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3D G-Force  
Disney

## [Disney Eager to Make 3D Videogames](#)

### *Toy Story and G-Force, the first ones*

Disney is ready to get 3D out of the movie realm and into the gaming world, by packing 3D glasses with two of the titles that it plans to release this year. The first game will be [G-Force](#), developed by Eurocom, a videogame adaptation of a movie starring special forces rodents; it will be followed up by Toy Story Mania!, a title developed by Papaya Studio, based on the popular franchise that already has two movies and one Disney park ride.

Those who get the games can play them normally or activate the stereoscopic 3D graphics option while also putting on a pair of glasses, which will make their brain able to process the images available.

Brian Leake, who is the technology vice president of [Disney Interactive Studios](#), said that "Three-dimensional technology drives the future of entertainment and Disney Interactive Studios is leading the way in video games. The stereoscopic 3-D innovation in G-Force and Toy Story Mania! adds to the already fun video game experiences for a wide audience and extends the gameplay by creating entirely new options for players."

3D is seen by movie makers as one of the best ways to get people to make the trip to the cinema, rather than watch the film from the comfort of their own couch. But the experience is still a bit awkward.

Videogames are a logical next step for 3D but a lot of players might dismiss the move as a gimmick designed to sell overpriced glasses or as another way to attract non gamers to videogames.

G-Force is set to be released for the Xbox 360 from Microsoft and the PlayStation 3 from Sony during July, while Toy Story Mania! is a Nintendo Wii exclusive title due to come sometime during fall.