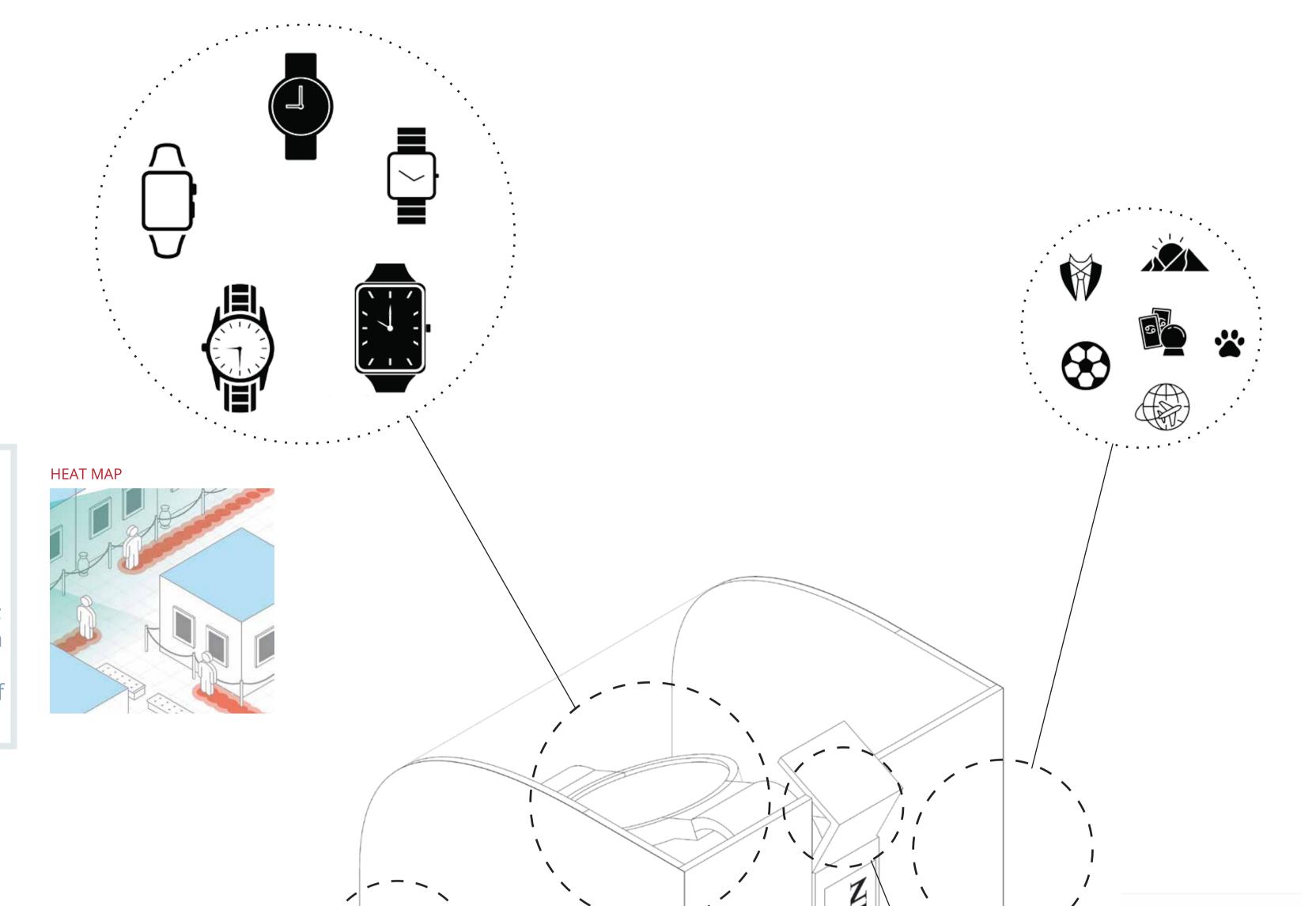
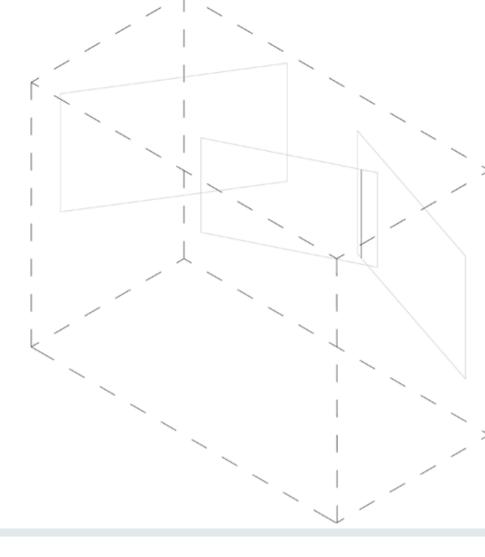


