

# PORTFOLIO

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The following projects were developed by Marco Christis over the past years.

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2010-2015

**PROJECT TITLE:**

Virtueel Koningshuis Rhenen

**ASSIGNMENT GIVER:**

HVOR, Rhenen

**PROJECT DESCRIPTION:**

A virtual reconstruction in 3D of a lost 17th century palace of king Frederik van de Palts and queen Elizabeth Stuart. This palace was built at Rhenen between 1626 and 1629 when the protestant king was banned from the Bohemia and took refuge in the Netherlands. It was broken down in 1812 after it had fallen into decay.

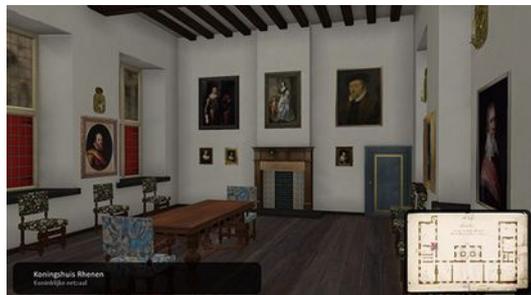
An interactive presentation of the virtual palace can be seen at the museum Het Rondeel in Rhenen. Visitors can walk through the palace and its gardens, or enjoy a guided tour.

**TECHNICAL DETAILS:**

This application is built in Unity. The 3d models are constructed in 3ds Max and Blender.

**MORE INFORMATION:**

[website HVOR](#)



2012

**PROJECT TITLE:**

Toshiba Presentation

**ASSIGNMENT GIVER:**

Toshiba, Germany  
Russ Multimedia, Rotterdam

**PROJECT DESCRIPTION:**

An interactive presentation of Toshiba's new television line for the Toshiba World 2012 reseller exhibition at the Bundeshaus Bonn in Germany.

**TECHNICAL DETAILS:**

This application is developed with Flash.

**MORE INFORMATION:**

[Toshiba World 2012 \(video\)](#)



2008

**PROJECT TITLE:**

MSNBC Spectra

**ASSIGNMENT GIVER:**

MSNBC, New York  
 SS+K, New York  
 Fluid, Tilburg

**PROJECT DESCRIPTION:**

*Spectra* is a news visualization tool on the web that gives consumers an alternate way to navigate msnbc.com in a three dimensional real-time interactive viewing state.

*Spectra* offers user customization, dynamic browsing and human body interaction. *Spectra*'s alluring design displays news headlines, fueled by RSS feeds, as colorful, graphic whirlwinds of movement.

Also an adapted touch screen version of *Spectra* is installed at the café of the MSNBC office in New York.

**TECHNICAL DETAILS:**

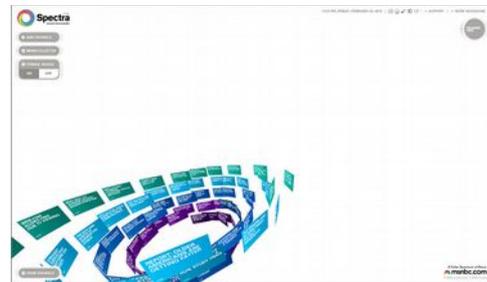
This application is built in Flash and makes use of PaperVision 3D technology.

**MORE INFORMATION:**

[view Spectra online](#)

*Flashforward 2008 winner in the category Navigation/Experience.*

*Winner of the FWA Site of the Month.*



2007

**PROJECT TITLE:**

Blue World Games

**ASSIGNMENT GIVER:**

Postbank, The Netherlands

**PROJECT DESCRIPTION:**

*Blue World* is a platform to teach children in a playful way how to save and spend money in a responsible way.

A shuffle puck game was developed to promote *Blue World*. This game could be played at a theme park where the audience could control the game by making noises and jumping up and down.

