

Wii U demos show off secrets, 360-degree views

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Reggie Fils-Aime, President of Nintendo of America, introduces their new gaming console the Wii U during a news conference at the E3 Gaming Convention in Los Angeles, Tuesday, June 7, 2011. (AP Photo/Chris Pizzello)

(AP) -- A look at the eight individual interactive experiences - not actual full-fledged games - that Nintendo used to demonstrate the new [Wii U](#) system's 6.2-inch touchscreen controller, which features the ability to detect motion and interact with what's depicted on a television display, at this week's Electronic Entertainment Expo:

Japanese Garden: This computer-generated video of a bird traveling through a Japanese garden flaunted the console's high-definition capabilities. As the bird soared through the lush [virtual environment](#), the seasons changed, showing off the summer's shining sunlight, fall's descending leaves, spring's blossoming plants and winter's drifting snow.

Chase Mii: In this cat-and-mouse game, up to four players worked together on a split-screen TV display using Wii remotes to capture a single player who is evading them inside of a maze reminiscent of a "Mario Bros." realm. The pursuant used the Wii U tablet, which provides a tactical advantage by allowing that person to see the other players.

Battle Mii: With a cartoony "Metroid" style, this three-player third-person [shooter game](#) pitted two players on the ground using Wii remotes against a combatant operating a virtual spaceship with the [Wii U controller](#). The land-based players were confined to a meandering labyrinth, while the adversary in the spaceship could soar above the battleground.

Shield Pose: In this single-player game, the Wii U controller is used as makeshift shield to catch plungers shot by pirates from various angles in a rhythmic order, similar to "Parappa the Rapper" and "Rhythm Heaven." After catching the plungers that were seemingly fired from the TV display, the player had to shake the controller to clear the shield.

HD Experience: This segment demonstrated what a "Legend of Zelda" title might look like in high-definition with a scene featuring adventurer Link entering a temple and encountering a giant spider. Controls on the touchscreen allowed users to change camera angles, toggle lighting and switch the view between the controller's screen and the TV display.

Panorama View: In this technical demonstration, the Wii U controller broadcast standard-definition footage from a vehicle traveling through the city streets of Kyoto, Japan. Using the controller's gyroscopic technology, the view from the vehicle changed when the controller was tilted in various directions, providing a 360-degree glimpse on the tablet.

Measure Up: The goal of this geometric game was to draw specific lengths with the stylus on the [Wii U](#) controller's touchscreen, beginning

with a simple 1.5-inch line then progressing to more complicated shapes, angles and squiggly lines. Players were scored on how exactly accurate their drawings were in actual length as well as order.

New Super Mario Bros. Mii: Similar to "New Super Mario Bros. Wii," this side-scrolling game allowed multiple players to transverse the Mushroom Kingdom. The new additions include the ability to play as a Mii avatar and use the [Wii](#) U controller to display the game, though the tablet's buttons, not the touchscreen, must be used to control a character.

More information: <http://e3.nintendo.com>

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