

DIEGETIC/ATYPICAL USER INTERFACE DESIGN

THE INSPIRATION

In Elden ring, one of the spells you're able to use is a technique that consists of lightning coming out of the character's eyes. Although efficient, it can cause death to themselves if it is used too much.

THE BACKGROUND

Glasses capable of stealing the enemies' life bar.

It will use their blood to "charge" the glasses.

Once it is charged, it can cast a spell capable of making several enemies blind at once, therefore, making them vulnerable for a final attack.

THE DESIGN

The design will consist of an icon located at the bottom left corner of the player's screen indicating when the glasses is fully charged and ready to use the special technique.

Why is this immersive?

- The icon will have special colours and effects to differentiate whether the glasses is fully charged. **(visually appealing)**.
- Once it is fully charged, the controller will vibrate as an indication the glasses is charged **(sensory appealing)**.
- If it is used, a stronger vibration will be felt holding the controller **(sensory appealing)**.

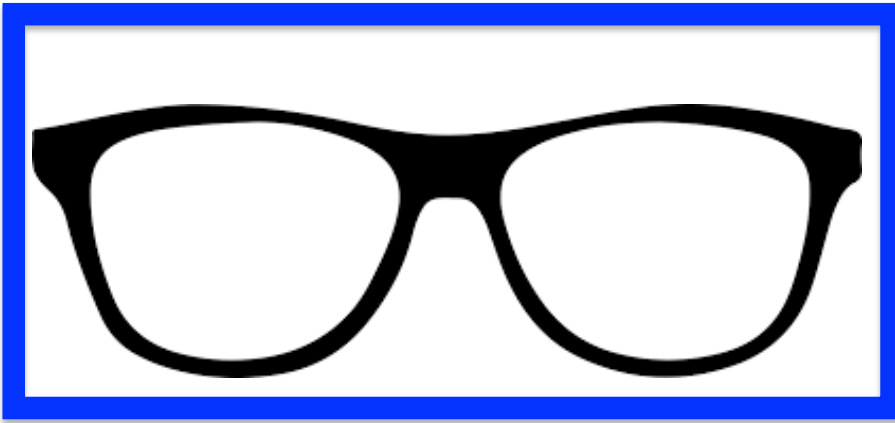
All these factors combined will guarantee an immersive and satisfactory user experience.

VISUAL EQUATIONS

- Cyclops + light saber + neon = Glasses with neon effect
- Fire + glasses + blood = glasses that causes bleeding when casting fire
- Dredd glasses + Elden Ring's yellow thunder + Harry Potter's spell = Glasses Spell

- Sharingan + superman laser + Elden Ring's incantation = Incantation laser
- Thunder + Barret's glasses (FF VII) + Materia (FFVII) = Glasses with thunder
- Ignis' glasses + Godrick's armour + Vicent's revolver (FF VII) = Glasses that fires pieces of armour

IMAGES FOR THE PHOTOSHOP FRANKENSTEIN



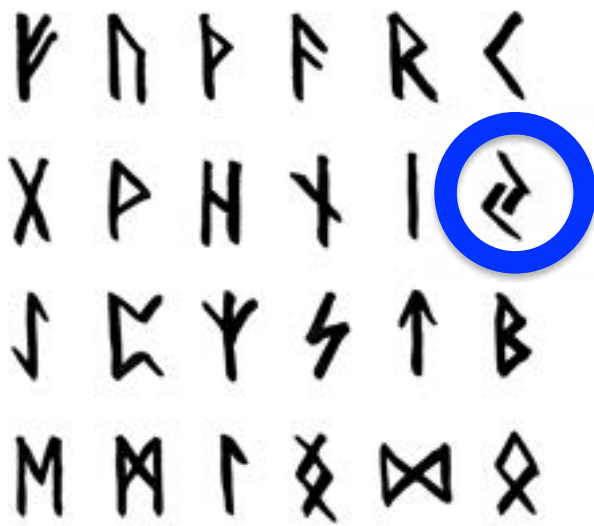
<https://www.iconspng.com/image/68174/mans-disguise-glasses>

This is the base shape for the glasses.



<https://www.pinterest.com/pin/711779916077357014/>

The inner circle will be used on the corner of each lens.



<https://www.freepik.com/free-photos-vectors/norse-runes>

One of the runes will add details to each side of the lens beside the circle.



<https://www.bonlook.ca/products/indio-sunglasses/black>

The "bridge" shape between lens is used from this sunglasses.



<https://mykita.com/en/sunglasses>

The straight line between lens was added.



<https://heroesworkshop.com/products/judge-dredd-helmet-foam-cosplay-pepakura-file-template-1995-stallone-version>

The golden lines from the top part of Dredd's helmet as a detail on the glasses.