Another game that Blixem Media has developed for *Blue World* is Koopjesjagen (Bargain Hunt). With this game children go shopping for fun items on their virtual shopping list. Players browse virtual advertisement magazines to choose the right the products. In the process the players have to keep an eye on their spending budget and choosing the best price-quality ratio is rewarded.



2007

**PROJECT TITLE:**

Mauritz and the Secret of Orange

**ASSIGNMENT GIVER:**

The Army Museum, Delft  
IJSfontein, Amsterdam

**PROJECT DESCRIPTION:**

*Mauritz and the Secret of Orange* is a family exhibition on the 80 Year's War.

After experiencing the exhibition *Maurits and the Secret of Orange*, children will know everything about him, while adults will also get the chance to refresh their knowledge. Prince Maurits was only 17 when the fate of the Dutch military became his responsibility. The Eighty Years War, in which the Netherlands battled with its Spanish oppressor, was in full swing. In *Maurits and the Secret of Orange*, children are taken on a spectacular journey through the theatre of war that raged four centuries ago by their guide, Prince Maurits. There is everything from a visit to a rowdy tavern and a tour of a well ordered arsenal, to taking part in a dangerous battle and an exclusive meeting with the Prince himself. Win the war against the Spanish with Maurits!

Several educational games can be played throughout the exhibition. The visitors can test their knowledge by playing the games using a touch screen interface.

**TECHNICAL DETAILS:**

All games are connected by a network and communicate with multiuser server. This makes it possible for school classes to visit the exhibition and to receive an evaluation afterwards. At the end of the exhibition all players can gather and watch the results that are presented on a large projection screen.



2006

**PROJECT TITLE:**

The Incredible Powers of Voip

**ASSIGNMENT GIVER:**

Philips Consumer Electronics  
The Progress Factory, Tilburg

**PROJECT DESCRIPTION:**

*The Incredible Powers of Voip* is a 3D game to promote a line new Voip Phones from Philips at the IFA Internationale Funkausstellung in Berlin (world's largest Consumer Electronics trade fair).

Visitors of the trade fair can play the game using a game controller while spectators watched the game on large plasma screens. During the unique selling points of the product are presented to the players during the game in a playful way. The game is colorful and very easy to play and is designed to give the players a high 'feel-good' factor.

The system allows three players to play at the simultaneously. The scores are shared between all the players and the best players can win a prize every hour.

**TECHNICAL DETAILS:**

This game is developed in Adobe Director using Shockwave 3D and is played over a local network using the Shockwave Multiuser Server.

**MORE INFORMATION:**

[website The Progress Factor](#)



2006

**PROJECT TITLE:**

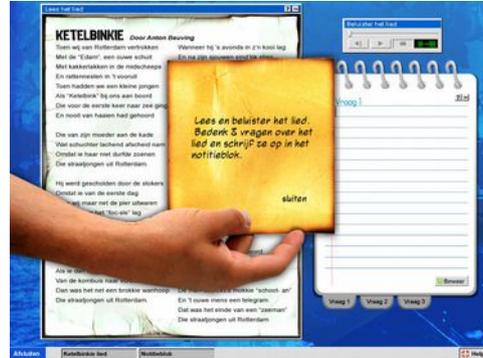
In het spoor van Ketelbinkie

**ASSIGNMENT GIVER:**

SKVR (Art Foundation for Citizens of Rotterdam)  
 Various Dutch Funds  
 Grrr Media Lab, Amsterdam

**PROJECT DESCRIPTION:**

*In het spoor van Ketelbinkie* (In the track of Ketelbinkie) is a common cultural heritage project and is a new educational method of the SKVR. A special project where several innovations in the field of education and ICT have been brought together into one method. Pupils can search and examine study materials from museums and institutions in Rotterdam. The software also offers the pupils tools to make a colorful digital essay from the materials that they have collected. During the process they pass through the phases of orientating, collecting, selecting and processing within a new concept: independently adopting computer skills while preparing for a museum visit with the school class.



