



DEEMO 特展

After Alice, Before Deemo

Deemo's world has no colors.

In fact, it has nothing.

It's just a vast, barren space.

There's a window above his room,

where occasionally things will fall from.

Like furniture, TV, books, etc.

One day, a piano fell. Deemo tried playing it,

the tree beside the piano would grow a bit higher

This tree brought a bit of color to this world.

One time, when Deemo was playing the piano,

a girl fell from the window.

The girl didn't know her name, and had lost her memory.

All she remembered was that she came from another world,

one on the other side of the window.

They began to live together.

Deemo hoped to help the girl return to her world.

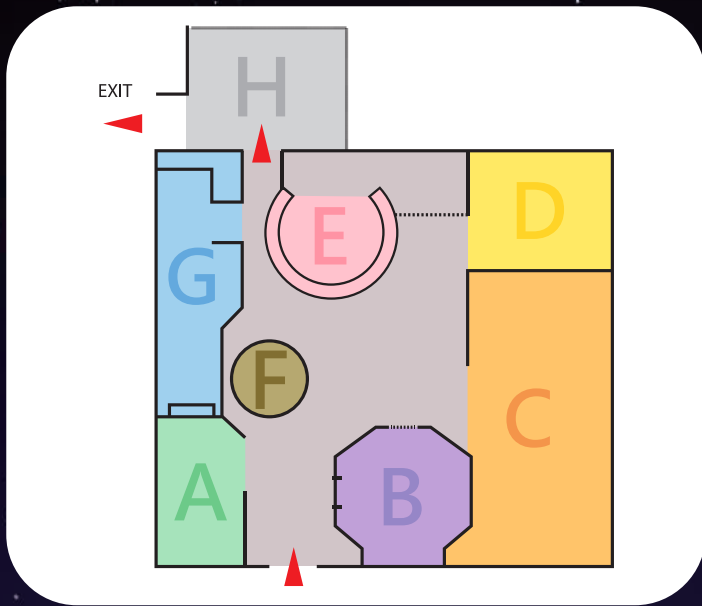
So they began to collect sheet music, or create their own.

Using music, they were able to make the tree grow,

until it reached the window.

Ming-Yang Lu

2012/12/24



## Exhibition Area Introduction

### A. Balcony :

From the view of the telescope, peer into the beautiful world of the song illustrations.

### B. Secret Room :

Walk through the strange painting and see what the characters looked like originally.

### C. Trophy Room :

From 2D to 3D, an exclusive look at the toiling work that goes on behind the scenes of production.

### D. Basement :

Those that are living may not enter. The melodic sound of a piano softly floats across the darkness...

### E. Cherry Blossom Dream :

A pink, petal filled dream becomes a gentle, large tree. Come and leave a memory.

### F. Secret Passage :

Come and walk with Alice in this secret passage that no one knows.

### G. Top Floor :

A series of unsolved riddles await an encounter with their answers.

### H. Merchandise Area :

Exhibition exclusive merch available.

## \* Please Note:

1. Exhibition Tickets (Area A Only) are 150 NTD
2. Attendees may exchange their tickets at the ticket booth for an Event PASS. You'll need this PASS to enter all event areas.
3. After receiving your PASS, please take care not to lose it. If lost, a new PASS will not be reissued.

Exhibition Area Description  
- Before Deemo -



## A. Balcony

From the view of the telescope, peer into the beautiful world of the song illustrations. This area displays some classic song illustrations, as well as song icons from *The Melody of Memory: Greatest Hits*. Take a pic with the little girl to preserve this memory.

"From the first day of its development all the way until today, DEEMO has collected over 200 song illustrations, including many that involve long term collabs with Chinese, Japanese and Korean artists. Some of the artists made a series for multiple song packs. Some of the origins of these song illustrations also have specific meanings, like the very popular boss song *Magnolia*, which has a song illustration that features the flower it's named after. This led to the creation of other songs named after flowers such as *Myosotis* and *Marigold*. If players are interested, they can look up the floriography behind these flowers to better experience the little girl's emotions.

