**PROJECT:** Create a simulation video of a

270-degree, floor-to-ceiling immersive, interactive video and audio experience,

as a member of a 5-person team.

**CLIENT:** 

Bluewhale Studios

MY TOOLS: Illustrator

**PhotoShop** 

**AfterEffects** 

**DESCRIPTION:** My primary role was to create a

conceptual UI, and give the UI look

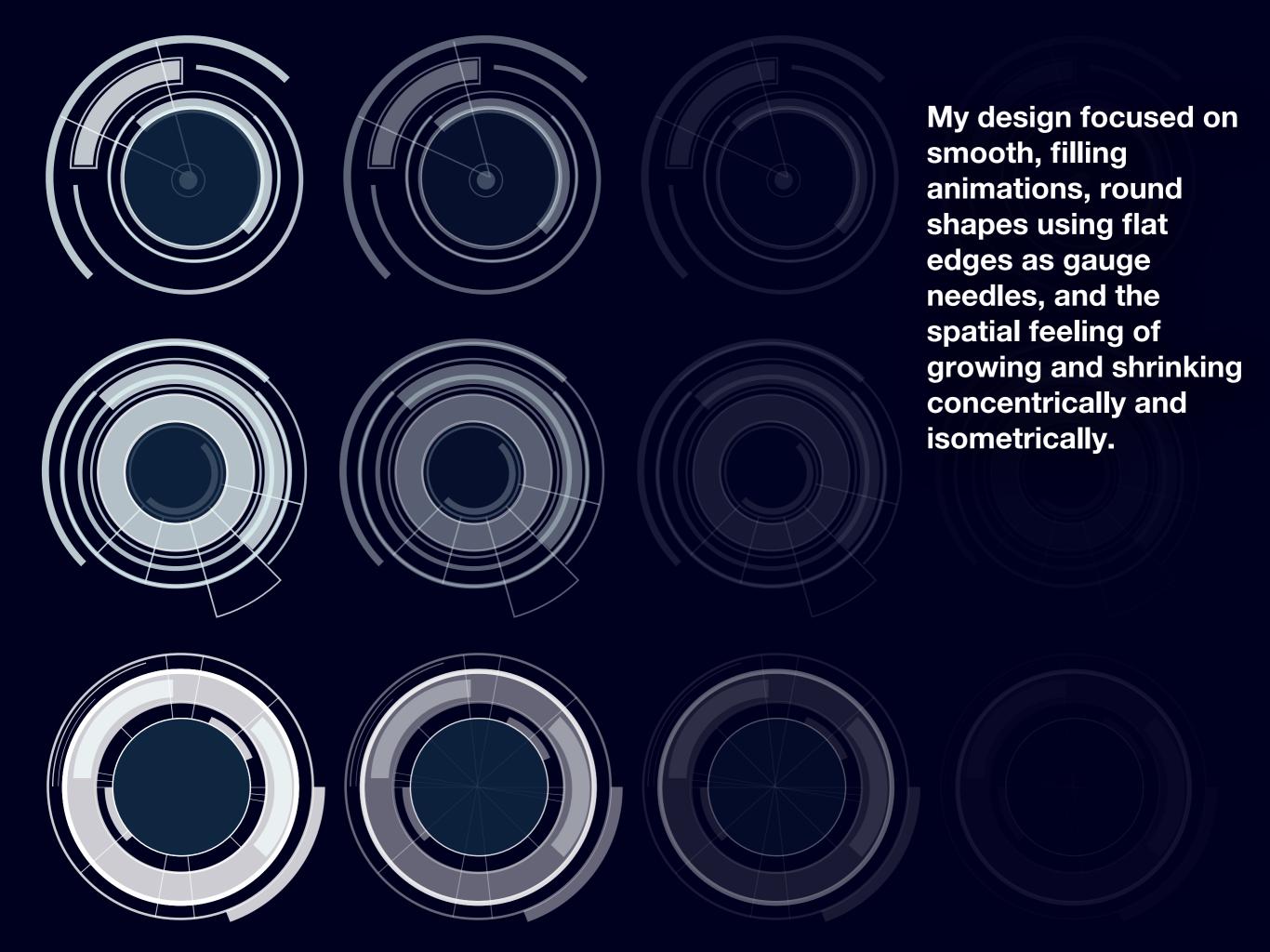
and feel. This project was by request

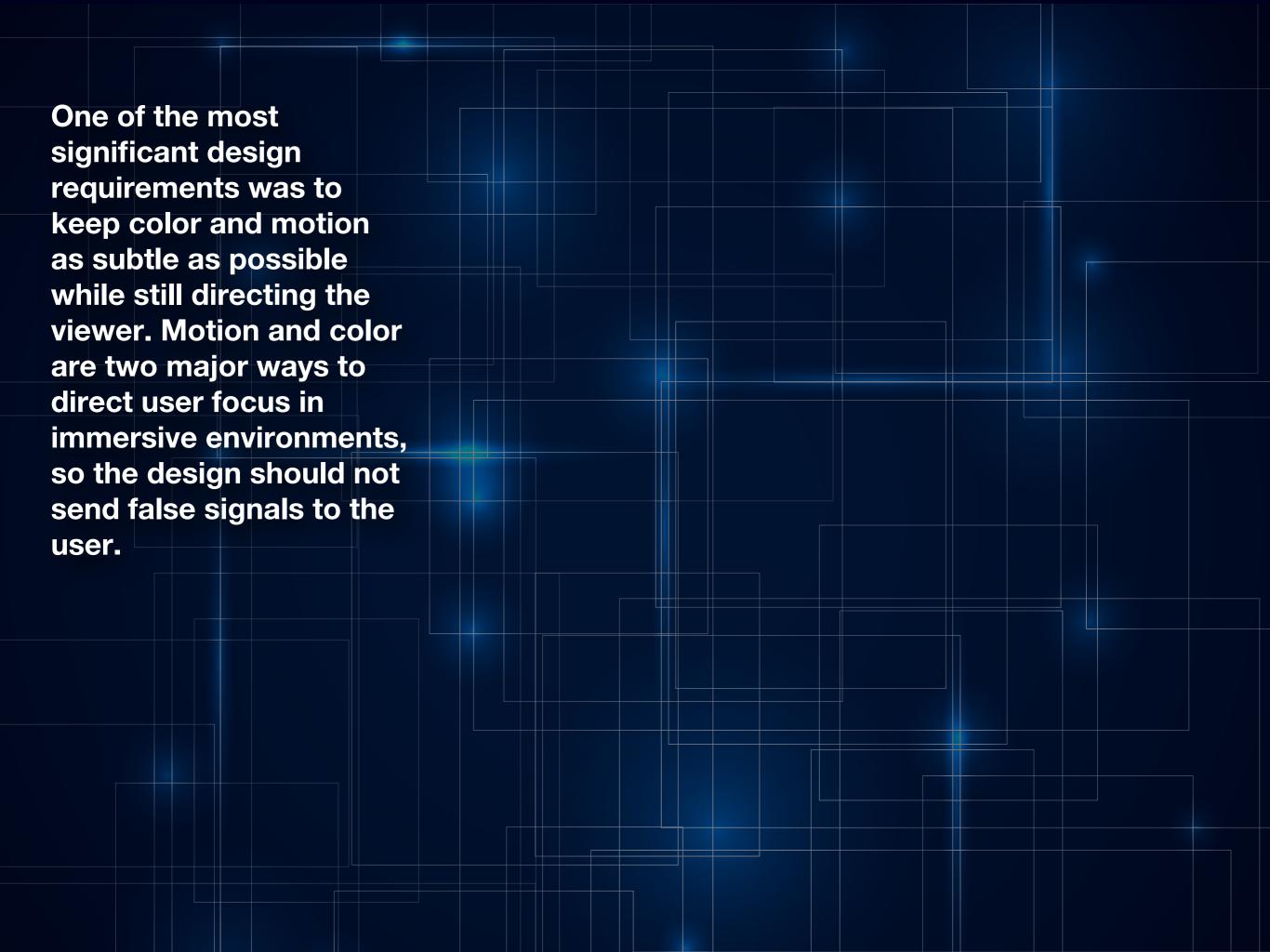
from a major real estate corporation,

simulating an immersion room that would deliver an incredible, positive

client experience.

