

Head of lights

The disco ball has lost its shine

Presentation

Enter the disco ball, bring back its lost shine by turning the lights on with the music.

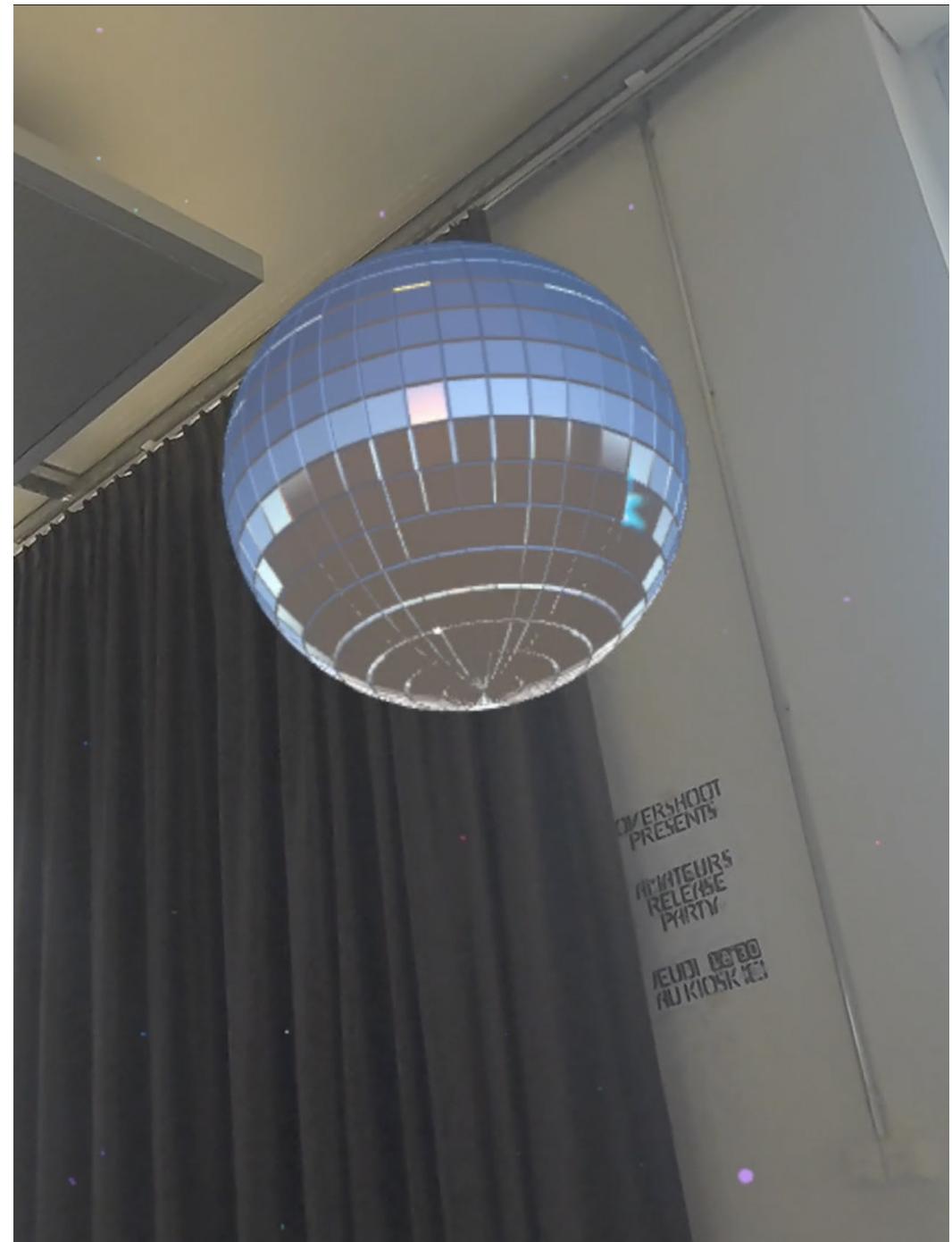
In this augmented reality game, a shining disco ball is in the room with you. Suddenly, the lights go off and the music stops. The disco ball has lost its shine.

Your mission is to help it recover. You need to bring the light back, from the inside. Open your heart and enter the disco ball.

