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Bound is an innovative 3D platformer game designed by real-time graphics fans for real-time graphics fans, with dynamic procedural environments inspired by the works of the Demoscene. Procedural aspects of the game environment enabled solutions to some of the hardest problems of VR gaming. The Plastic creative team used modern digital-art aesthetics to create a living procedural world. Heavily inspired by such modern art movements as suprematism, concretism, and neoplasticism, they created a 3D game in a fully dynamic environment. Bound also explores novel ideas of interactive storytelling by delivering an adult story in a stochastic way.

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