



„Black Pants Game Studio - Handcrafted games for a reasonable price!“

PRESSKIT - Tiny & Big in: Grandpa's Leftovers

by Black Pants Game Studio //

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TINY & BIG IN: GRANDPA'S LEFTOVERS



SET IN A LAND...

... where common physics apply, but everything else looks different. You are Tiny, a technophile guy with a ray cutter, a gripping device, a bad habit and a fine attitude towards the world. But now your nemesis Big stole the only heritage your grandpa left you: A nice pair of white, fine rib underpants! And he's surely up to no good, why else would he hide in this forsaken and unexplored desert... Where no one ever goes...

So load up that selfmade raygun and rope device (snatched from the local hardware store) and take your annoying and jabbering backpack to accompany you. It's always been good use to your gramps. Run, jump, drag, shove and laser your way through the ancient scenery, gain back those underpants!

FEATURES

Tiny moves in a completely destructible and physically plausible environment. He's equipped with three basic tools to modify his surroundings, as a means to get to otherwise unreachable spots in the game, or slice and dice a level just for fun.

He can use his mighty laser to cut and form any object at will. To move objects, Tiny can choose between a grappling hook to pull, and a rocket to push pieces into position. Of course, as the game proceeds, combining your tools gives the player a unique and sandboxy variety of possibilities to solve puzzles.

VISUAL STYLE

We created an artistic, very personal and comic-like visual style. To achieve this rather illustrative look, we developed several techniques; Like in a hand-drawn comic picture, the shadows in the game are hatched in pencil-like strokes. As the hatching is based on hand-drawn textures, this adds a more natural and unique feeling to the visuals. Some of the textures were produced in traditional comic manner with ink and pen. To round up the look, we use cel-shading with a fine-tuned shader, which creates an outline as well as crease-lines on both characters and environment.

DEMO RELEASES

While we are in the middle of production, it is important to us to have a regular output of public demos and beta-versions of our game. Our community is part of the development process, which rewards us with feedback and the players with insight into our progress.

The first beta demo of **Tiny & Big** was released in May 2010. Entitled **Tiny & Big : Up that Mountain**, it included one level, which gave the player a first impression of the core mechanics.

In October we released a polished version of **Up that Mountain**, exclusively for the EuroGamer Expo in London, where our game was featured.

The next release will contain the first level of the final game called **Episode 1: Grandpa's Leftovers**.

COLLECTIBLE MUSIC

We are cooperating with a handful of independent bands, who provide us with excellent music material. In **Tiny & Big**, it is part of the gameplay to discover these songs and information about the bands. Tiny is a music enthusiast and collector of insane things. So, if you've solved a puzzle, the reward can be some music stuff or other crazy items. This means, when you play **Tiny & Big**, media achievements like music will actually be physical, so you can put all unlocked songs on your mp3 player!

PRESS FEEDBACK

The responses to both our releases were overwhelmingly positive. Some excerpts:

„[...] already feels like a revelation.“ [PCGamer UK]

„[...] Congratulations for your mighty demo of Tiny & Big. I enjoyed it alot, the game is already a keeper in the office. [CHIP Magazine Germany]

„[...] Amazing, truly innovative and fun. [Jonathon Wisnoski]

„[...] Rescuing pants is an unusual quest, and this is an this unusual game. Tiny & Big is great fun, looks cool and is enormously satisfying! [John Rigall / Softonic]

TECHNICAL SPECIFICATIONS

Platforms: PC, Linux, Mac

Developer: Black Pants Game Studio

Engine: Scape Engine (custom in-house game engine)

Genre: Platformer (Third Person Puzzle Adventure)

Theme: Comic

Players: Single Player

Publishing: Indie

FESTIVALS & AWARDS

We were featured in the following media and received the following awards.

