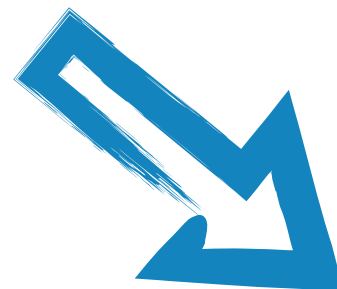


Dan



Paul

AGE of EMPIRES







GAME|LIFE

E3 2014

Lucky's Tale

Oculus

Oculus Game *Lucky's Tale* Will Blow Your Mind

BY CHRIS KOHLER 06.11.14 | 2:04 PM | PERMALINK

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Image: Courtesy of Playful

LUCKY
TALE

A 3D graphic featuring the words "LUCKY" and "TALE" in a bold, stylized font. "LUCKY" is rendered in orange with a slight gradient and a dark orange shadow. "TALE" is rendered in blue with a slight gradient and a dark blue shadow. A thick, orange, curved banner or ribbon sweeps across the middle, partially obscuring the letters. In the upper right corner, a small hot air balloon with orange and blue segments is floating. The entire graphic is set against a plain, light gray background.

WiiTM Sports

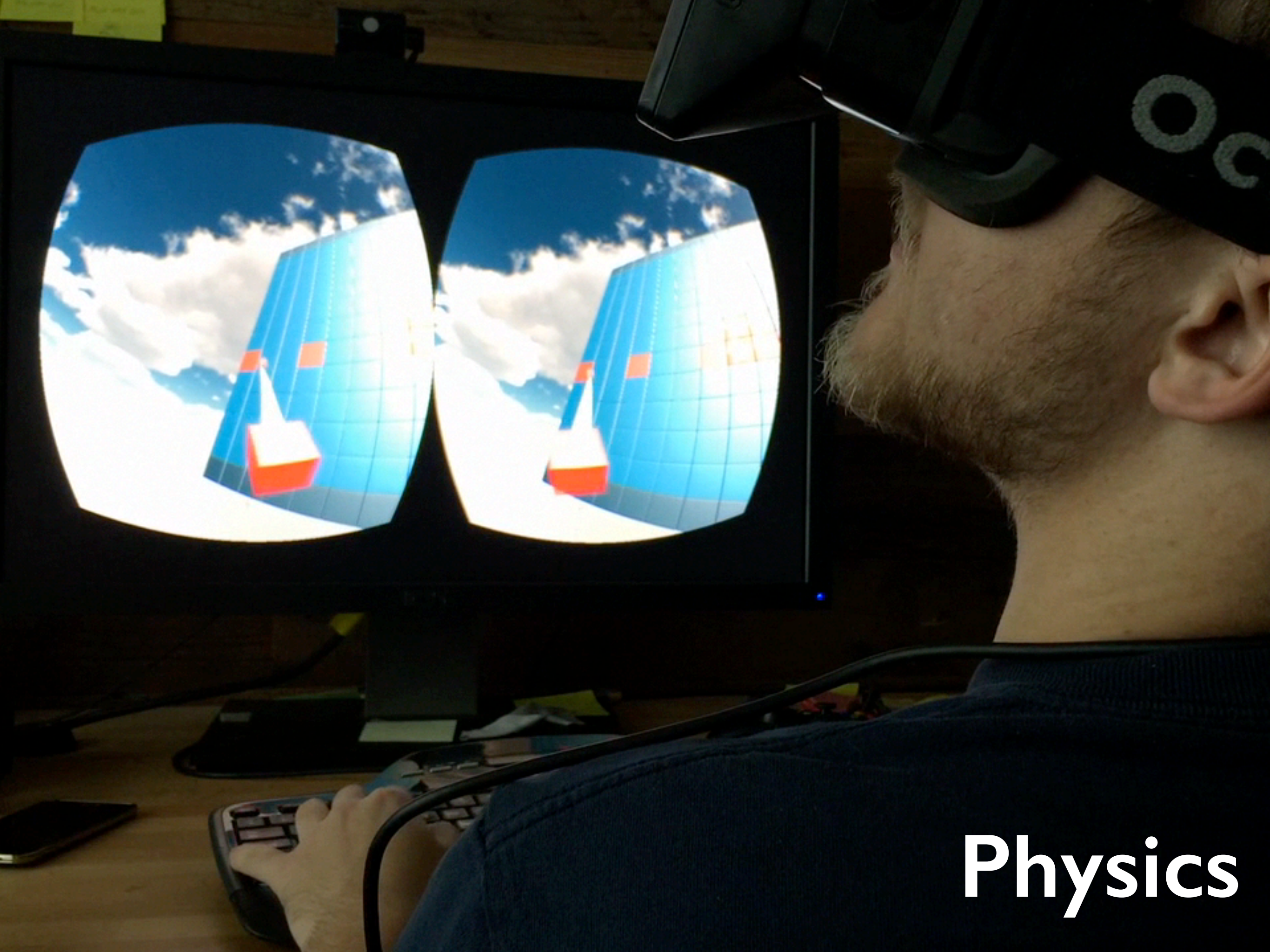




LIVE ANOTHER DAY







Physics



Face Control!