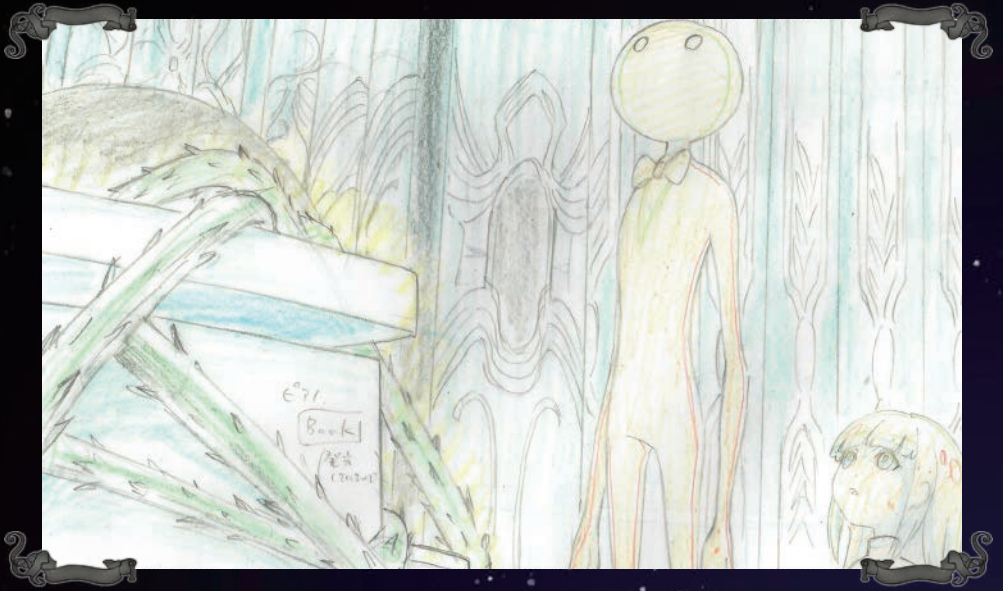
A special shout-out to the classic song "*Saika*". Besides DEEMO, this song is also available in other works of Rayark. If players cleared the game once, they'll be able to see the true appearance of Deemo on certain song illustrations."



## B. Secret Room

Walk through the strange painting and see what the characters looked like originally. This area displays original character designs, which should shed some light on character details.

In the initial design drafts, you'll notice that all the main characters have different appearances. The little girl who lost her memory is actually named Alice. The Masked Girl who treats Alice so unkindly during the game is named Celia. Can you guess what the relationship between the two is? After DEEMO was launched, many players were interested in the origins of the main characters' names. The little girl reminds players of the main character from Alice in Wonderland. As with Deemo's real name, did it remind you of a particular older brother from a fairy tale? We welcome everybody to wander around the whole exhibition area and rethink the main character's images! (Seems like there's an easter egg hidden on this table~)



### C. Trophy Room

From 2D to 3D, an exclusive look at the toiling work that goes on behind the scenes of production. This area displays DEEMO related animations and images of the 3D production process. How does one make a 2D image 3D such that it's as vivid as real life? If you're still not that familiar with the story of DEEMO, or if you want to re-experience the emotion of Deemo and the little girl's encounter, let's use this animation specifically prepared for the PS Vita version to fully understand the story and reflect on it together!

- 2D to 3D production process: Approximately 2 minutes
- PS Vita Animation: Approximately 10 minutes



## D. Basement

Those who are living may not enter. The melodic sound of a piano softly floats across the darkness... This area displays the setting concepts and aesthetics from DEEMO's mobile version, Vita version, all the way to the latest PS4 DEEMO -Reborn-

Classic scenes from the game, all presented here for you. Wonder if you still remember the bookroom on the left side of the piano room, the attic where Mirai awaited, or the basement that seemed so frightening? The rooms in the game aren't just window dressing, but places where hidden, interactive easter eggs could be found. These include the two symbolic numbers players could find, 121.518549 and 25.040854; when clicking on the window in the attic, you could hear the sound of a heart beating and the sound of emergency treatment; the Masked Girl speaking riddle-like phrases such as "intrcrbrl", "hmrrhg", "dprsd", and "frctr"... These traces allowed the player to slowly piece together the identity of the little girl. If you beat the game once then return to it again, you'll find out that the second playthrough brings with it completely new views to the scenes, due to the meaning of the ending. More secret scenes await everyone.

