Aurora SkyQuest

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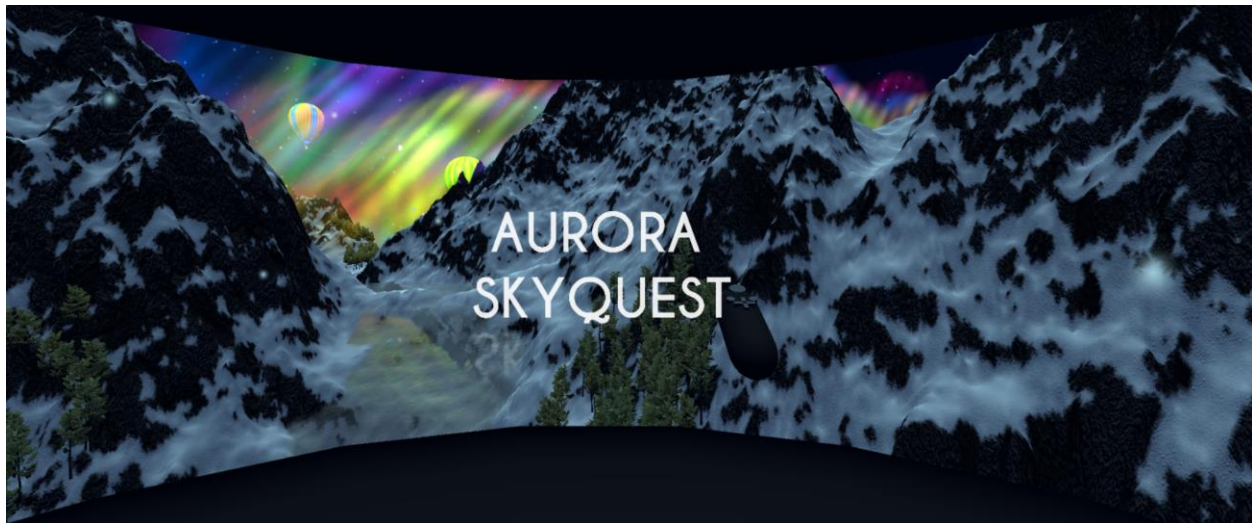
Figure 1: Aurora Skyquest running on CAVE2 VR

1 DESCRIPTION

Aurora Skyquest is an interactive adventure through the Northern lights from a tour-guided hot air balloon. The experience begins by hovering over a terrain of hot springs, pine trees and volcanic snow-covered mountains. A hot air balloon creates a unique perspective from an aerial view above trees and mountains while wildlife sounds allow for a tranquil and realistic experience, yet unlike any other one could experience in real life. The atmosphere is designed to create an ambiance of relaxation and freedom while floating in the air amongst beautiful majestic Northern lights. The user is free to move about the terrain as they wish which not only adds to the experience but makes it user-friendly. As the hot air balloon travels through the Northern lights, the vibrant colors surround and consume the viewer in a breathtaking awe. While traveling through the terrain, other hot air balloons are visible and create a shared experience of amazement. *Aurora Skyquest* can be considered as a proof-of-concept to the current research going on in the field of guided meditation, where the user is transported to beautiful environments along with gentle narration which makes it easier than ever to find respite from the stresses of life.

Figure 2: Flying through the northern lights

2   DEVELOPMENT

Kailei was the designer of the terrain including placement of the pine trees, hot air balloons, mountains and water, as well as the material colors of the hot air balloons. Danielle was the designer of the Northern lights experience. She designed multiple color schemes of Northern lights and determined their placement on the mountainous terrain. Manu wrote scripts for Aurora Mixing, Balloon Movements, Star Rotation, Title Fade-In/Fade-out effect. Francisco collected assets and sounds, placed sound colliders across the map, tweaked the sound settings to get the 3D sound effect and wrote a script to play appropriate sounds during collision.

Figure 3: Team demonstrating the project on CAVE2 VR