

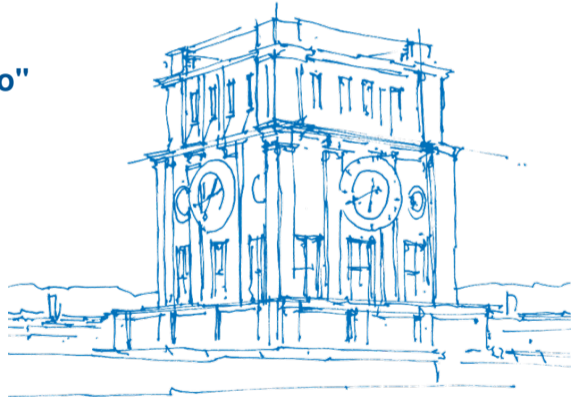
Orpheus' Journey

A Serious Game For The Opera "l'Orfeo"

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TUM Uhrenturm

Outline



1 Introduction

2 Process

3 Live Demo

4 Outlook

Introduction

Goals

- interactive opera guide
- introduce player to story
- connect story and music
- add more context to the world

Introduction

Previous State

- game with placeholders
- used opera recording
- pretty graphics
- strict adherence to libretto

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Filling Gaps

- replace placeholders
- add new scenes
- fully implement games



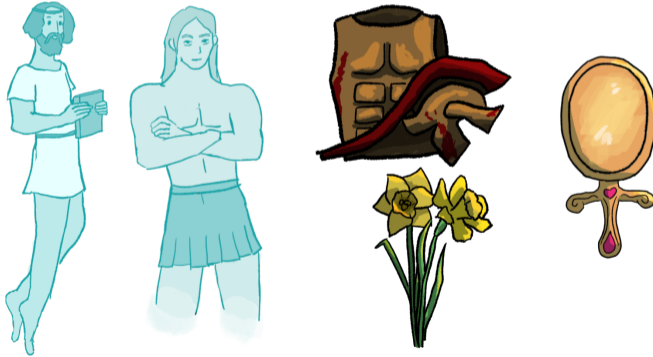
Interactive World

- Feedback for previous version: desire for more interactability with the world
 - Inventory System + Items
 - New NPCs



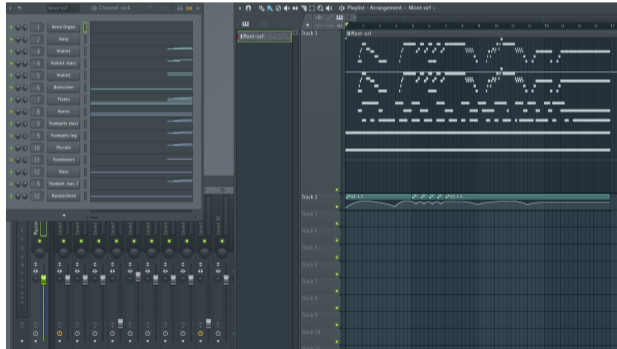
New Graphics

- Scene Backgrounds
- NPCs
- Items



Music

- own arrangement to separate tracks and improve loops
- full orchestral sound but no vocals
- added original song



Music Sequences

- Difficulty Addressed
- Wedding Dance
- Singing for Charon (Guitar Hero): now with dialogue
- River Styx



Turn Around Moment

- From Orpheus POV (2.5D)
- Three Stages of Intensity
 - Music + Orpheus' thoughts



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Future Work

- Art Asset Completion
- User Study: Effectiveness
- Additional Content?