2002 - 2005

**PROJECT TITLE:**

Face Your World

**ASSIGNMENT GIVER:**

Jeanne van Heeswijk, Rotterdam  
Wexner Center of Arts, Columbus, USA  
Stedelijk Museum & various Dutch Funds

**PROJECT DESCRIPTION:**

*Face Your World* is a community art project that makes it possible for children to give their own neighbourhood a new face. The 3D graphical multiuser software is specially designed and developed for this project. Children can explore together, chat and collaborate in a shared virtual world that is a representation of their own neighbourhood. The players are free to change, add or remove objects like houses, roads and street furniture. They can also import pictures taken with a digital camera and use a built-in drawing application to edit objects in the virtual world. The players can change their neighbourhood to the way they like to see it.

**TECHNICAL DETAILS:**

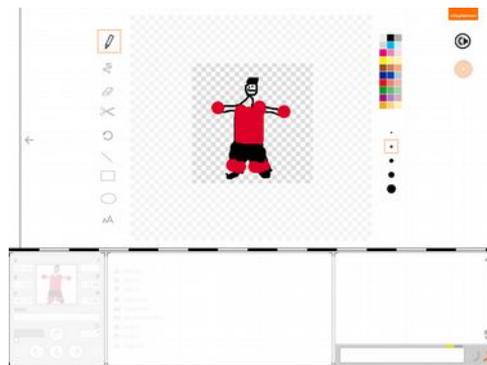
This application is built with Adobe Director and makes use of Shockwave 3D technology and various other technologies like Flash Communication Server, MySQL, PHP and ColdFusion.

**MORE INFORMATION:**

[website Face Your World](#)

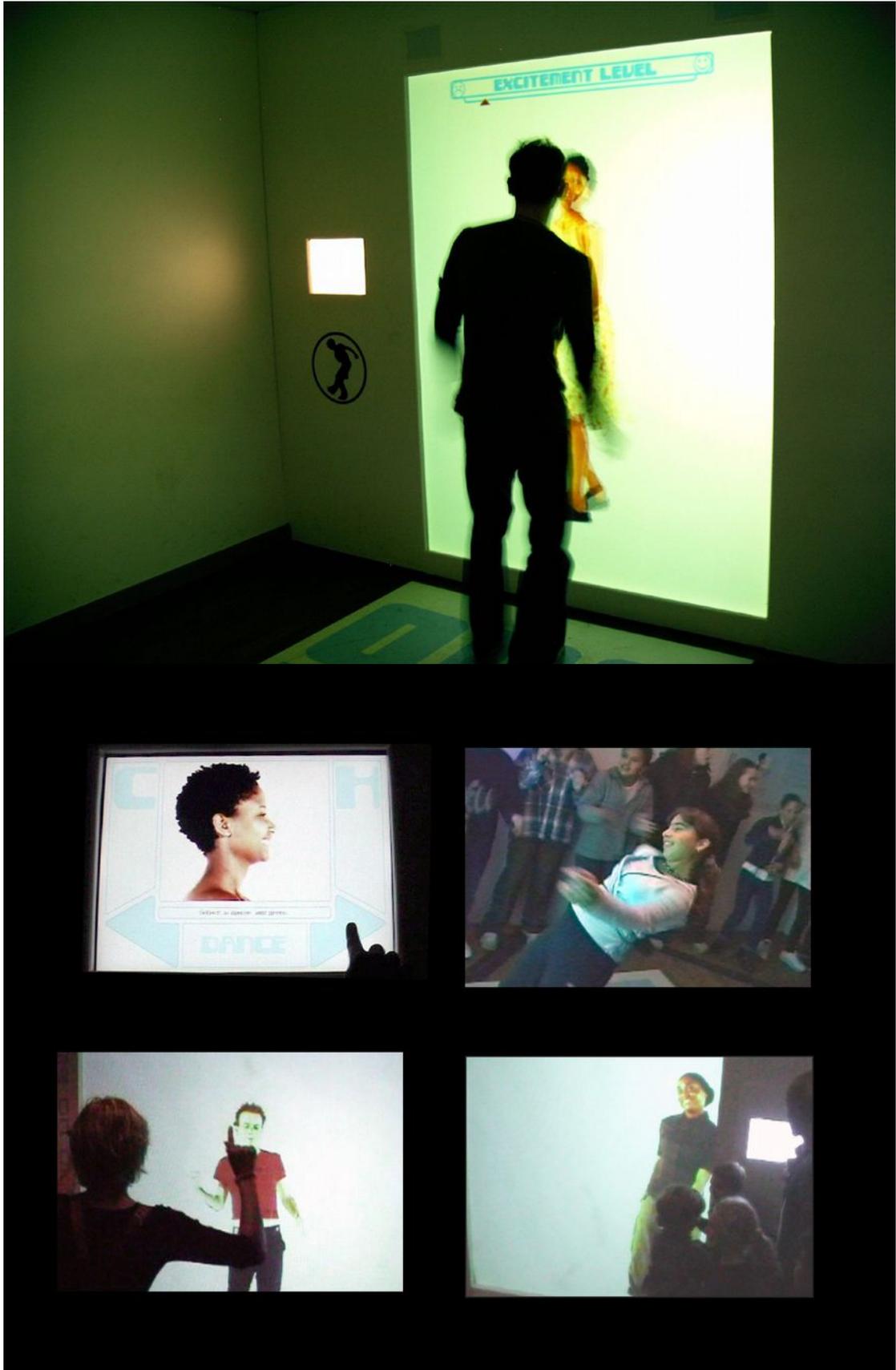
[website Stedelijk Museum demonstration \(video\)](#)  
[documentary \(video\)](#)

