

# *Obduction*, from 2D to VR: A Postmortem and Lessons Learned

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# About Me

- Hannah Gamiel
- Software Engineer/"Lead" audio engineer at Cyan, Inc.



# About Myst (Obduction's spiritual Successor)



# Quick Overview of Obduction



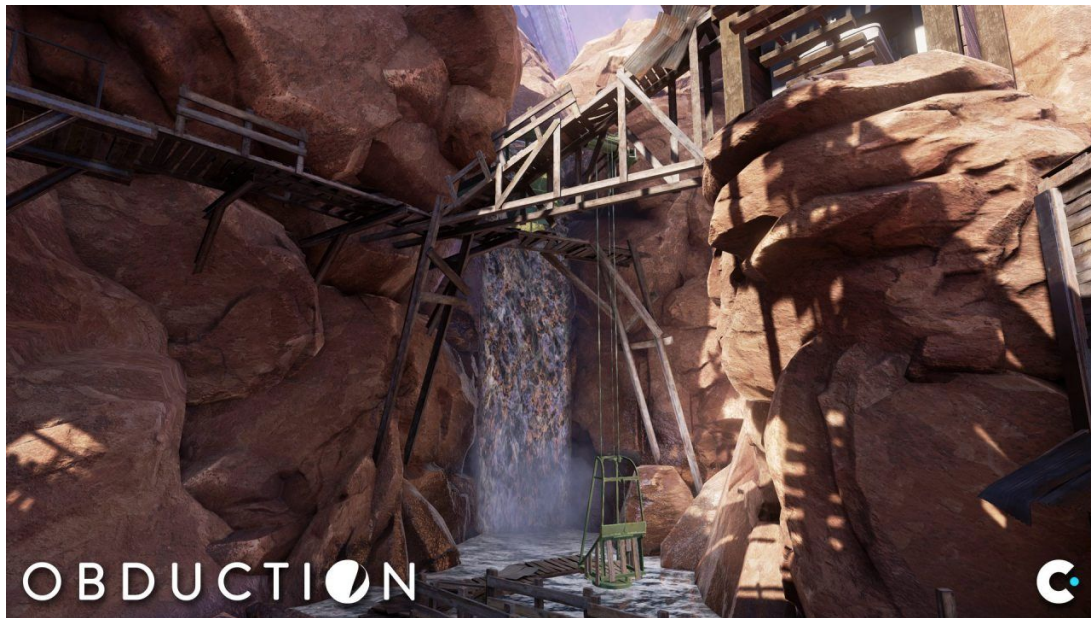
# Why did Cyan take the VR jump?

- Gameplay Reasoning
  - Classic Myst-like navigation works well in VR
    - Node based
    - Increased immersion
- Company Reasoning
  - "On the Edge of Something"



# Why VR \*and\* 2D?

- We're crazy
- Target Audience(s)
- R.O.I. (perception)
- 2D visual fidelity
- Single SKU perks



# Preparation

- VR “Champion” at Cyan
- Early contacts with Valve + Oculus
- Build for scale



# 2D to VR Development: Timeline & Priorities





# VR Hardware Support Priorities

1. Oculus Rift
  - a. Gamepad
  - b. Remote\*
2. Vive
3. Motion Controllers
  - a. "Touch" + Wands
  - b. Move
  - c. Tracked Gamepads\*\*



# Breaking it down **for the user**

## HMD Support

1. Oculus Rift
2. HTC Vive
3. PS VR

## Input Support

1. Basic Input (remote + gamepad)
2. Hand-Controller Tracked input x2
3. Gamepad Tracked Input (PS VR)

# Input in Obduction





# Basic VR input

- Lowest common denominator for VR input\*
- No in-game representation
- “Unicorn” mode





# Motion Controllers Input + Vive support (cont)

- Integrated with "2D" nav & input
- In-game representation
- New navigation mode (teleport)





