

# PEAK SPEAK



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## STUDIO MEMBERS: BUILDING THE RIDE

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By Christine McCrory

IGT's newest hardware solution, the Peak family of cabinets, continues to prove its worth on casino floors as more units are installed. With a commitment to providing operators with top solutions to support floor efficiency and fill gaps in the current industry offerings, IGT leveraged a rigorous internal development process to produce the Peak family of cabinets. The results: a hardware solution family strongly focused on performance, player-driven design, and showstopping aesthetics.

Developing a new hardware solution is not a one-person job. Multiple teams across IGT from different departments and disciplines worked together to ensure the Peak family was the best it could be. One important component throughout development was making sure the Peak cabinets could bring IGT's incredible family of games to life and do the game content justice. That process involved a crucially important behind-the-scenes group: the studios.



# New Opportunities to Shine

New hardware allows for new opportunities to bring an artist's vision to life in greater detail than ever before. All members of the Peak family bring greater clarity and better screen resolution to the table, an important factor indeed for the PeakBarTop™. With video poker in particular, studio artists must balance innovation while keeping true to the spirit of player-favorite games. "It's always important to refresh old favorites in the poker world," said Kera Skillings, a Technical Artist. "We don't want to mess with the secret sauce! It's important that it feels like an update to the same brand. For poker, we like to go back to the original game to keep brand integrity."

“...We don't want to mess with the secret sauce!...”



Kera Skillings  
Technical Artist

The PeakSlant49™ and the PeakSlant32™ had their own unique features the studios could use to bring games to life. The PeakSlant49™ showcases a unique double curve, starting out at a wider-angle curve and sharpening upward until it almost goes flat. That progressive curve is unique in the industry, and it helps improve player comfort for those sitting down, as well as grabbing the attention of other players walking through the floor.

**“For the PeakSlant49 in general, when you see it in person, it really is beautiful and special,”** said Ginese Weyant, a Game Mathematician. **“The magnitude of it, the clarity; it just has that special, unique quality. You want to walk up to it and sit down. It’s just that amazing.”**



PeakSlant49™

# Bringing the Vision to Life

The 49-inch, high-resolution screen gives the studio artists a lot of freedom to bring original game art to life, adding detail that might not have been possible on older hardware. “That big, vibrant, high-resolution screen really allows you to represent the artists’ intentions,” said Rob De Haan, Technical Artist. You can add a lot of detail that really pops on the screen, making the work look the way it should.” IGT also offers another version of the PeakSlant49™ with a large video wheel topper, giving the studio artists yet another opportunity to innovate. “For one of the games, we had the opportunity for the wheel to pop forward,” said De Haan.



Megan McGiboney  
Artist

“That big, vibrant, high-resolution screen really allows you to represent the artists’ intentions.”



Rob De Haan  
Technical Artist

“Players could spin the wheel on the screen, making it a fun, interactive experience for the player.”

The PeakSlant32™ also features a unique new design, with the three 32-inch screens. Making content that could flow across all three screens gave the studio artists a unique challenge and opportunity to really think outside the box. “As a designer, you just play with all different layouts and see what will look best on the new platform you’ve been given,” said Megan McGiboney, an Artist. “Designing to make content flow between those three screens was a challenge, due to the space between them. It can be difficult to make something that looks great on one screen look just as impactful on multiple screens, but we’ve done just that.” With themes like Treasure Box and Money Mania, the content flows seamlessly through all the screens. Jackpot meters fit perfectly on the top screen, leaving the bottom two free for takeovers and bonus interactions. Everything works on the PeakSlant32™ in a way that wouldn’t be realized on other cabinets.



# Opening the Door to Innovation

Though the game art always pops on the floor, IGT's compelling games just wouldn't be possible without the game mathematicians building the ride behind the scenes. The Peak family offers incredible new opportunities for innovation in the game mechanics themselves, something the game mathematicians love. "New hardware opens up a brand-new world of mechanics from the mathematical perspective," said Weyant. "Things we couldn't consider previously may now be possible. The innovation there is really exciting since barriers are lifted." A new update on an old player favorite, Stinkin' Rich Skunks Gone Wild puts some of these new game mechanics into play. "In the Stinkin' Rich Trash for Cash Bonus, you have these two meters going really high, all the way up the screen," said Weyant. "It's great for people walking by because they see those amazing numbers at the top. The bonus was designed with intricate options for jackpot meter increases with each pick, and the screen size and clarity contributed to making the trash can picks visually digestible and clear to the player."



Ginese Weyant  
Game Mathematician

# Fan Favorites

Each member of the Peak family is unique and brings its own special quality to a gaming floor.

But everyone has their favorite cabinet or feature!

"The new PeakBarTop™ is a lot sexier, and more modern looking than what's out there now," Skillings said. "But I like that we kept the same button panel, that's important for poker players."

"For me, it's the juxtaposition of the monitors," McGiboney said. "There's no strain, everything is very comfortable to sit at. And when I went in and saw the games on the cabinet, it was just beautiful."

"I had fun with the digital wheel for that top screen," De Haan said. "It was a fun playground to have some cool lighting and shading effects, making an attractive wheel that enhanced gameplay."

"We intentionally put little tiny details in the game, like symbols that spin through for example. Before, I wasn't sure people noticed those deliberate features. But now with the screen size and the clarity, you can't miss those small details," said Weyant. "It was really an exciting thing I didn't realize existed until I sat down and played." ■