Jump from Paper

There are many educational opportunities exist in the newly developed 3D puzzles developed by Logideez studio. The results based on the workshops held with the participation of doctoral students of Linz JKU are presented in this lecture.

Switching between two and three dimensions is a popular approach in contemporary game design. Many examples prove that no matter how dimensions reduced or expanded the game still entertaining. For instance, flattened isometric building blocks act similarly to the original wooden blocks. 3D Tetris is just as addictive as the plain one.

Logifaces is a puzzle game invented by our design studio 5 years ago as a submission for a game design competition. Logifaces blocks are prisms cut at different angles. There is only one rule to the game: create a surface by placing the blocks next to each other to build a continuous surface. We were inspired by 3D modeling software using polygons (or faces) as their basic elements to create complex forms. The game brings these complex geometries to a real, non-virtual space. Later we learned that more versions already existed of this game in 2D.

Based on the same principle we developed a topographic puzzle called Logiplaces. The ordinary puzzles usually display a picture which becomes complete when you match every piece. Our concept is a puzzle featuring a city or a specific 3D topography with canyons and mountains. The concept of this new puzzle is that the player needs to solve a 3D urban tissue, topography, natural facture, or terrain instead of a 2D picture. Thus, in contrast to the only visually inspiring two-dimensional puzzles, the three-dimensional puzzle stimulates the player with tactile, tensile sensation, develops problem solving skills, eye-hand coordination and stereopsis.

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