<https://www.ebay.com.sg/itm/Red-Lens-Glasses-Sunglasses-Classic-Men-Womens-vampire-Black-Classic-Retro-Tint/302240341076>

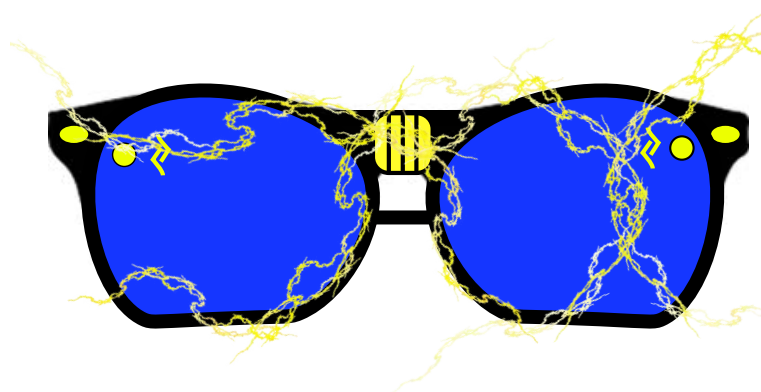
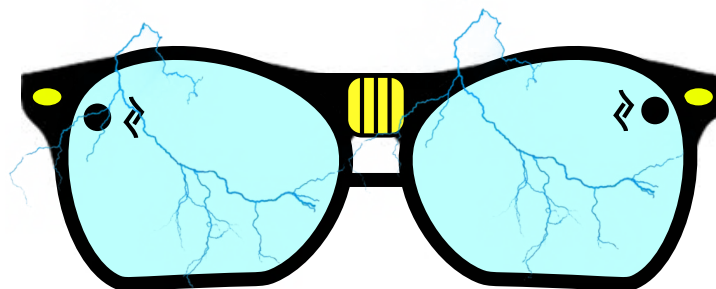
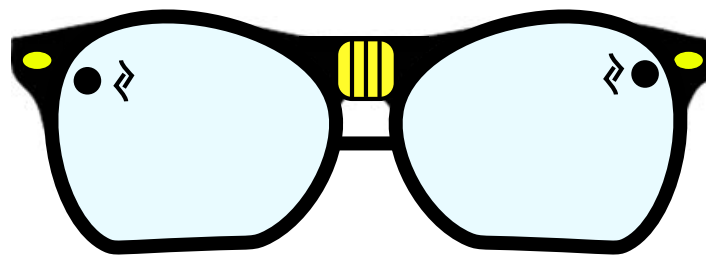
The silver dot used on both sides of the glasses.

THE 10-LAYER PHOTOSHOP FRANKENSTEIN RESULT



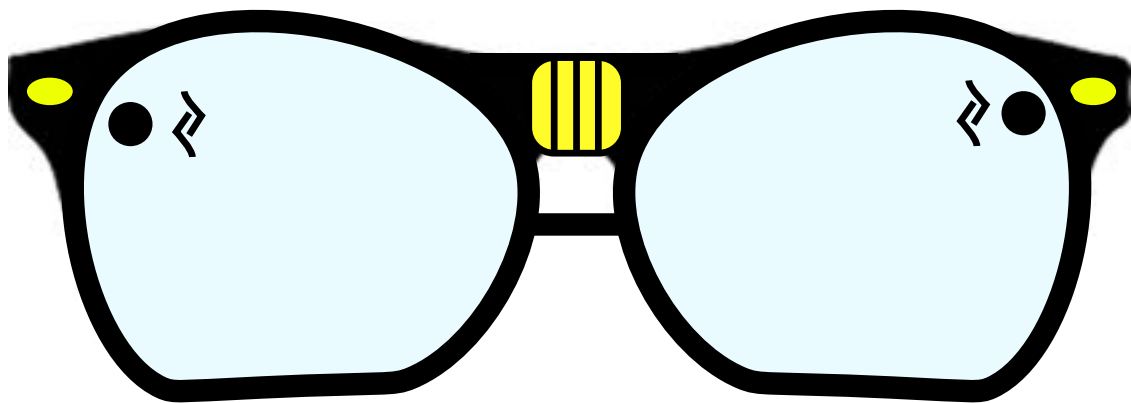
FINAL DESIGN

Different colours were used to demonstrate contrast in the icon during gameplay so that the user can easily visualise different stages of the power charge without bars or unnecessary and busy details.