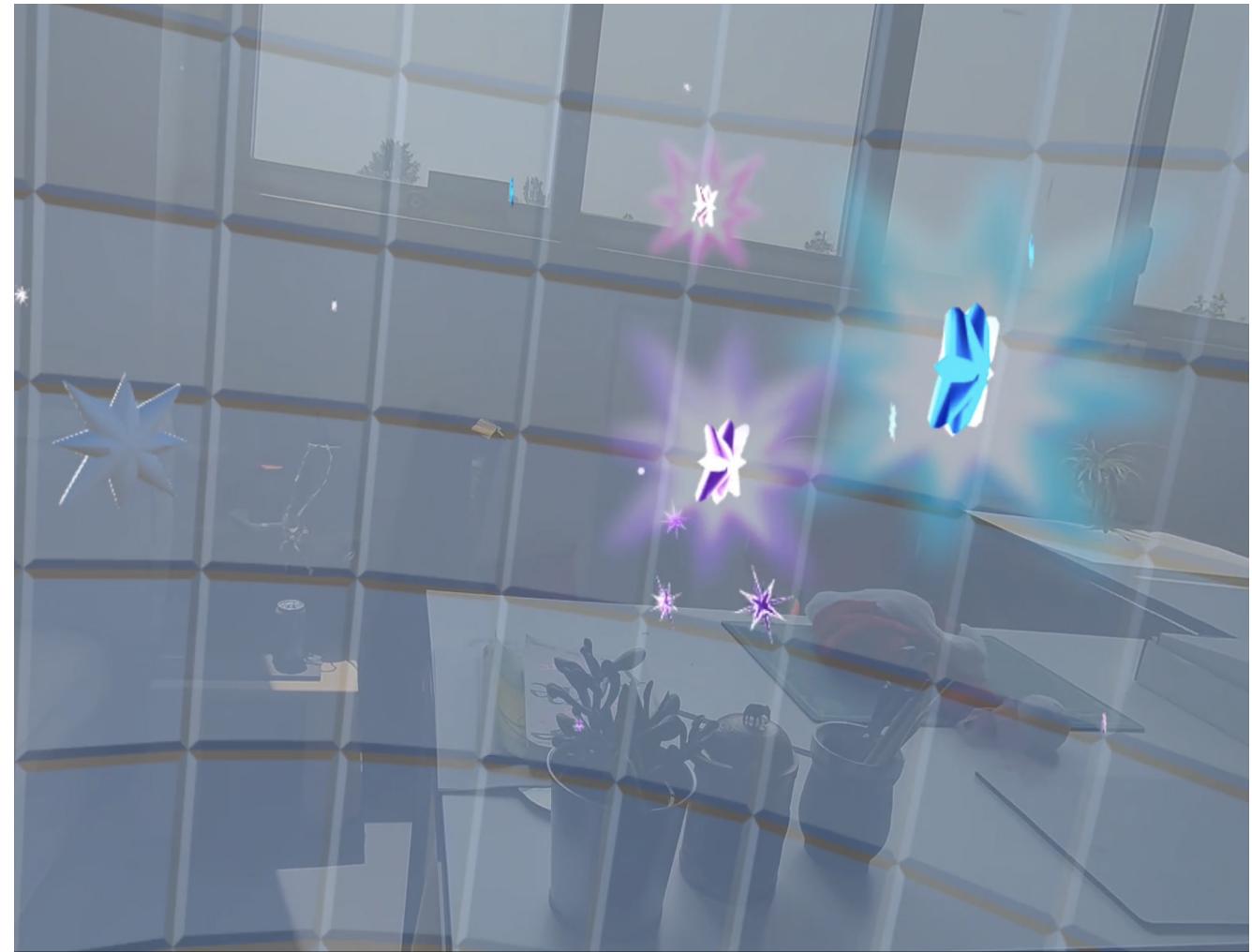
By using your gaze, turn on the stars, one by one. Gradually they will restore the lights. As you light up more stars, layers of the music return, step by step.

