

Concept of Rez

"Rez", our game is an endorphin machine that releases the essence of trance through futuristic sound and visuals.

"Rez" has a code name "K-project".

"K" is derived from Wassily Kandinsky, a German abstract painter. (1866-1944)

Kandinsky visualized sounds as shapes in his paintings, his concept was all sounds have their own shapes, colors and motions.

We are inspired by this ideal and greatly respect him, we aim at a more evolving gaming expression. This is the core of Rez.

Players shoot digital enemies to release the enemies frequency. These "essence sounds" are multiplied upon themselves to create "rhythm," and "rhythm" changes the graphics of the game itself. All of this amplifies the players' groove into creating original music.

By engaging in combat in Rez's visually arresting environments, players will feel the ecstasy of intertwined color, form, movement and sound. The more one plays, the more the illusion surrounds and envelopes the senses, as one learns to control the music and the very shape of these worlds.

"The sense of trance emitted by gameplay,
sound and futuristic visuals."

Our goal is to create a sense of trance beyond that provided at clubs and parties. It is an individual journey into the soul essence of trance, transmitted by this device "Rez".

Our goal is for trance to immerse you.

Rez is a message that will totally go beyond existing game experiences.

Created by United Game Artists