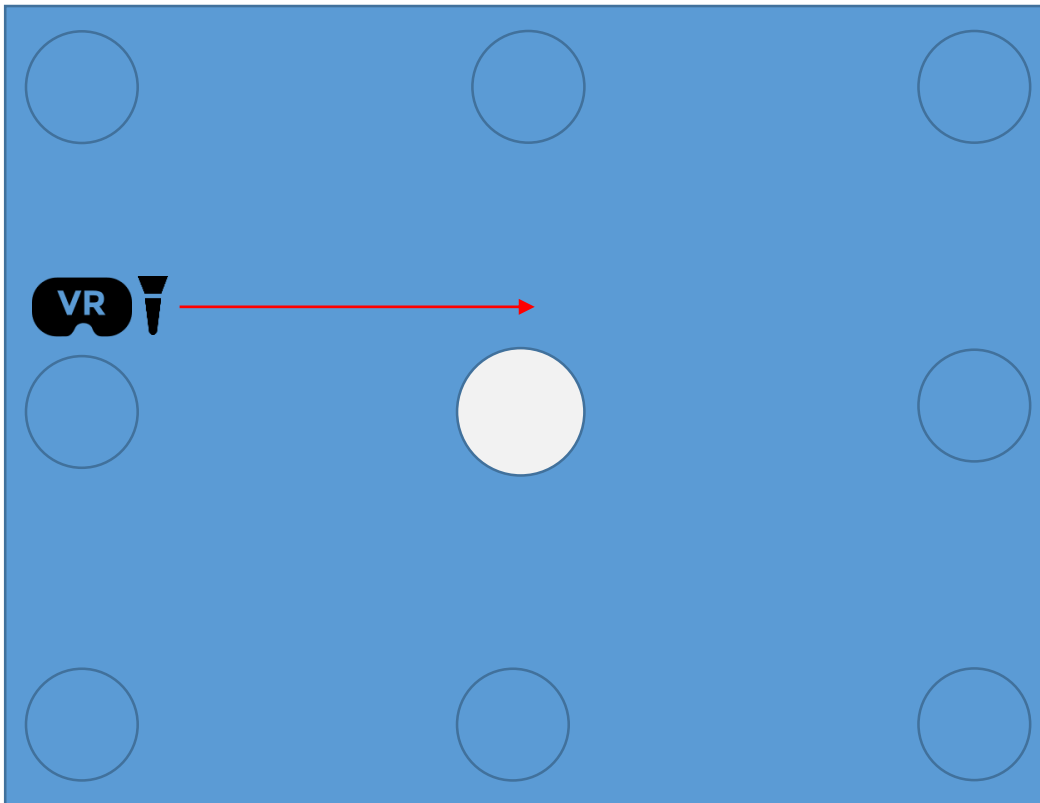


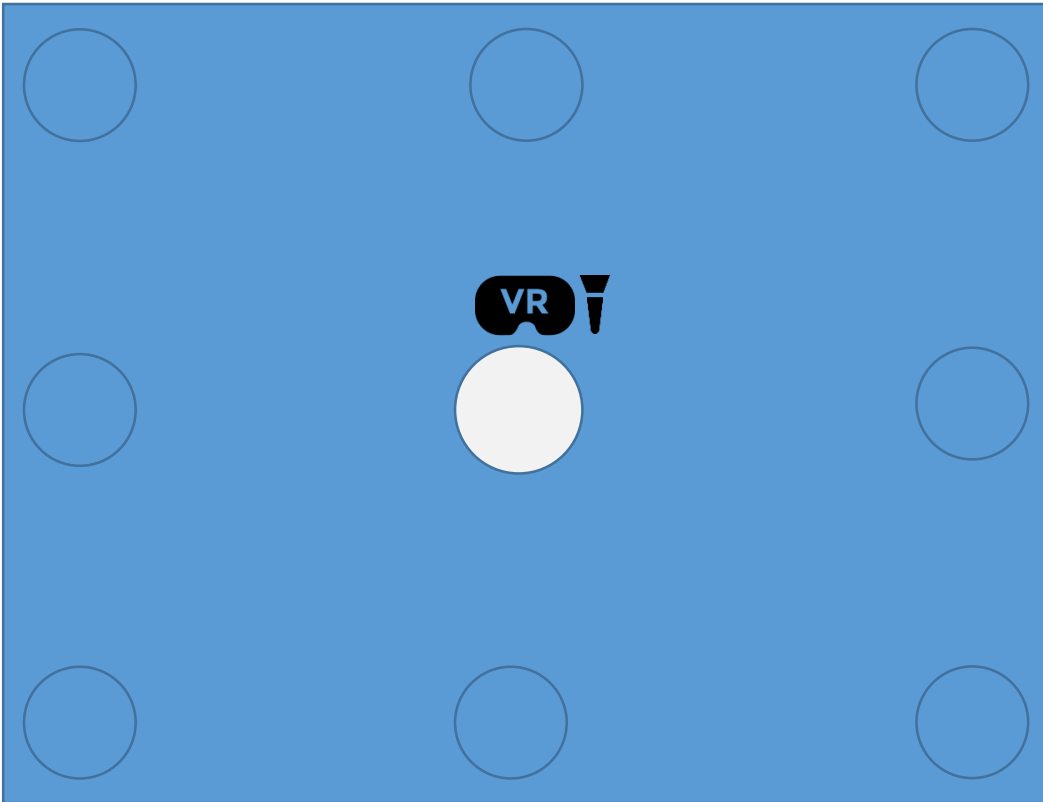
8Nights VR Design

Proposed Outline of Experience

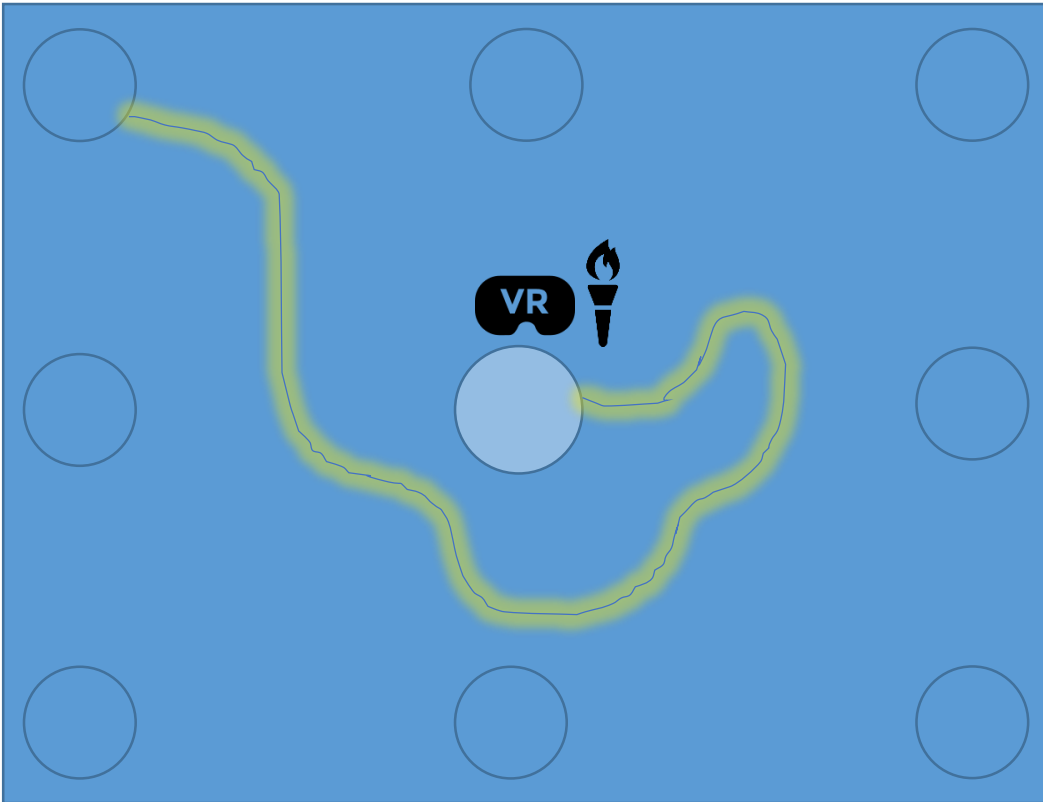
VR player starts out on the edge, with no flame.
The “Shamash beacon” shining in the center. They
walk down a tunnel in VR towards the light.