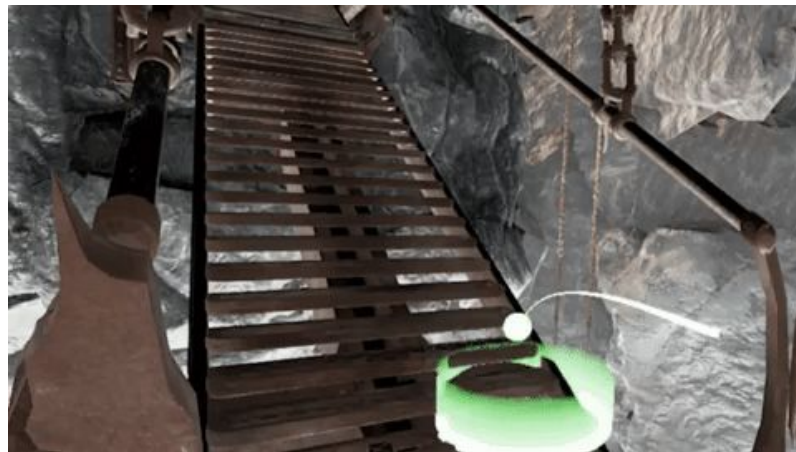
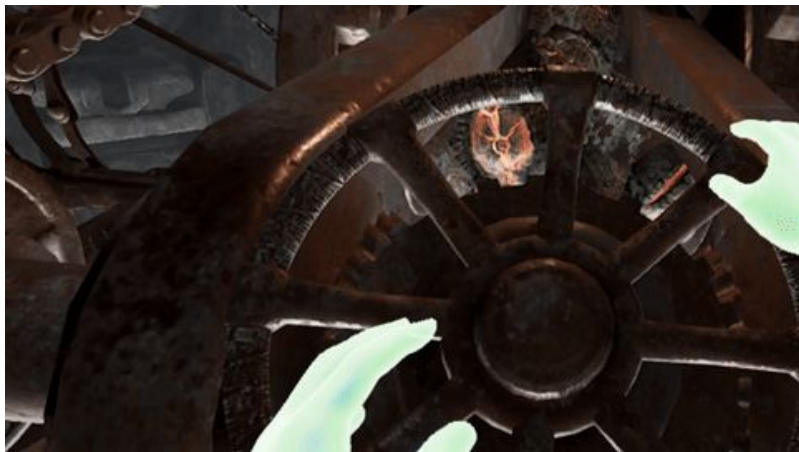
# Motion Controllers Input + Vive support (cont.)

- The room scale question...



# Motion Controllers Input + Vive support (cont.)

- **Realistic interactions vs. consistent gameplay + aesthetics**



# Tracked Gamepad + [Less] Mo. Co. Input





# 2D to VR: Non-Input Specific Things We Considered



# FMV

- Classic Myst-style FMV
- Removing “flatness” of FMV in VR
- “Angle of Viewing” considerations needed



# Performance & UX

- Framerate (view distance → see gif)
- Major Optimization Pass (Desktop VR vs. PS VR)
- Bypassing uncomfortable sequences in VR





# Audience Expectations

- Audience will always have good critiques!\*(e.g. more VR options)
- Performance is king
- Mixed messages
  - 2D or VR priority?
  - Target Audience?



## Not Recommended

1.4 hrs on record

POSTED: AUGUST 21

Although some of the scenery looks nice gameplay is not fun. Here we are in 2017 and the game will not even allow you to jump? Myst was miles ahead of this game and it is over 20 years old.

Save your money.



# Optimization

- Optimize as you go (in 2D as well!)
- Code and build meshes for scalability
- Test across all planned VR supported hardware
- Catch issues early on

# Looking forward: Cyan & 2D + VR

- Continue to make 2D + VR games
  - And you should too!\*\*\*
- Flipping priorities
  - Need to place better focus on VR champion
  - Deeply integrate VR experience into 2D experience from the get-go

# Thank you!

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