*Winner of the Europrix 2005 in the category Citizens, Democracy and E-governance.*



<p style="text-align: right;">2001 - 2003</p> <p><b>PROJECT TITLE:</b></p> <p>Come On Dance With Me</p> <p><b>ASSIGNMENT GIVER:</b></p> <p>KIT Museum, Amsterdam Museum for Contemporary Arts, Arnhem</p> <p><b>PROJECT DESCRIPTION:</b></p> <p><i>Come On Dance With Me</i> is an interactive video installation, which aims to define musical developments of rhythms in dance (club) culture, and the styles that evolve around them (codes of dress, style and attitude). It does this through portraits of people who represent different musical genres. The installation allows for intuitive physical interaction.</p> <p>The Dance Machine is a video installation in a room with a small dance floor. The installation invites the player to select a dancer from a touch screen interface and to go dance with the virtual dancer on the dance floor. A real-world size projection of a dance partner is projected on a screen that faces the player. On the dance floor a player can interact with the virtual dancer by movements. When the player is an active dancer then the virtual dancer shows his or her gratitude by showing more exciting moves and steps. But when the player is passive then the virtual dancer starts to loose interest and tells by use gestures that the player can do better.</p> <p><b>TECHNICAL DETAILS:</b></p> <p>The installation makes use of a touch screen and a large video projection to interact with the player. A camera and movement tracking technology is used to make the virtual dancer mirror the position and movement of the player on the dance floor.</p> <p><b>MORE INFORMATION:</b></p> <p><a href="http://www.blixem.com/pages/dnce.htm">www.blixem.com/pages/dnce.htm</a></p>	<p>Please see next page for pictures of this project</p>
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# PORTFOLIO