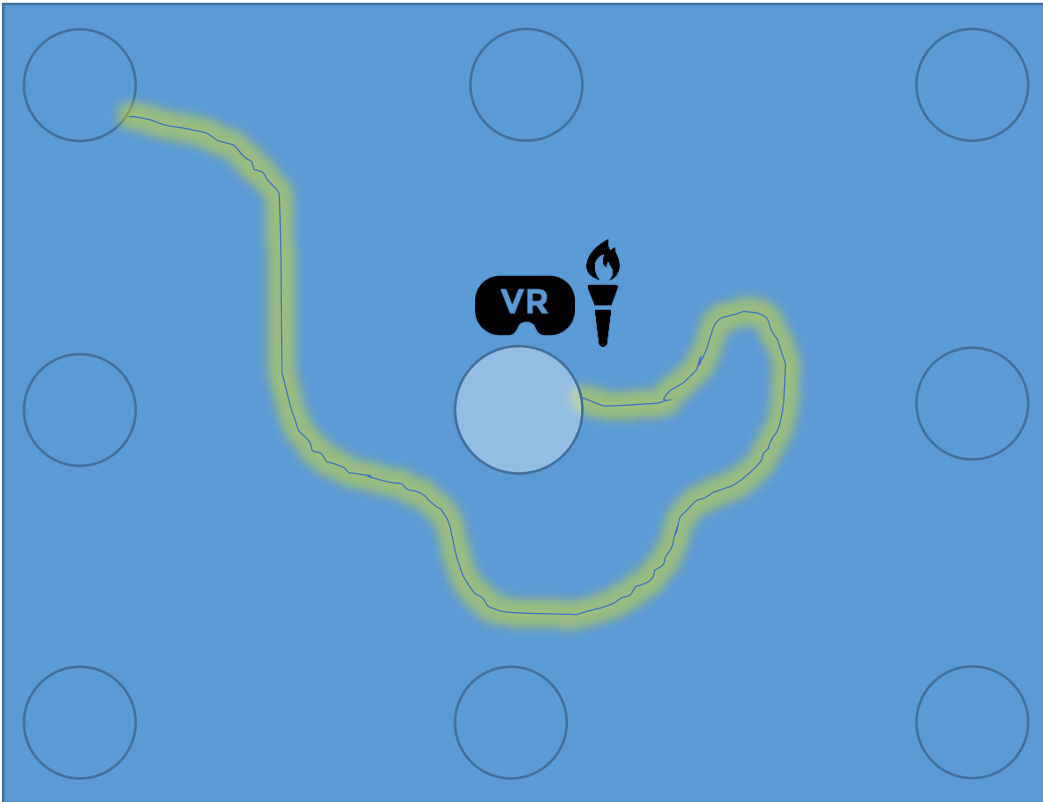
As soon as they near the Shamash, the tunnel transitions away and everything looks open and peaceful



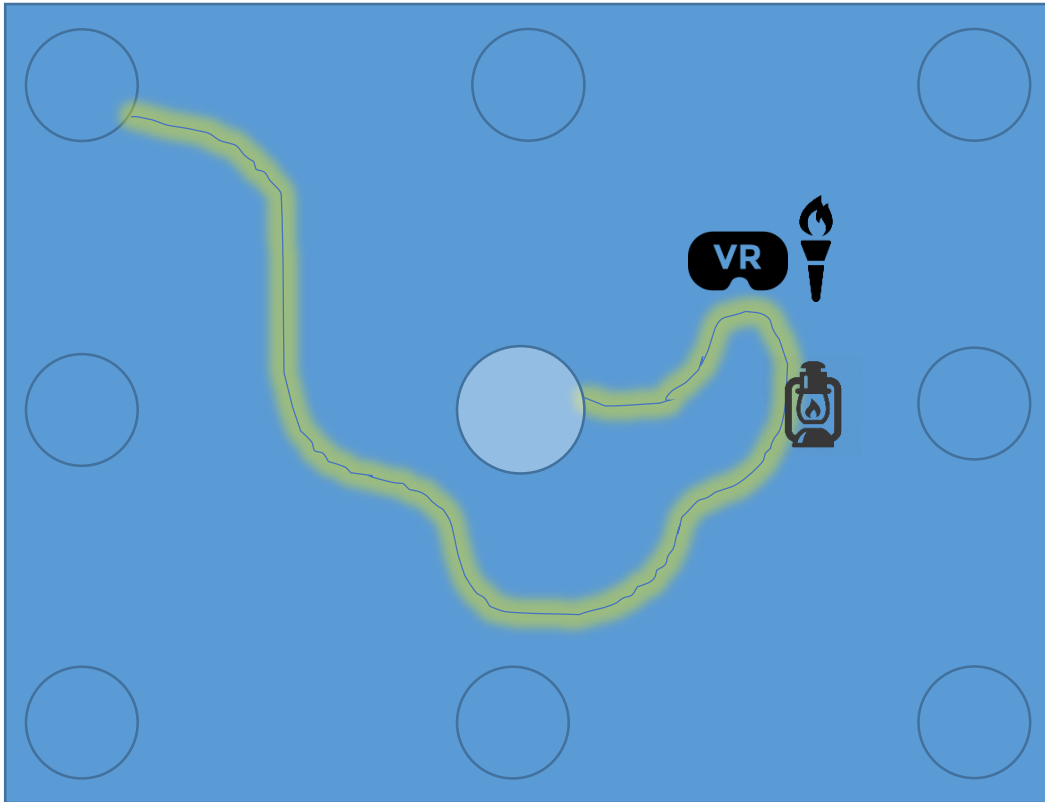
When they light the torch, a glowing path appears in the room (not visible in VR), and a windy dark forest ahead in VR.