IPD

And so, so many glorious failures.

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TASTY CHEDDAR CHEESE

AUSSIE BEEF

GOLDEN CRUST

ADD \$3*

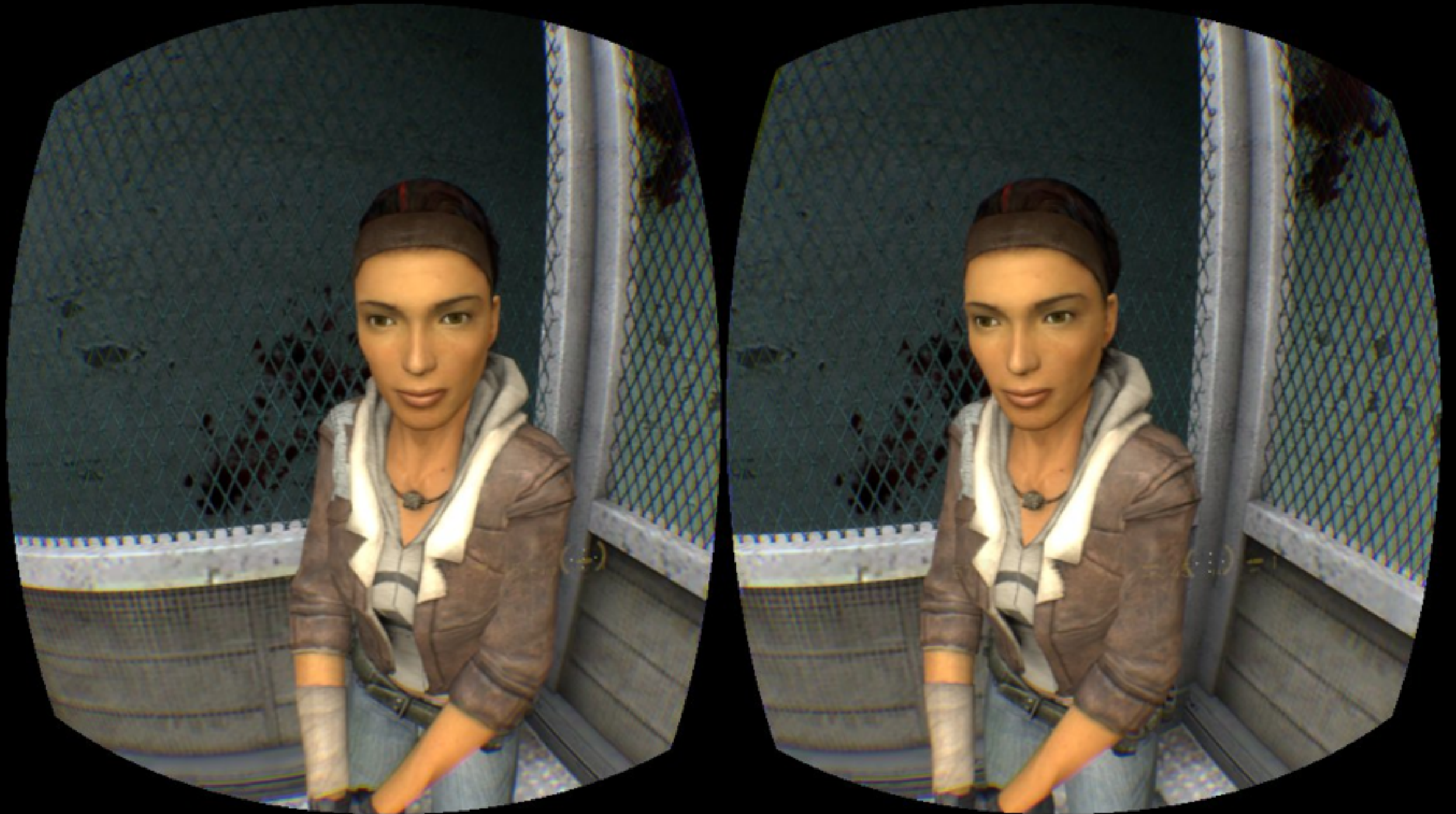
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Excludes ACT

Stuff that sounds like it will work!
But doesn't.



