

# Reppilf

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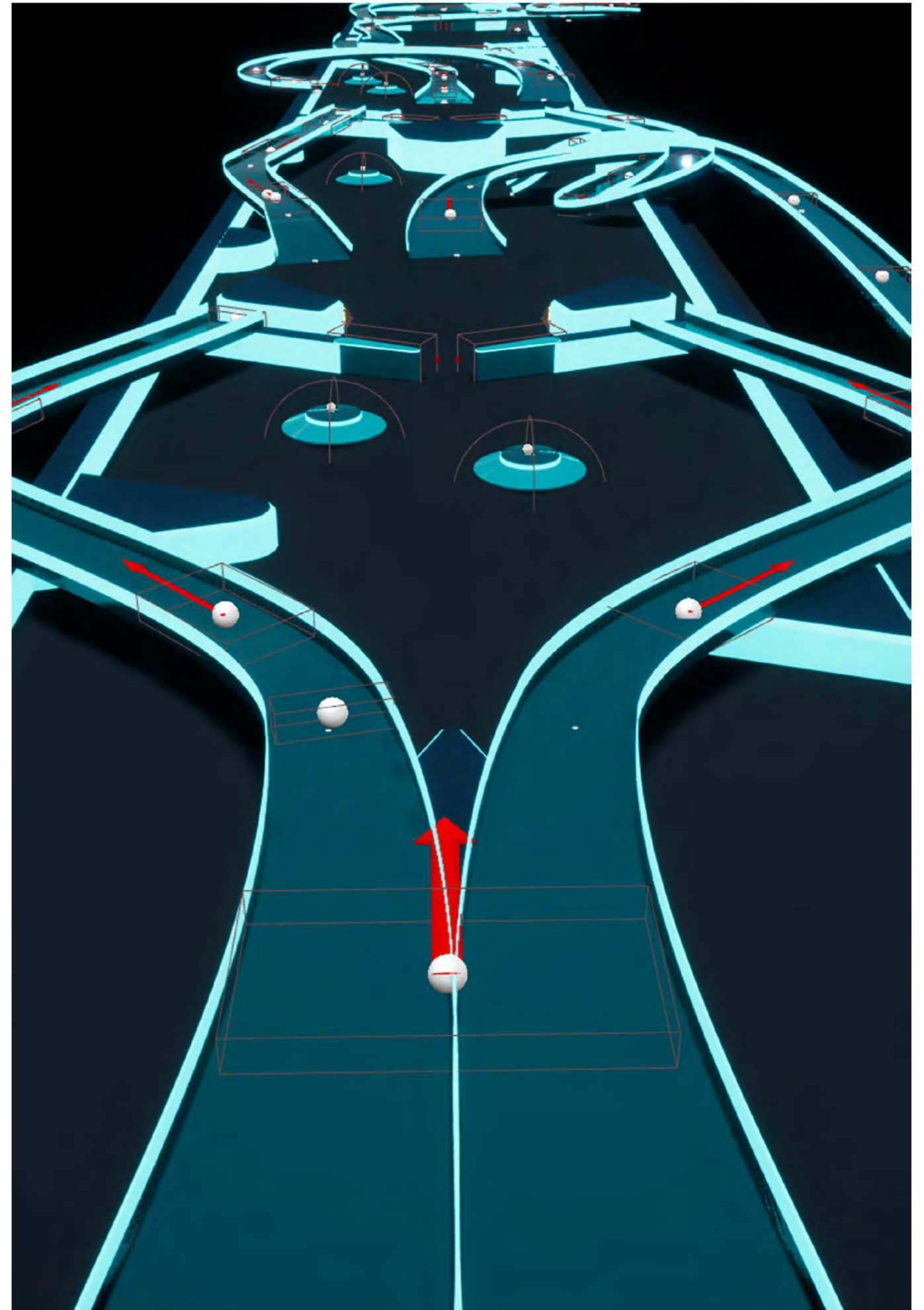
「おどろくアート とどろくアート」をテーマとしたインスタレーション。

本作品はプレイヤーがコントローラーを用いずに玉を弾き、途中にあるアイテムを回収しながら、上へ上へと爆音を轟かせながら突き進んでいく。ただ突き進むのではなく、より早くより遠くへ進むことで音の無い状態から、音が生まれ、次第にリズムを刻み、そしてメロディーを奏で、やがて爆音へと変化していく。

爆音を轟かせながら全てのステージを全力で走り切れ!!



デザインプロダクションに入社し、雑誌広告からポスター・アパレル・不動産関係のグラフィックデザイン・WEB デザイン・アートディレクション等を行う。その後 3DCG を学びデザインに活かしながら、専門学校や大学・企業でゲーム向けの 3DCG を中心としたデザインワークの講師を務める。2007 年より東京工芸大学芸術学部ゲーム学科デザイン分野を担当。ゲーム CG(モデリング・モーショ) 教育を行う。日本デジタルゲーム学会会員。芸術科学会会員



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Department of Game MUROHASHI Naoto



An installation with the theme of “surprising (*odoroku*) art, roaring (*tororoku*) art”.

In this piece, without using a controller, the player flicks a ball, and while collecting items along the way, pushes onward and upwards with a reverberating roar. Rather than simply pushing forward, moving faster and further away causes sounds to be created from the silence, gradually beating out a rhythm and playing a melody, eventually transforming into a roar of sound.

Run through the stages with all your might, roaring a mighty roar!!

Was employed in design production; work included graphic design, web design, and art direction for magazine advertisements, posters, apparel, and real estate. After that, while learning 3DCG and applying it to design, he became a lecturer on design work with a focus on 3DCG for games at vocational schools, universities, and companies.

Since 2007, he has been head of the Design field in the Department of Games at Tokyo Polytechnic University, providing game CG (modeling and motion) education. Member of the Digital Games Research Association of Japan and the Society for Art and Science.



Entered the Naoto Murohashi Design Production company, participating in many fields, such as graphic design, web design, and art production that is related to magazine advertisements, posters, apparel, and real estate. After learning 3D CD and combining it with design skills, currently works as a design instructor at technical colleges and universities with an emphasis on 3D CG for games. Since 2007, has been responsible for the design field of the Game Department in the Faculty of Fine Arts at Tokyo Polytechnic University. Conducts game CG education (e.g., modeling, motion). Member of the Digital Games Research Association of Japan and the Society for Art and Science.