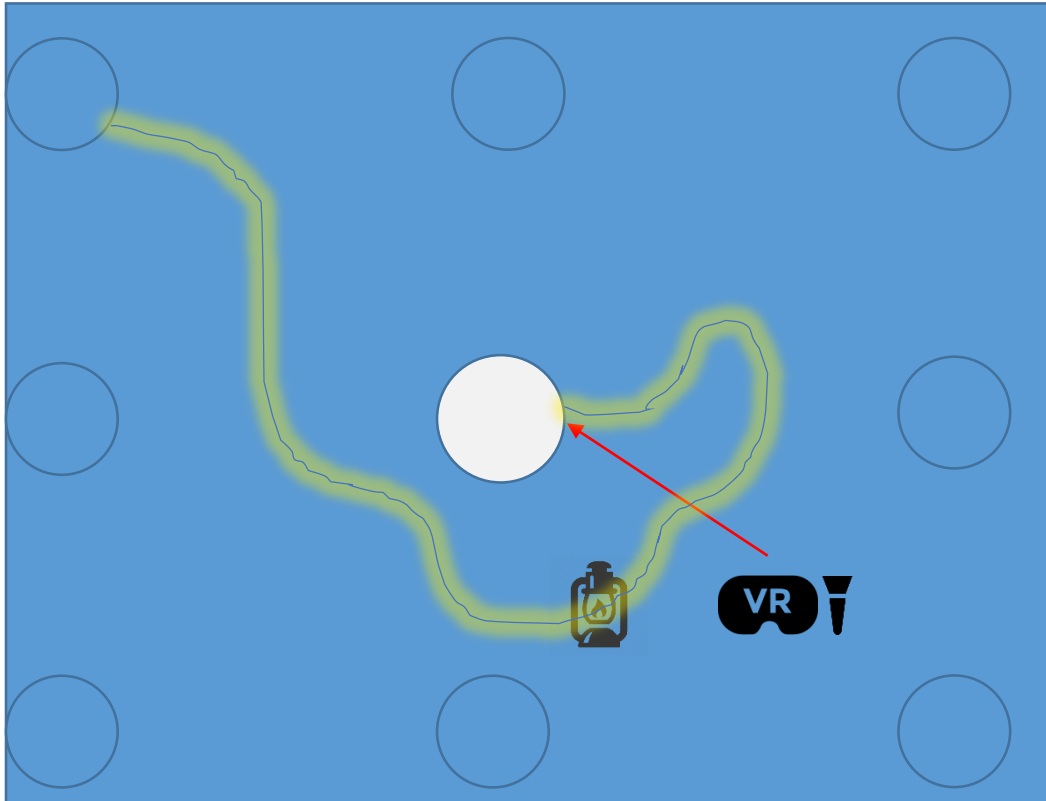
It's a little scary, but comforting to draw glowy trails in front of them by swinging the torch around as they get their bearings