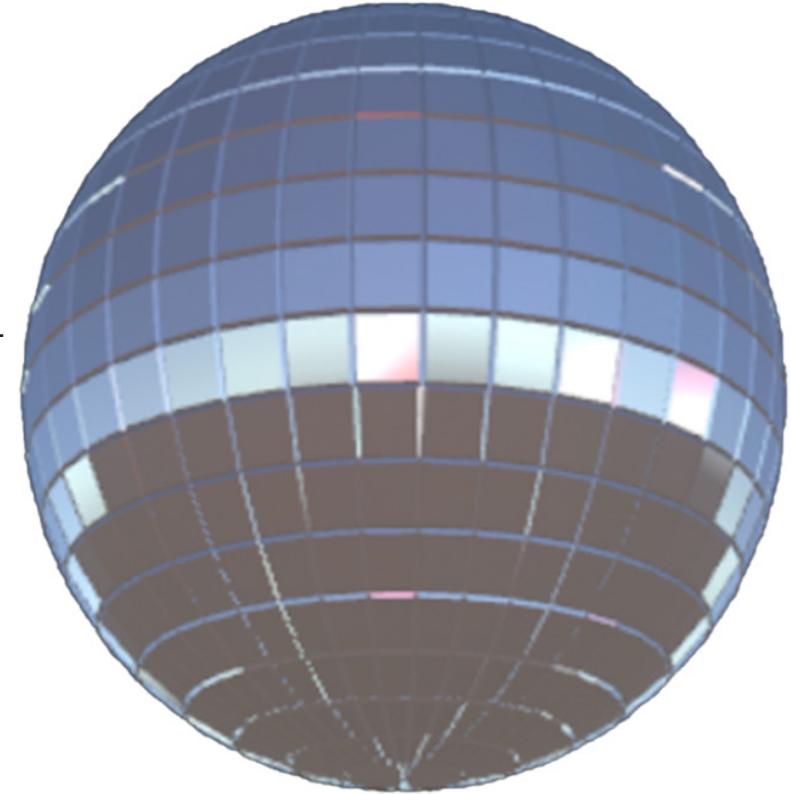
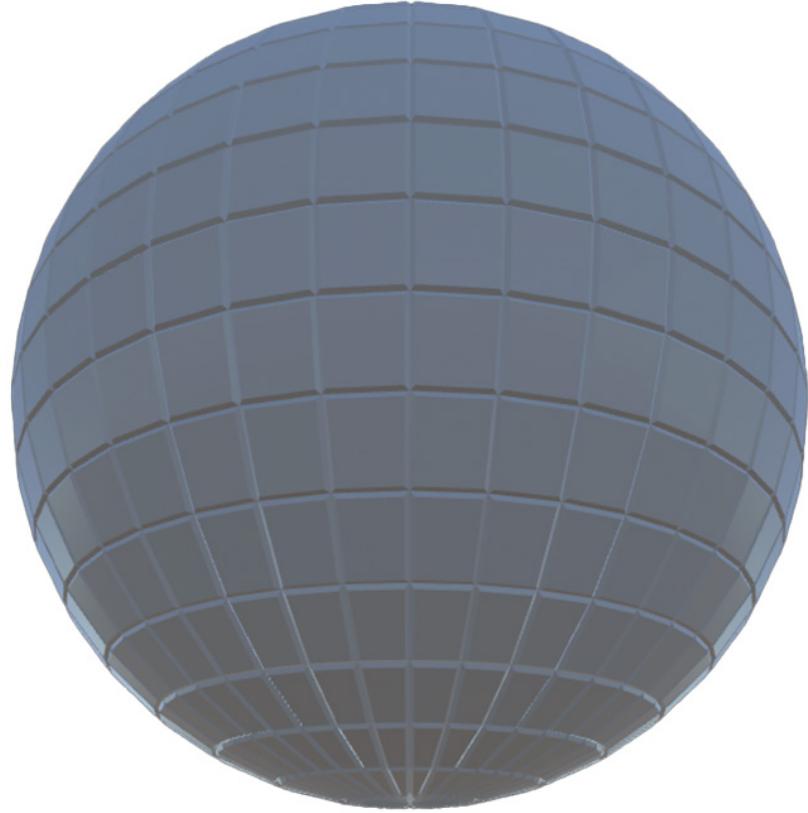
As the disco ball shines, so will you. Once you have turned all the lights and music back on, the disco ball will shine again and leave your head.