event 01

formal definition of the customer's product

- 2 tracking mechanisms:
 - peripheral sensor around the display;
 - direct interaction: when close enough the customer can open a menu dis playing a more detailed description of the product;





event 03

in a second space, projections are triggered the selection of watches defined by the boutique determines the theme of the videos projected

these refine the customer profile, to attach a theme to it, which translates into images and color scheme

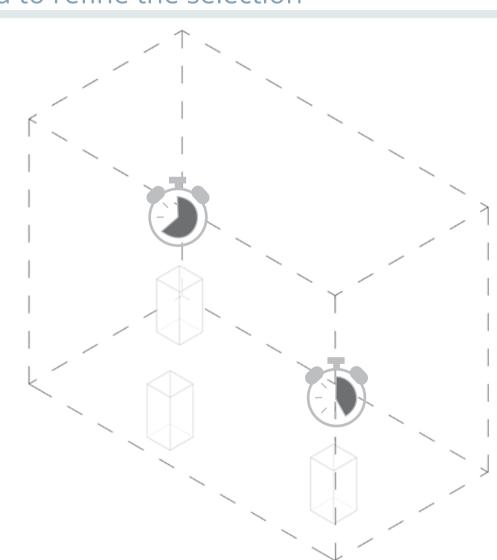
event 02

definition of the characteristics of the watch for the customer

a timer starts when the customer opens a descriptions

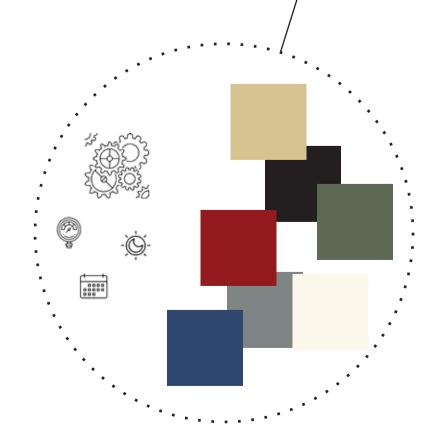
it stops when he closes it

the amount of time for each watch is collected to refine the selection











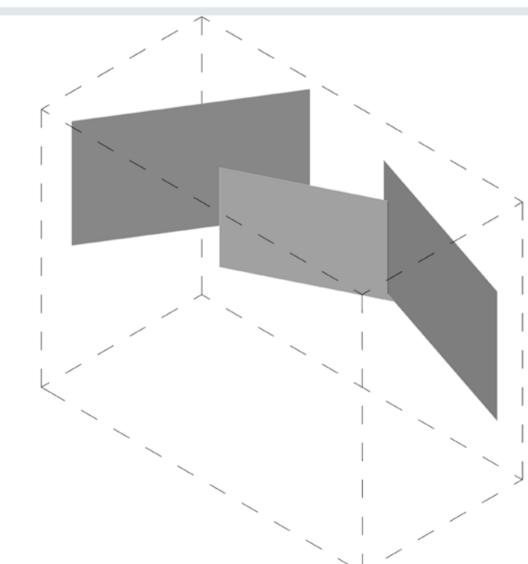


event 04

3 videos are shown at a time

the customer can choose which video they like the most by tapping it, which triggers a new set of videos

this defines the design of ornament for the packaging



UE X | Experience Design

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