

Atsuko Fukuyama, Lead Animator for VR Escape-the-Room game Last Labyrinth, to present at GDC Animation Bootcamp

Jan. 11th, 2019, Tokyo – Amata K.K. has announced that Atsuko Fukuyama, Lead Animator for VR Escape-the-Room game Last Labyrinth, will be presenting in a session titled “Animating Memorable Characters that Communicate Without Words” at the Game Developers Conference (GDC) 2019 Animation Bootcamp on March 18th.

Animating “Non-Verbal” Characters



examples from the above titles.

Fukuyama, who is best known for her role in animating Yorda from ICO and Agro from Shadow of the Colossus, and who is currently the Lead 3D Animator for Last Labyrinth’s Katia, will touch on the techniques and thought processes behind animating characters who cannot use language to communicate with the player. Joining her will be 3D Animator and Technical Artist Alexis Broadhead. The examples used in the talk will primarily pull from Fukuyama’s work on Last Labyrinth, while including

About the GDC 2019 Animation Bootcamp Session

Title: Animating Memorable Characters that Communicate Without Words

Pass Type: All Access, GDC Conference + Summits, GDC Summits

Date: March 18th 2019

Link: <https://schedule.gdconf.com/session/animation-bootcamp-animating-memorable-characters-that-communicate-without-words/864894>

Speakers

Atsuko Fukuyama

Lead 3D Animator for Last Labyrinth’s Katia. Best known for being a key member of the ICO and Shadow of Colossus teams, animating Yorda and Agro respectively, both of which are recognizable examples of characters who connect to players without speaking or using recognizable words.

Alexis Jassmin Broadhead

Technical Artist and 3D Animator for Last Labyrinth. Responsible for 3D Animation workflow optimization for the animation team, as well as overall animator support.

About Last Labyrinth



An escape-the-room adventure game that can only be experienced in VR, Last Labyrinth was created specifically for the VR age. Players must work to escape a mansion full of hidden dangers with a mysterious girl that appears before them. The full version will receive a

multi-platform, worldwide release (download only) in Spring of 2019.

Factsheet

Title: Last Labyrinth

Developer: Amata K.K.

Genre: VR Escape-the-Room Adventure

Supported HMD: PlayStation®VR, HTC Vive, Oculus Rift, Windows Mixed Reality Headset

Supported Hardware: PlayStation®4, VR Ready PC (Minimum Requirements: Intel® Core i5 4590 or above/NVIDIA GeForce GTX 1060 or above)

Platforms (Download only): PlayStation®Store, Steam®, Oculus Store, Microsoft Store

Number of Players: 1

Online Play: No online play available

Release Date: Spring 2019

CERO: Rating Pending

ESRB: Rating Pending

Price: TBA

Official Homepage: <https://lastlabyrinth.jp/en/>

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Screenshots



** These images represent a game that is still under development

About Amata K.K.



Founded in Tokyo in 2008, Amata K.K. has helped develop smartphone titles for a wide variety of world-renowned Japanese game companies over the years. With many staff having over 20 years of game industry experience, Amata has become a trusted one-stop shop for planning, developing and operating games across a variety of platforms. While keeping the focus on game development, Amata has also begun to expand into VR, video, media and other forms of entertainment.

For more information about Amata please visit:

<http://amata.co.jp/en/>