

# Out of Bounds

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**Franz Implert**  
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Franz Implert was born in Bad Aibling, Germany, in 1992. From 2013 to 2020, he studied Illustration and Graphic Design at the Academy of Fine Arts Leipzig, graduating with a diploma in 2020. Currently, he is working as a 3D artist in Leipzig.

**Language** English **Animation Technique** 3D Digital  
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Ein Videogame auf amüsant-philosophischen Abwegen: Die Tennisspielerfigur rutscht vom Centre-Court in eine Parallelwelt und wird um ihr Racket gebracht. Aus dem verschrobenen „Pong“-Setting entwickelt sich ein Parcours der verzweiferten Identitätssuche außerhalb der Spielregeln. Der bemitleidenswerte Roger Federer im Polygon-Look stolpert über Glitches. Halbstarke Nebencharaktere bieten erst Häme, dann Hilfe an. Das Design, dieser Untote aus der Games-Vergangenheit, ist subversiver Mitspieler.

— *A video game takes some entertaining and philosophical wrong turns: the tennis player figure slides from the centre court into a parallel world and is robbed of his racket. The quirky “Pong” setting gradually evolves into the course of a desperate search for identity outside the rules of the game. The pathetic polygonal Roger Federer stumbles over glitches. Rowdy supporting characters offer first harassment, then help. The design, this undead relic from the past of games, is a subversive fellow player.* **André Eckardt**