

As we were developing PixelJunk 4am, we were constantly looking for inspiration to inject into our audio-reactive visualizers. Many of us are huge fans of the 1968 science fiction classic *2001: A Space Odyssey*. Dylan Cuthbert, President of Q-Games, wanted to pay homage to the great film by doing an interpretation of his favorite scene in the movie -- the star-gate sequence.

The development started off rather choppy. The problem began when Baiyon, the art director of PixelJunk 4am, noted that all other existing visualizers were heavily focused on abstract two-dimensional aesthetics and expressed concern that having a perspective three-dimensional scene might clash with the aesthetic flow. Thus, implementing the visualizer would either turn out great or appear awkwardly out of place. But after some "persuasion" from Dylan, we began prototyping the effect. We watched the film's star-gaze scene hundreds of times in order to identify patterns which we could replicate. After some prototyping, the effect immediately caught on within the studio and we realized that we had something truly special on our hands. From then on, we began pouring more resources into beautifying and optimizing the visual until it became the version that we shipped with.