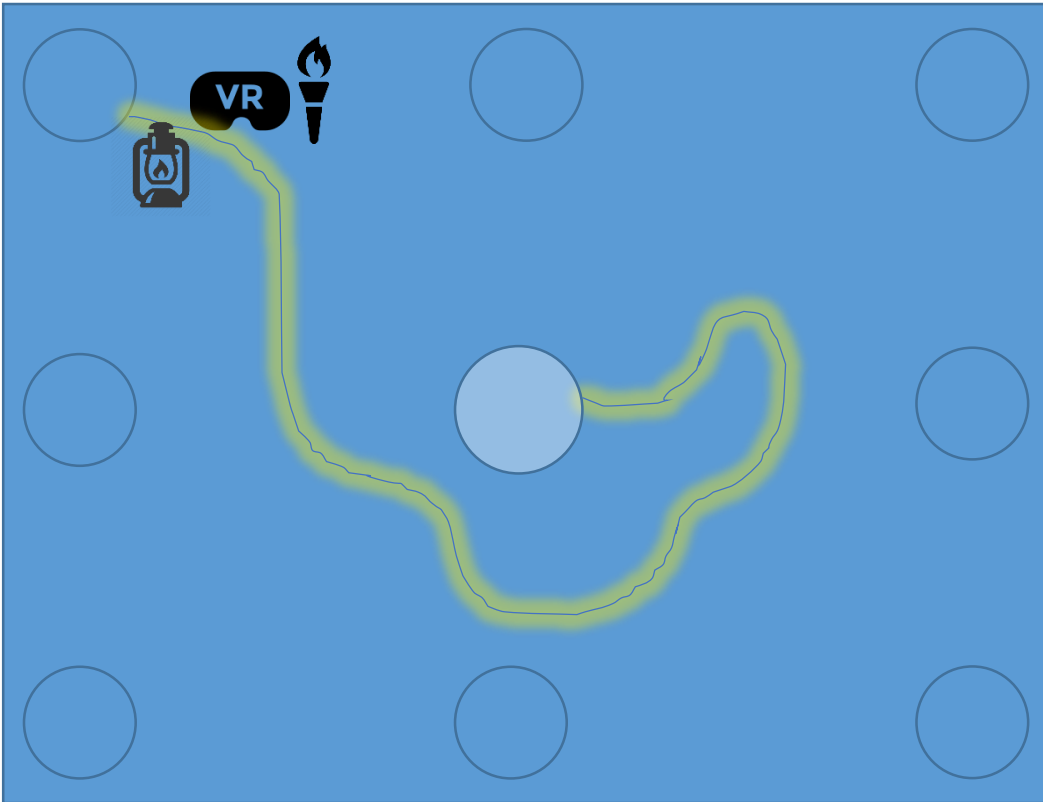
Onward, the lantern carrier has appeared and is there to guide the way!



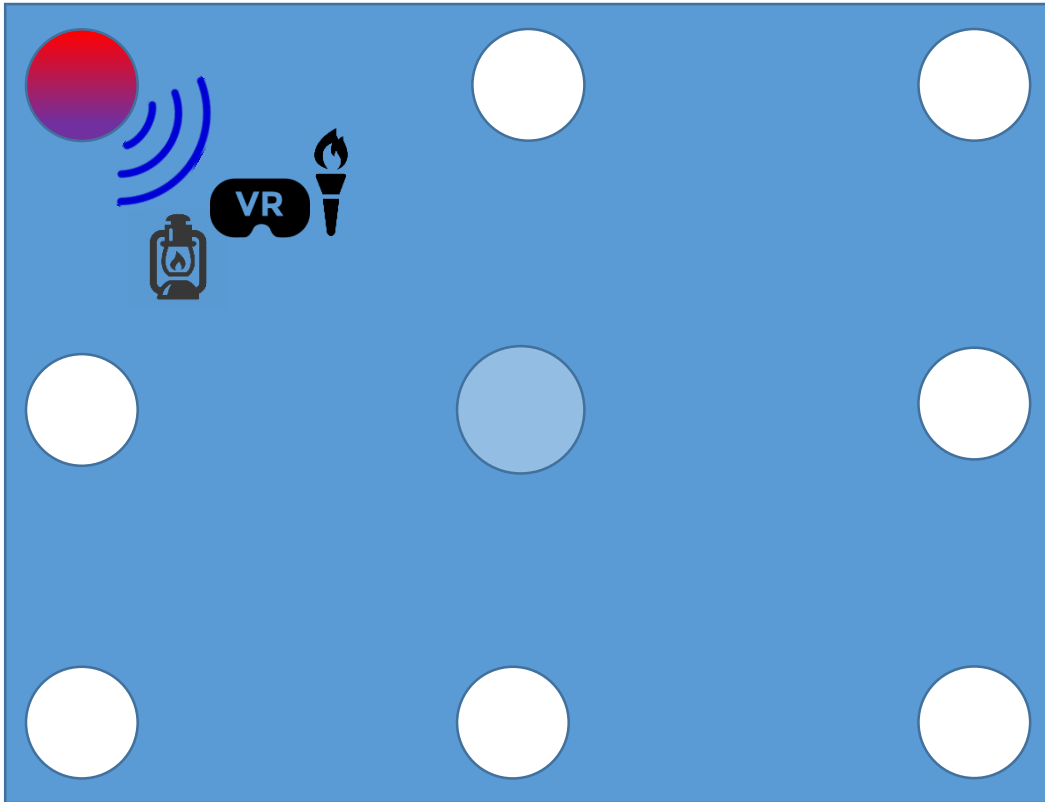
If the VR person strays too far from the path, their torch blows out and the maze disappears. Back to the center to relight!