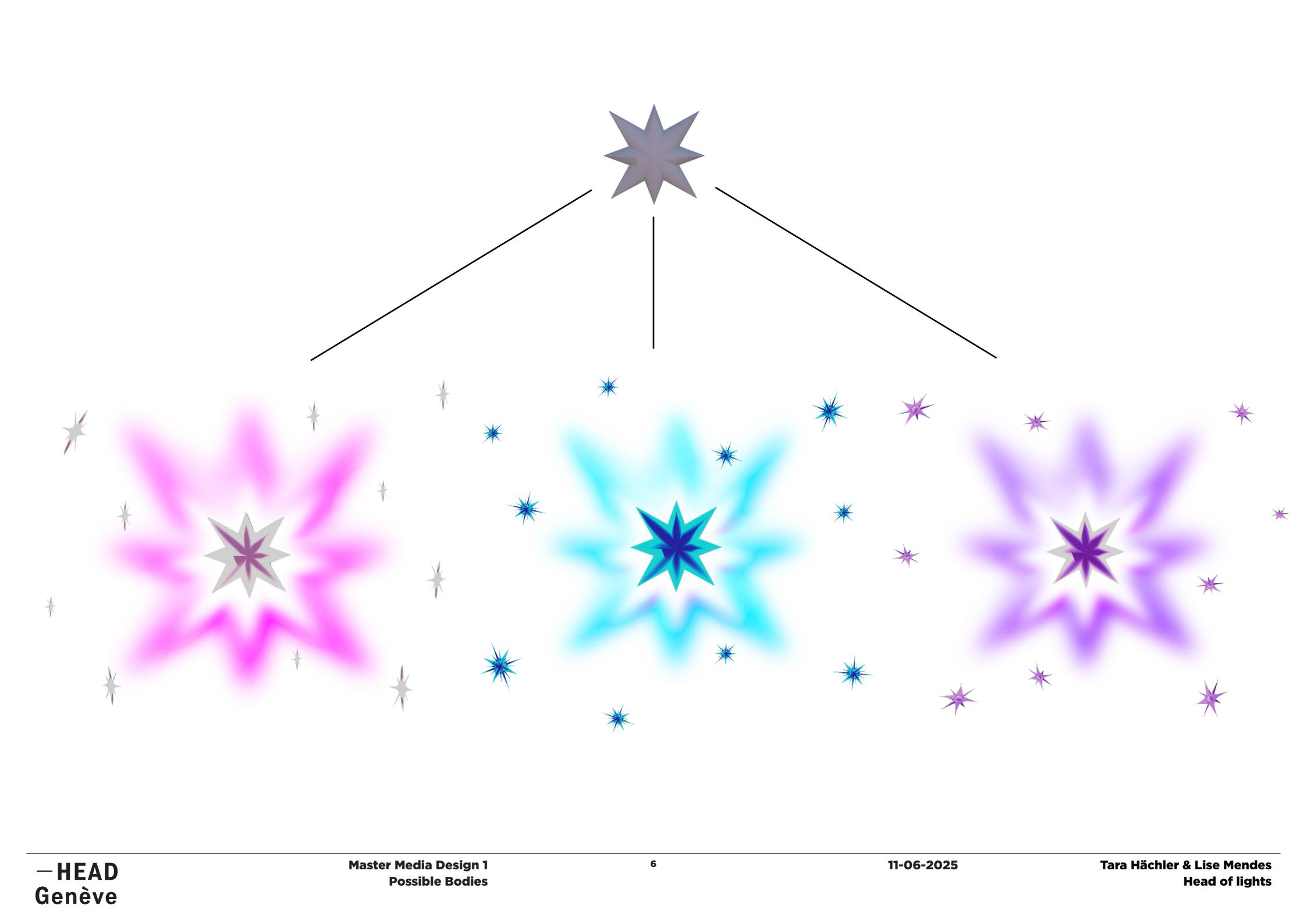
**Head
of lights**











Experience

1. You are in your space. You see a disco ball spinning, shining, and playing music.

2. You look around and at the disco ball. Suddenly, the lights and music turn off.

3. The disco ball needs your help, and you have to enter inside it.

