

# Colour To Life

## Light up the world with your gaze

# Presentation

“Colour to Life” is a game where players can bring their environment to life through the power of their gaze. Landing into a dark space, they gently light up their surroundings. The more they discover the landscape, the more lively it becomes through colours and sounds, creating a world of wonder.

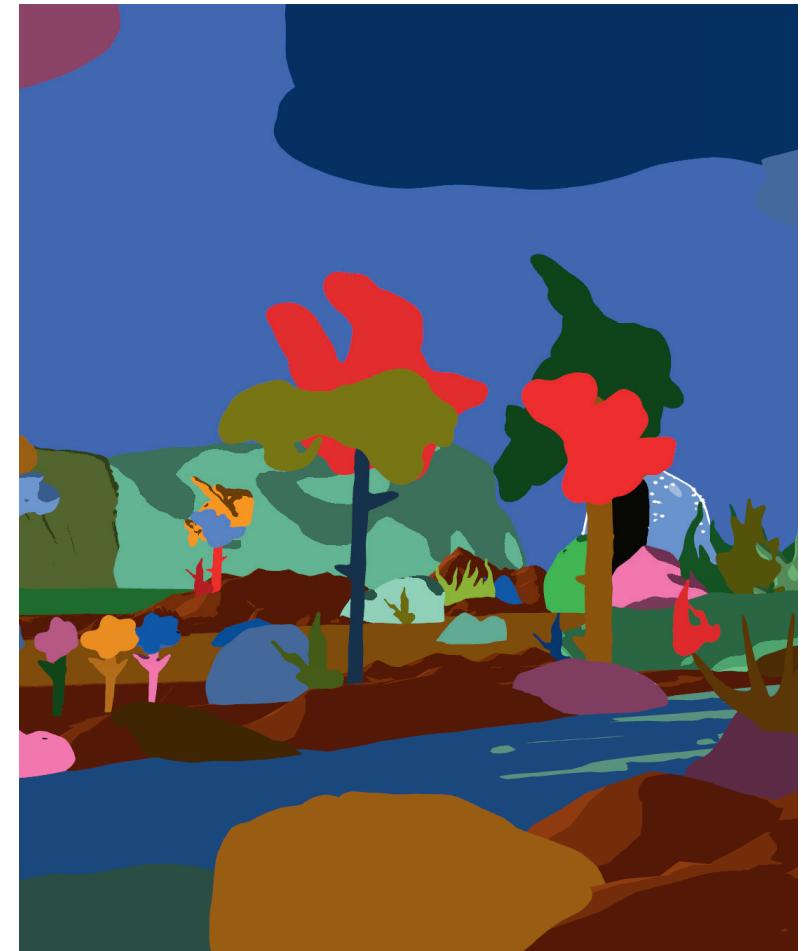


# Objectives

Design a VR game for the Swiss Paraplegic Group and their patients to play during their recovery period. There were insightful conversations with the SWP that informed our game. For example, one patient can tell you the exact number of holes in a ceiling panel to another expressing that painting is their form of play. Both insights inspired us to develop an immersive and creative environment.

“Colour to Life” also draws inspiration from classic games such as Where’s Wally and Paint-by-Numbers. We purposefully kept the game simple to create an accessible gameplay while allowing the player freedom and self-expression.



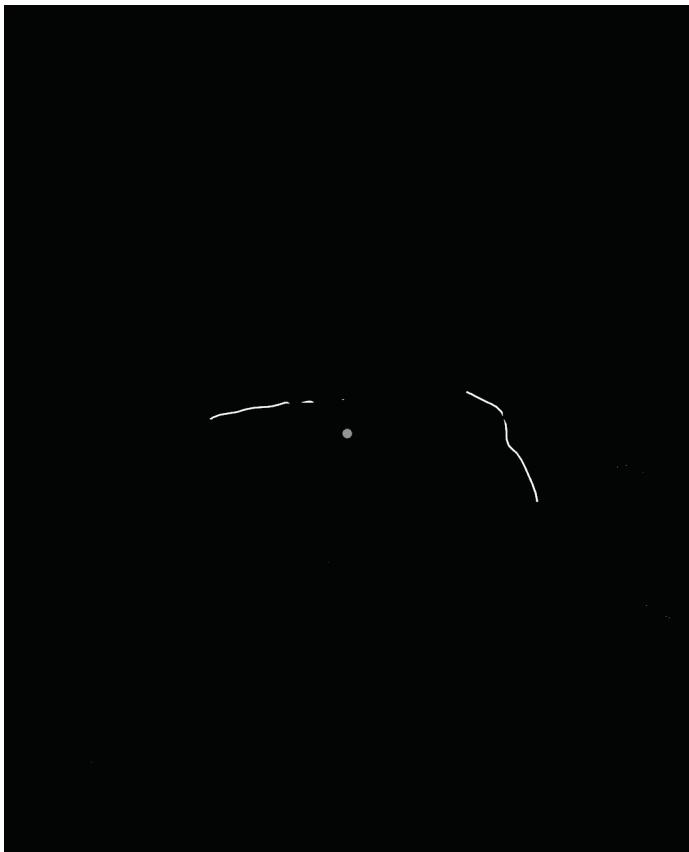


# Experience

**Starting in a pitch black space, the environment is waiting to be revealed. The player just has to simply look around in order to light up the world around them.**

**When an element is looked at, a white outline will highlight it, producing a relaxing sound indicating the selection of this element. It will come to life for good by really gazing at it.**

**From a lifeless black object it will fade into a beautiful colour following by shading to give it dimension. The player will always be able to change the colour afterwards by gazing back at it.**



# Future Development

For future development, a more evolved gameplay is considered where the players would be able to navigate. Once a spot is fully coloured, they could teleport to that area to discover more of the unseen world around.

By itself or on a multiplayer mode, the exploration would extend and allow a more immersive and collaborative creation. If the player is not able to move properly, then scenes would be considered to be designed with even more details.



# Future Development

To make the world even more thriving, the implementation of motion design into the objects would make this static landscape truly alive.

Either these animations might apply to an object after it has been fully coloured and shaded. Or some objects could already be moving in the scene such as bird where you have to catch them with your gaze.



# Future Development

Lastly, a pre-defined selectable tone palette could be incorporated allowing the player to curate their own world.

For example, a playful, seasonal or energetic scene. These tone palettes would not only determine the colours of the objects in the scene, but also the sounds and the ambiance.

All those future developments would also mean to implement a user interface to select, save, or reset.