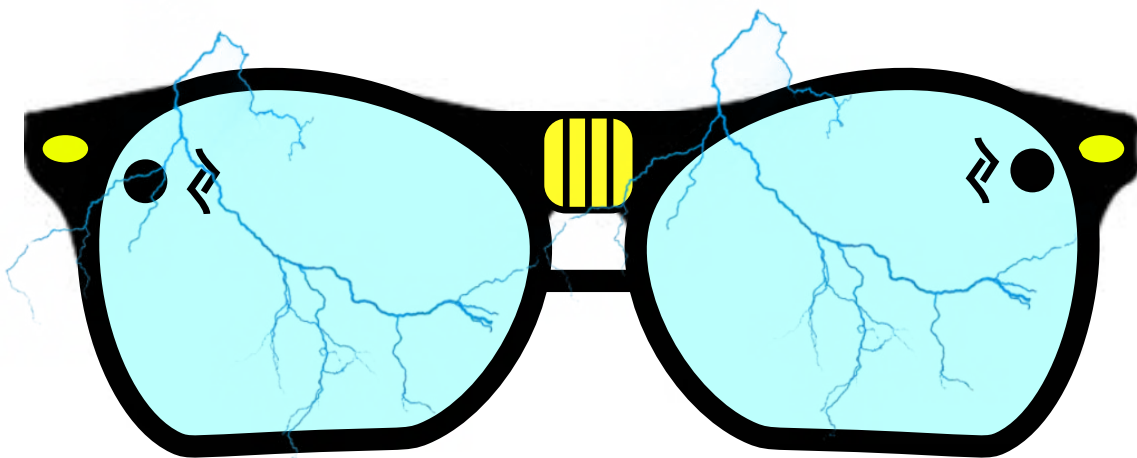


STORYBOARD

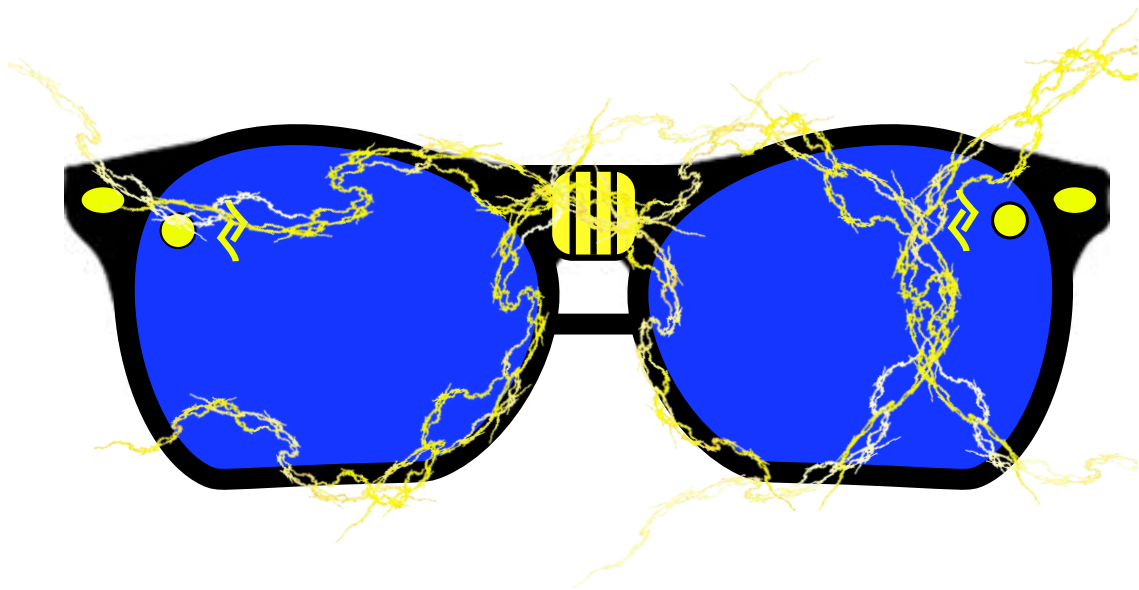
STAGE 1 - When the player steals a few enemies' life bar to charge the glasses. It will present a light blue colour to indicate the initial stage of the charging power.



STAGE 2 - A stronger blue colour to signalise the glasses are halfway through in order to be fully charged. It can cast the spell weaker than when it's charged. The thunder will give a visual clue that there's enough power for players to use it.



STAGE 3 - The maximum charge. The glasses will become fully charged when it's blue with yellow thunder all over it. It'll indicate to the user this is the highest stage of the power charge not only by the visual clues (colours, thunder and this time the drawing and details in the lens will turn yellow as well) but the controller will vibrate and also indicate the command to cast the spell.



R2



(Elden Ring Incantation)

GABRIEL DE OLIVEIRA COSTA