4. A. Inside the disco ball, it is dark. Unlit stars surround you. With your gaze, they begin to shine again.

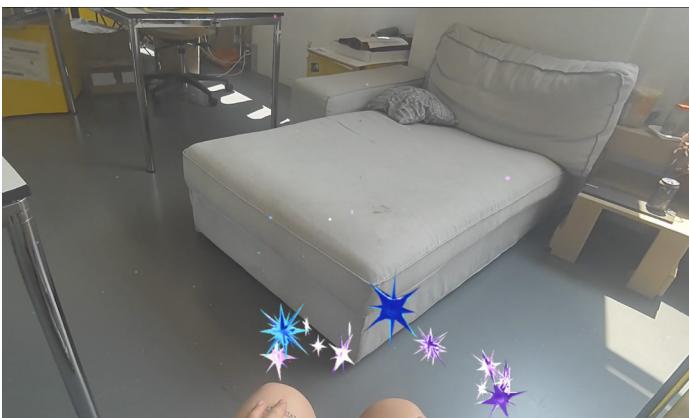
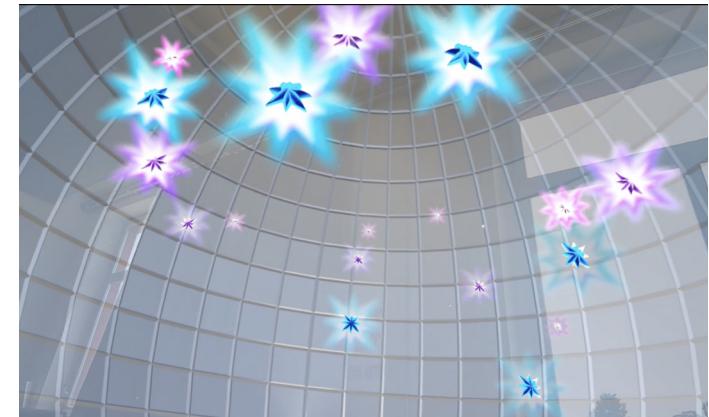
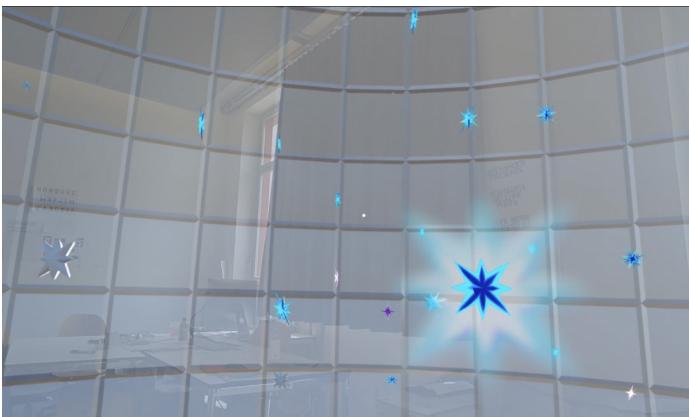
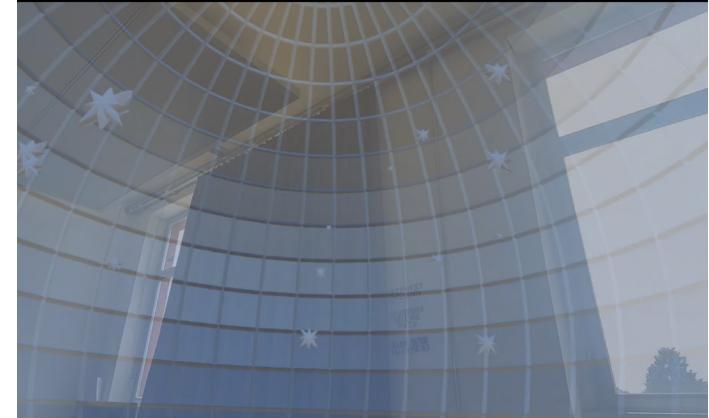
B. Each star represents a light. When turning them on, you'll also get glitter on you and create a shared brightness.