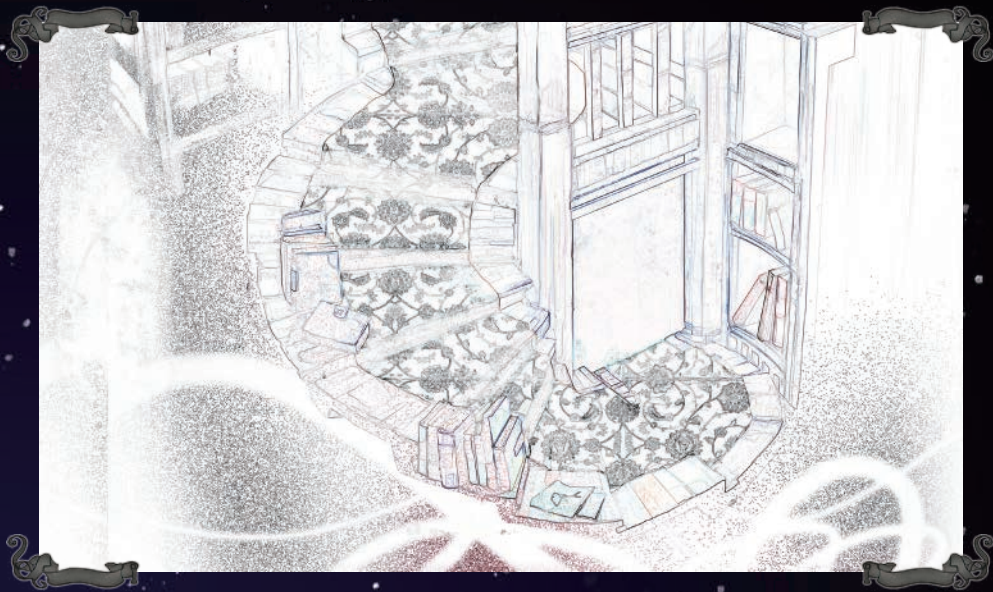




## E. Cherry Blossom Dream

Those memories that we had together will all become dreams that we remember fondly.

Don't forget to look up fondly at the big cherry blossom tree. The pink atmosphere preserves the warm memory of the little girl and her brother. Feel free to take a picture or video to capture your memory with Deemo.



## F. Secret Passage

If I enter, will I find what I'm looking for?

Let's follow the steps of the little girl and find out why the tree will not grow any taller. The tree that grows in accordance with Deemo's piano music is the key that drives the story forward. When the tree no longer grows along with the music, head to the roots of the tree to find your answer. Be careful on the stairs, we're ready to go down!



## G. Top Floor

A series of unsolved riddles await an encounter with their answers. This area displays the valuable, original manuscripts for the Vita animation. Each scene was carefully hand-drawn. Besides this, the books on the bookshelf also contain the toilsome labor of various teams. Feel free to take a look.

When we first decided to make a DEEMO anime for PS Vita, a chance meeting sparked a collaboration with CoMix Wave Films. At the time, CWF had produced the deeply moving piece *5 Centimeters per Second*. Rayark's game director personally flew to Japan to confirm all the storyboard and character designs, understanding the Japanese professional spirit during the process. CWF took the entire story and presented it in 15 minutes, the amount of A4 paper hand-drawn manuscripts filling up more than two large boxes. Among these include some of the hand-drawn manuscripts in this exhibition area, allowing everyone to admire them at a closer distance.

Never Left without Saying Goodbye.