Tom Beggin

The idea of this UI is more designed to look like of a visor, in some ways the UI that see when you play a game such as Halo for example. One of the things which I’m going for is a very faint orange overlay, so whatever the person sees – disregarding the actual UI – is a very faint orange. It would almost be as though you were wearing orange sunglasses and that was what you see. On top of that is the actual UI, and I want to incorporate mouse motion with a few gimmicks, so that as you scroll across the screen, maybe two clock-like structures move around in a circle. On the top and bottom, I want there to look like thin bars traveling from left to right or right to left. I don’t know yet though if I’m going to add the movements based on mouse motion or just time. Time would add a bit of a more “scan-like effect” to it I think, whereas adding time and mouse motion would mean the bars are going crazy.