



蜥蜴丽塔 App

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此应用改编自一本获奖童书，包括250多个互动点，适合两岁以上儿童。

简介

丽塔是一只小蜥蜴，但她却认为自己和威廉叔叔一样，是一只变色龙.....

特点

- * 14幅制作精美、画面惊艳的插图，体现了作者的个人风格，其欢快的画风深深地吸引、感染着读者。应用中有250多个互动点、音效和原创音乐。
- * 美术设计细心谨慎，为孩子和家长提供一个愉悦的视觉享受。
- * 故事和友谊、身份有关，节奏趣味性强，孩子读起来朗朗上口.....千万不要错过结尾哦！
- * 两种阅读方式：你读我听和我读我玩。
- * 你可以触摸、拖曳物体，旋转屏幕.....
- * 每个场景里都有一个秘密计数器，告诉你还有多少秘密等待发现！发现秘密！赢取奖品！
- * 你可以录下你的声音，自己做讲故事的人！
- * 语言：英语，西班牙语，中文

* 适用于iPad 1和iPad 2

创作群体

文本和插图： [IRENE BLASCO GRAU](#)

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动画： [IRENE BLASCO GRAU](#) y [AJUBEL](#)

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音效： [IRENE BLASCO GRAU](#)

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MORE ABOUT RITA...

How was Rita born

Rita the lizard was my first book, the result of a latent passion awoke one April morning, a few years ago, when I realized that I wanted to make stories.

A lizard who thinks she is a chameleon just as his uncle William ...

It is thought that everything we write or draw is somehow autobiographical. I was looking for my true North at this time and maybe that's why I always had a special feeling towards this character. And I loved to see that she made her readers feel the same thing as well. Although it's been a few years since the 1st edition Rita continues making new friends.

The leap to the iPad

With the audacity of ignorance and encouraged by my colleague Ajubel I began to think seriously taking Rita to the iPad. I really wanted to pick up that first project and nearly 10 years after creating it, see what I could do with it.

My first challenge was not to fall into the error of making a digital copy of the paper book. I should explore all the possibilities offered by this new language halfway between a digital book and video game, almost like a new grammar.

It was hard to take off my fears, ignoring the dizziness. I also found it difficult to break the paper, assimilate the new structures, understand that I could start playing with time and space.

But I knew it was going to be an exciting adventure ...

The work process

In early October 2011, through an ad I put on a forum, Fernando Vaquero and Manel Mateos, Divertap developers, contacted me. They loved the project and from the beginning we knew we could make a good team, so we immediately started working with a good dose of enthusiasm and the same amount of ingenuity. Now I have to laugh when I remember the initial term of 3 months that I proposed. We agreed that quality could not be affected by haste.

Ajubel made an essential job working in art direction and animations and staying on the ball to give me encouragement when, dazed and exhausted by long hours of work, with such images and coordinates, I could disregard some detail.

Communication with Fernando and Manel was very comfortable and smooth from the start and this helped a lot as Teambox tools, Dropbox and Skype. It was a good and stimulating collaboration with which we have all learned a lot.

And I can not be happier with the rest of the team. Francis Garcia Tejedor captured perfectly the tone of the project with the cheerful and catchy music he composed.

Edwin Tierney and Zhenyu Tan put their warm and expressive voices to the English and Chinese versions.

It has been a year of a lot of work, intense, stimulating and exciting. 14 scenes, lots of animations, over 250 interactive elements, sound effects and much, much more...

Simply getting there is immensely rewarding for me.

And now, with a lot of hope, I leave you with this new Rita, interactive and more animated than ever. Hope you like it!

For further information, please email us (studio@ireneblasco.com)