SLIDES: 4 plus video 480x270 640x360

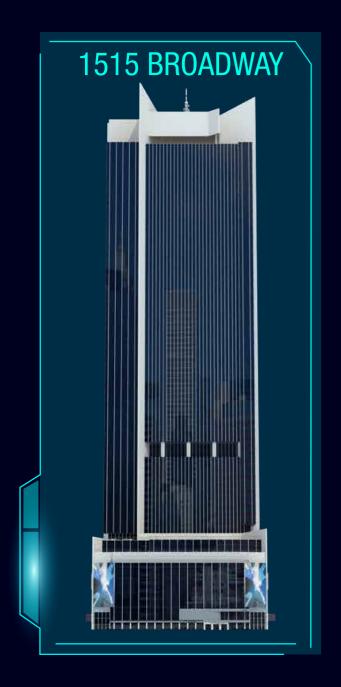


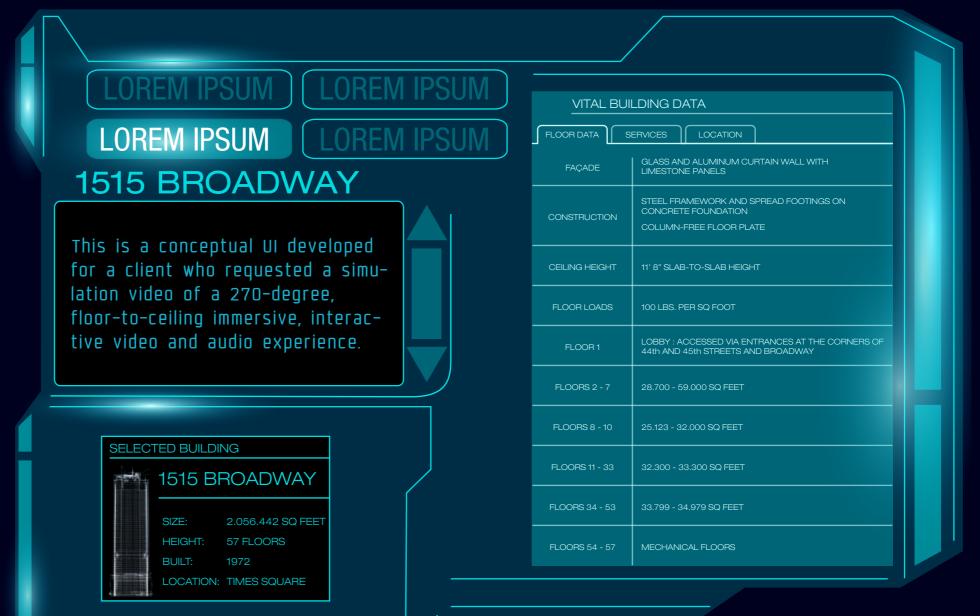


We decided the project UI should feature iconic properties of the ownership. Below: MTV's headquarters in Times Square.

In the animation, you will see rotating wireframes of buildings where the 3D model of 1515 Broadway is pictured in these mockups.

The simulated UI borrows from the established tropes of Hollywood and the video game industry: the future is very, very Blue.

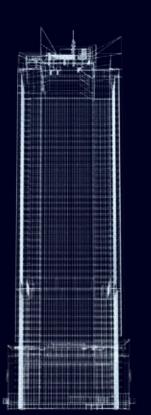






The simulation room is narrow, surpassing the edges of peripheral vision. With no horizon, any vertical motion could cause vertigo. The vertical 'striping' effect in the intitial launch moment works because of this phenomenon.





Content is aligned to avoid landing on screen edge bevels.

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