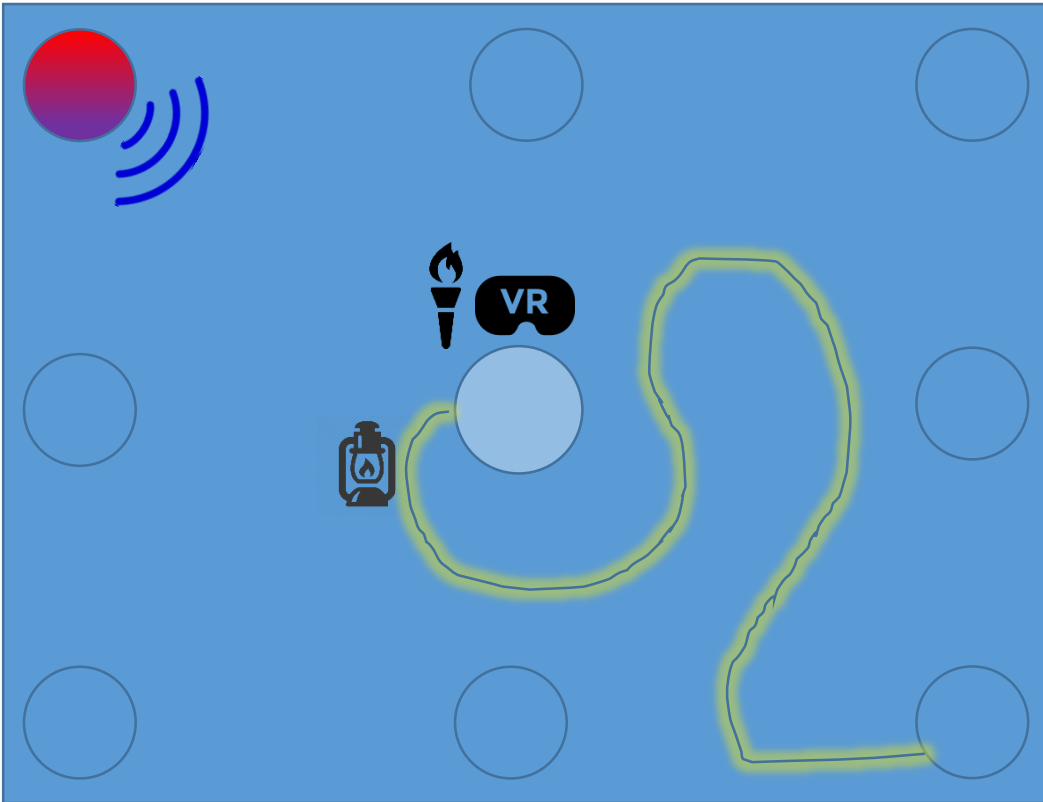
The process is repeated until the two safely navigate the maze and approach the first beacon



The beacon is lit! A huge burst of light comes from all the beacons. A flourish of color and a new voice begins singing, emanating from the lit beacon.



If time permits, they light the torch again and repeat the same process



We swap in people until all the beacons are lit.
Should take about 20 minutes in total. The room
has gone for dark + mysterious to vibrant + joyous

