Immerse Yourself in This Interactive Large-Scale Video Game

Benoit Palop — Nov 7 2014

Visuals from Chroma Perspectio. Images courtesy of the artists

The Gaîté Lyrique (http://gaite-lyrique.net/en/) in Paris recently launched

Capitaine Futur and the Extraordinary Journey, a new exhibition whose theme revolves around a "fantastical immersion into the depths of the computer, that super-machine of our day-to-day life, which turns perception upside down and reshapes our perspectives." Among various activities which included talks, concerts, and projections, Bruyant studio (http://bruyantisme.com/)'s installation,

Chroma Perspectio, offered a fun and interactive exploration into the show's theme, while engaging audiences in meaningful social interaction.

Two kids play Chroma Perspectio

After the studio gave an interactive and one-of-a-kind performance with the *Octopop* concert (https://vimeo.com/104322141) and showcased their expertise in terms of interactivity and digital collective experience, the creative team composed of Bruno Ribeiro aka nohista (http://www.nohista.org/), Guillaume Evrard (http://www.guillaume-evrard.com/) and Olivier Guillerminet (http://www.olivierguillerminet.com/) was approached by the Gaîté Lyrique to create

Chroma Perspectio. "Jos Auzende, the curator of the exhibition, asked us to create an interactive

installation for the upcoming exhibition called *Capitaine Futur*. She asked us to create something around the theme of the exhibition," Bruno Ribeiro told The Creators Project. "We decided to create a immersive installation which puts you in a black box, where you have to explore mysterious worlds, with the help of a a custom flashlight. We imagine different worlds filled with cities, stars, pyramids, cats and boats, as if the history of mankind was somehow remixed and glitched by a giant computer," he said.

Chroma Perspectio is enjoyable for players of all ages.

Made up of multiple levels, themselves comprised of several *WarioWare, Inc.*-like microgames, the large-scale video game developed with the unity game engine (http://unity3d.com/) allows players to explore through and reinvent humanity's greatest achievements. With the use of a customized Wiimote flashlight, players can discover and travel through a C4D and After Effects-generated graphic universe that is at once full-colored, dynamic and absurd—in a good way. In the meantime, the collaborative and ergonomic aspects of the experience were carefully crafted to maximize multiplayer interactivity and gameplay.

Chroma Perspectio features a series of playable microgames

"We wanted to create an experimental video game in the context of an exhibition so we had to deal with the fact that people come and go, and they have to be able to start and leave the game at any time," Ribeiro explained. "So we came up with the idea that the controls are shared between the players, which means that you have to collaborate and talk to go further in the game. That way, the game can be played by one player, but the whole experience is when you all pay together," he added.

Visuals from one of Chroma Perspectio's microgames

Visitors to the Gaîté Lyrique (http://gaite-lyrique.net/en/) have until February 8th to resolve the various enigmas of the game, to collaborate with pals on completing levels, and to harmonize respective viewpoints and thus discover the greatest secrets of humanity (or not)...

Bruyant, the creative studio behind Chroma Perspectio

Click here to learn more about creative studio, Bruyant (http://bruyantisme.com/).

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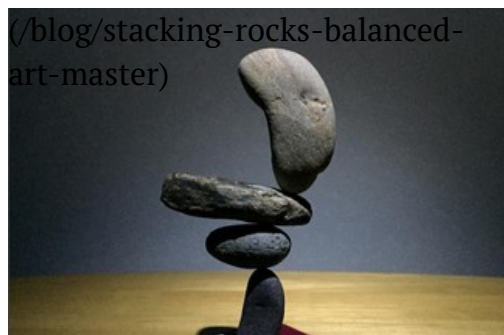

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