C. As you light up more stars, layers of the music return, step by step.

5. At the end, you shine together with the disco ball. Once all the lights are back on and the full music is restored, the disco ball glows brightly and gently leaves your head.

Head of Lights is made for paraplegic and tetraplegic people, as no hand movement is needed, and the game is motion-sickness free thanks to AR.





Future Development

Add a level of challenge:

Be in the rythm of the music to bring lights back.

If the user turns on the lights at the right time (based on the music rhythm), the lights trigger floating particles, some connecting around the user.

If the user doesn't turn the light on the right time the particles won't appear.

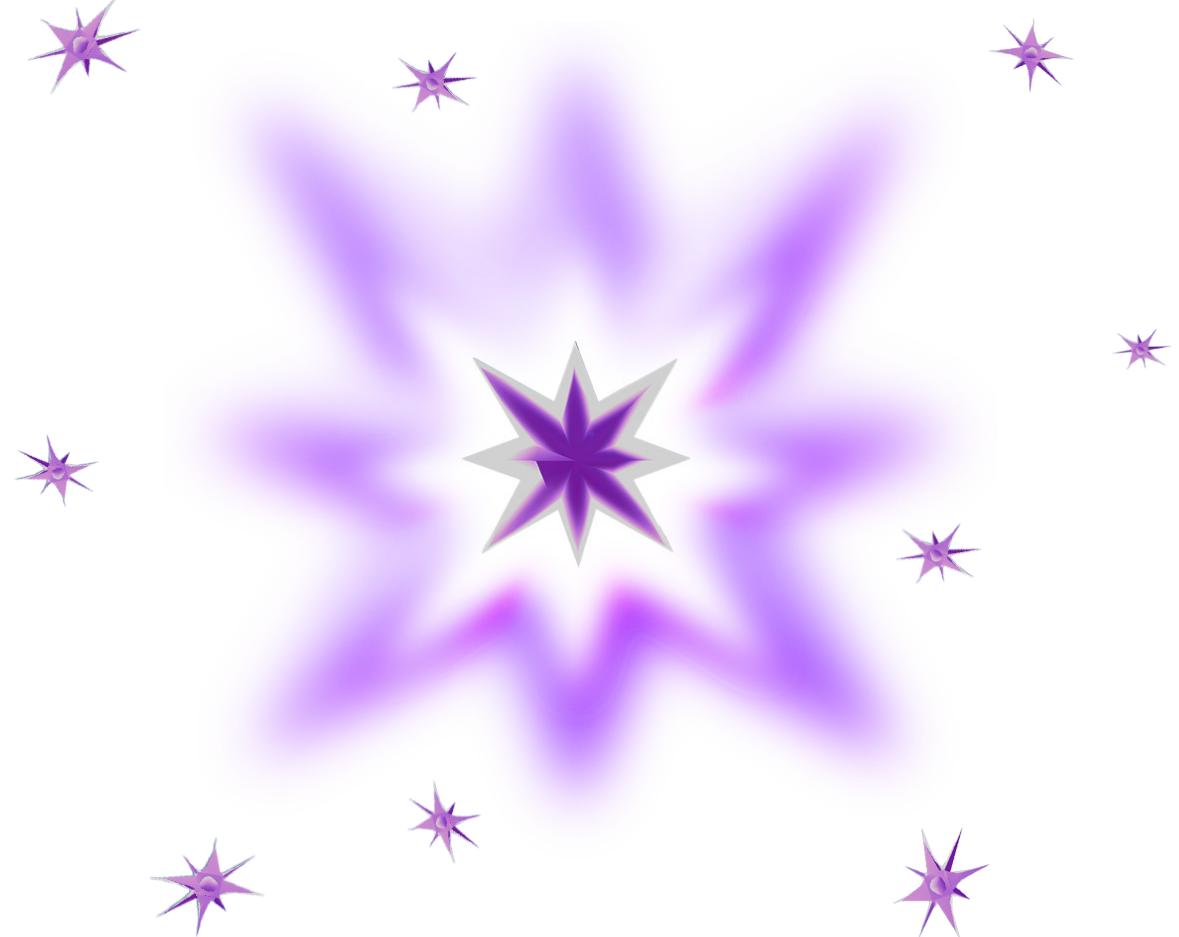
Visual improvement:

-Stars more fluid and not blocked around us. We want them to be more floating and vibrant. To understand more that they are for us.