**Deutscher Computerspielpreis:
Bestes Nachwuchskonzept**
DCP 2011, München

IGF Student Showcase Winner
IGF 2011, San Francisco

IndiePub Winner Propeller Award
SWSX IndiePub 2011, Texas

Featured at Fantastic Arcade Festival
Fantastic Fest 2010, Texas

Featured at the Indie Games Arcade Festival
EuroGamer Expo 2010, London

TOP TEN DOWNLOAD GAMES, # 1
PCGamer UK June 2010

TOP 100 Games of 2010
IndieDB.com

94% positive ratings
CHIP.de

ABOUT BLACK PANTS GAME STUDIO

Black Pants Game Studio is an independent game studio rooted in Kassel. We are a team of three programmers, one animator and one comic artist. We are passionate about playing and developing games with new and innovative mechanics and a handcrafted and one-of-a-kind look.

To manufacture **Tiny & Big**, we are using our own engine, the Scape Engine, which is in development since 2002 and constantly extended and improved.

SCAPE ENGINE

The Scape Engine is a modern 3D game engine with a modular architecture. Built from the ground up to be extensible and platform-independent, it's plug-in based design makes it very easy to customize. Tiny & Big is the first major game powered by the Scape Engine, and its very specific demands driven by highly dynamic physics and rendering would have been hard to meet with any other middle-ware game engine.

Major features of the Scape Engine include Lua and Python scripting, 3D audio, native support for Maya scenes, skeletal animation, automated path finding, multi-core rendering and simulation, and a set of tools which integrate into a robust and flexible asset pipeline.

Supported platforms currently include Mac OS X, Linux and Windows (with both OpenGL and Direct3D rendering back-ends).

STUDIO MEMBERS



Christian Niemand
Programmer & Operating Officer

Christian Niemand started programming in 2000 during his education as an industrial electronic. He worked as a scientific and project director at the University of Kassel. Christian is a passionate videogamer since childhood. In addition to videogames he likes to play the Blues piano, ping pong, squash and other sports.

At Black Pants Game Studio, he's responsible for engine programming and marketing.

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Johannes Spohr
Engine Programmer

By continuously working on the Scape Engine since 2002, Johannes Spohr started to pursue his enthusiasm for graphics programming professionally. He spent much of his early efforts competing in the PC demo scene, and has more than 15 years of experience developing real-time graphics engines under his belt. He is Black Pants' core engine lead, build engineer, C++ warlock, and bearer of the Company Mustache.

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Sebastian Schulz
Game Programmer

Sebastian Schulz started developing small programs on his first brand new C64 in the early 90s. Later, first small unfinished games followed on his first PC using Visual Basic and Pascal. Soon after that he switched to the object-oriented languages C++ and Java and started to work with game engines like JME and Irrlicht. In 2002 he started studying computer science at the University of Kassel where he met the other co-founders of Black Pants Studio. At Black Pants, he is responsible for the game's physics, audio, A.I. and gameplay logic.

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Sebastian Stamm
Creative Director

Sebastian Stamm is currently living and studying in Kassel, working as an animator, illustrator and VJ. His works have been published by RotopolPress, Pandemia and Crepes Comics. Over the last years, he worked on several animated shorts and commercial projects for clients like VW, Studio FilmBilder, Theater Bielefeld, Eon Bayern and Bilger Film. He enjoys comics, good canned meat, old videogame consoles, punk rock and ray guns. At Black Pants, he creates the characters and story, and contributes his visual style to the game.

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Florian Grolig
Game Designer

Florian Grolig is an animation filmmaker and latterly game designer from Kassel. In 2010 he finished his studies at the School of Arts and Design Kassel with the animated short „MS. Found In A Bottle“. During his studies he realised some short films, did experimental life video with '20 seconds harmony' and worked amongst others for Studio Filmbilder, Phil Mulloy and BMW/Mini.

At Black Pants, he designs the levels and animations, and works on the 3D content.

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CONTACT

For all questions, offers and inquiries feel free to contact us any time:

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OUR NETWORKS

You can visit us on the following platforms:

IndieDB

www.indiedb.com/games/tiny-big

Facebook

www.facebook.com/?sk=inbox&action=read&tid=id.188900214504884#!/pages/Tiny-and-Big/152851298079626

Youtube

www.youtube.com/watch?v=Gau64RmevJs

Twitter

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