*Come On Dance With Me*

2001 - present

**PROJECT TITLE:**

Blox Game Engine

**ASSIGNMENT GIVER:**

Blixem Media (developed in house)  
Blox is used in several commercial projects

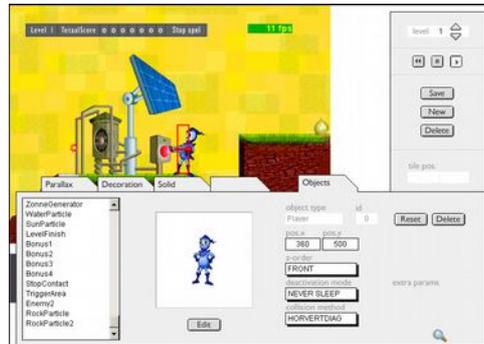
**PROJECT DESCRIPTION:**

The *Blox Game Engine* is a game engine with a scrolling tiles engine. This is a flexible and powerful engine that is suitable for building many different type of games. Many of the old school 2D games are based on a scroll engine like this one. Games like platformers, shooters and RPG's.

The Blox Game Engine has a Level Editor that allows developers or players to design their own games with new levels and animations.

**MORE INFORMATION:**

[www.blixem.com/pages/blox2beta.htm](http://www.blixem.com/pages/blox2beta.htm)



2000

**PROJECT TITLE:**

Pilotus

**ASSIGNMENT GIVER:**

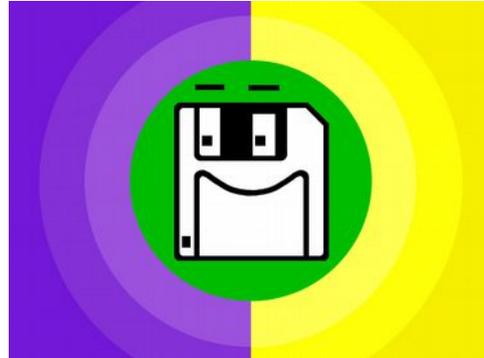
The Waag, Society For Old and New Media, Amsterdam

**PROJECT DESCRIPTION:**

The *Pilotus* software enables people with a mental challenge to communicate with their relatives, friends and carers. The program integrates email, chat, drawing tools, symbol sets, pictures, and text-to-speech engines in an innovative and exceptionally user-friendly interface.

**MORE INFORMATION:**

[website Pilotus](#)  
[website The Waag](#)



2003

**PROJECT TITLE:**

TPG Brieven Editor

**ASSIGNMENT GIVER:**

TPG Post, the Netherlands

**PROJECT DESCRIPTION:**

The *TPG Brieven Editor* (Letter Editor) is a CD-Rom that helps people to choose a correct layout and format for different letter types. People can view example letters and use the editor to write their own letter.



2002

**PROJECT TITLE:**

De Toekomst Begint Met een E  
(The Future Starts With an E)

**ASSIGNMENT GIVER:**

Delft University of Technology, Delft  
Qi Solutions, Amsterdam

**PROJECT DESCRIPTION:**

A promotion CD-Rom for the Delft University of Technology. It contains many short video clips, pictures and other information about the university and the city of Delft.



2000

**PROJECT TITLE:**

Sign The Flag

**ASSIGNMENT GIVER:**

Coca-Cola, The Netherlands  
Change The Script, Amsterdam

**PROJECT DESCRIPTION:**

During the European Soccer Championships of 2000 supporters of the Dutch national team can send their encouragements to the team using this web application. Visitors of the website can write and share motivations on a large virtual flag.

**MORE INFORMATION:**

[www.blixem.com/pages/cocacola.htm](http://www.blixem.com/pages/cocacola.htm)



2000

**PROJECT TITLE:**

HyperSquash

**ASSIGNMENT GIVER:**

HEMA, The Netherlands  
IJsfontein, Amsterdam

**PROJECT DESCRIPTION:**

*Hypersquash* is a game that is sold on CD-Rom in the HEMA department store chain. The game is a futuristic squash ball game where you have to outsmart gravity fields and hit the targets with a ball. You have to hit all targets in order to unlock the gate that gives you access to the next level. It takes practice and a good mouse control in order to hit the ball and to give it the right speed and direction.