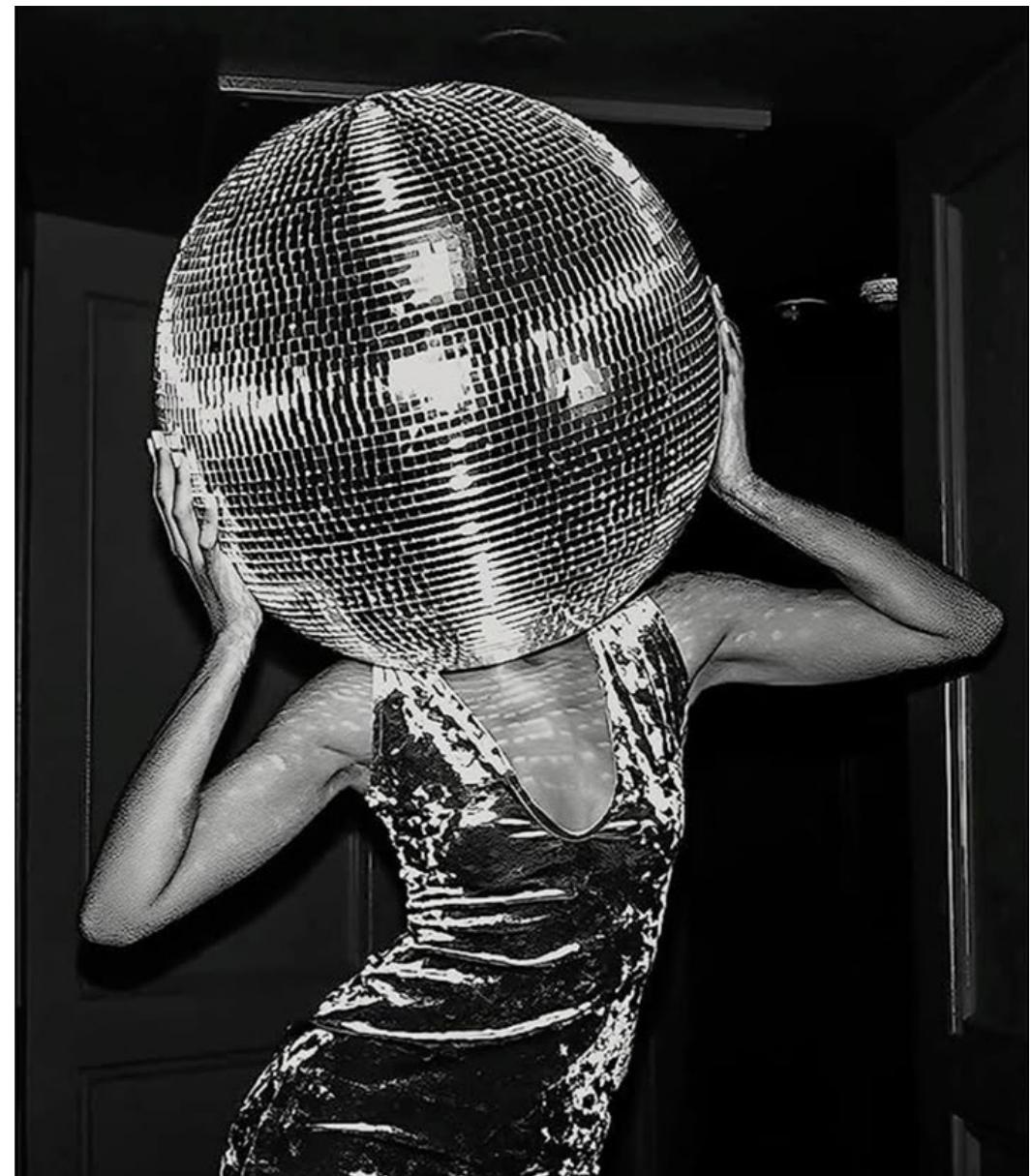
- When the disco ball enter in our head some squares fall and let an entrance with a whole.

Add other type of music:

The user can choose the type of music that the disco ball is playing.



Concept references



Visual reference