Oculus



The elephant in the room.





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Judging Distances and Depth Perception Change with Arm Length

A new study suggests why estimating distances is so difficult

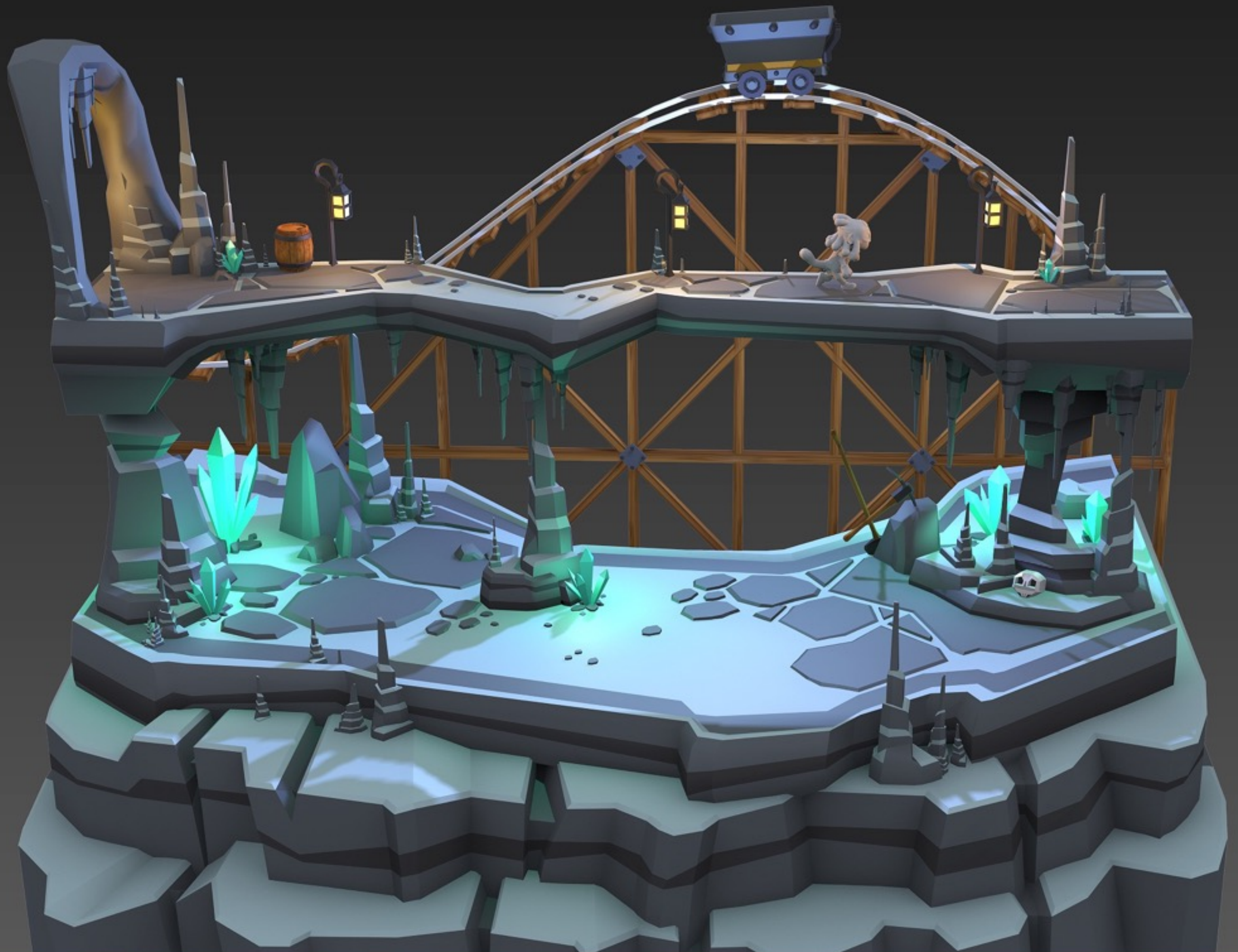


Jan 22, 2014 | By [Stephanie Pappas](#)

The justices of the Supreme Court may be among the best legal minds in the country, but they have no eye for distances — and new research may help explain why.

During oral arguments Wednesday (Jan. 15) in a case about [the constitutionality of laws](#)













UI sucks in VR



LE VOYAGE DANS LA LUNE



★ "STAR FILM" ★
Geo Méliès. Paris



Thanks!