

MR LIBRARY

A Design Proposal for a MR Study Room

#MR Experience Design
#Immersive Experience

BACKGROUND

THE NEED OF PRODUCTIVITY

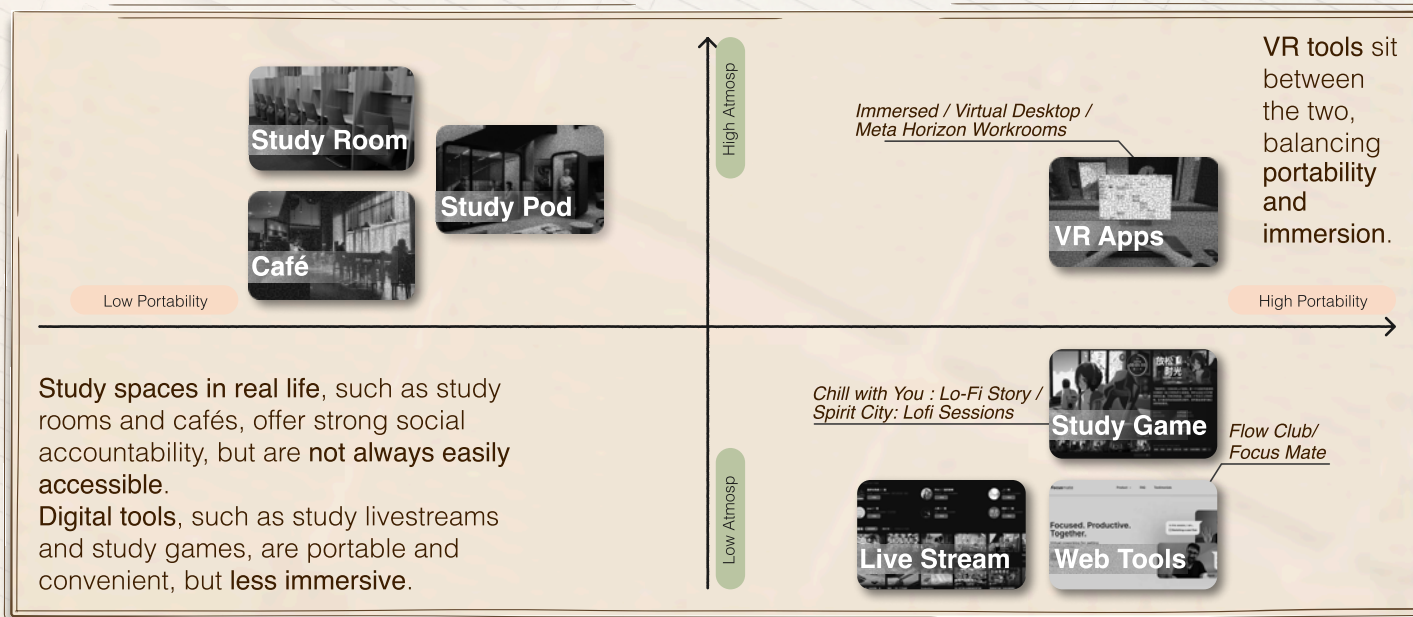
You sit down at your desk at home, open your notebook.

within minutes you're somewhere else entirely.

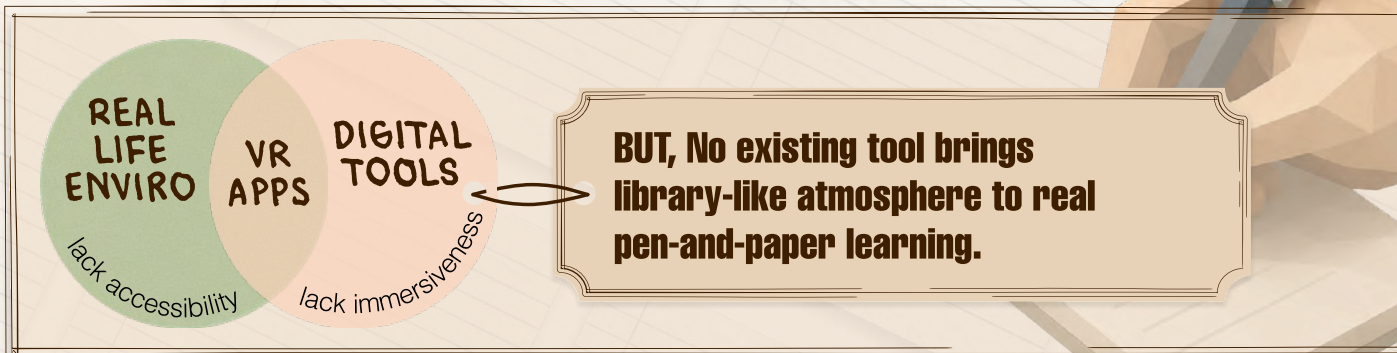
Libraries close. Seats fill up, distance can be a burden hard to ignore.

RESEARCH

PRODUCTS FOR FOCUSING

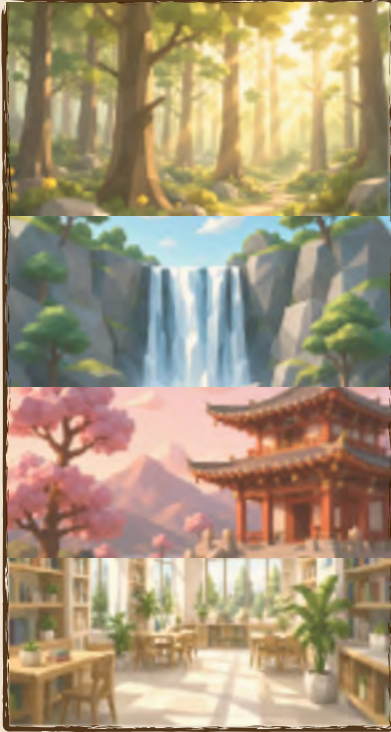


CONCLUSION



DESIGN PRINCIPLES

IMMERSIVE SOUNDS AND VISUAL ENVIROMENT



Users can choose from **natural** or **artificial** scenes as background soundscape (Forest, Temple, Library), and pair them with various **music** that benefits focusing.

And users should be able to control the on/off state or transparency of "social noise" in the environment to balance "coexistence" and "independence."



SOUND

1.

Focused Ritual

Guide users into learning through calm, intentional steps



2.

Simple Elements

Reduce distractions with clear and minimal visual cues.



3.

Soft Fascination

Create gentle moments that hold attention without pressure



4.

Provide Motivation

Make user feel motivated to study continuously



5.

Seperated Areas

Organize learning activities into distinct spatial zones

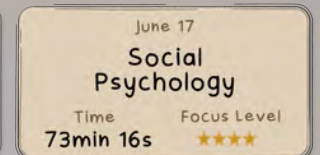


VISUAL

INTERACTION PROCESS



UI DESIGN



SCENE DESIGN

Morning

Focus
Freshness
Alertness

Afternoon

Consistency
Productivity

Evening

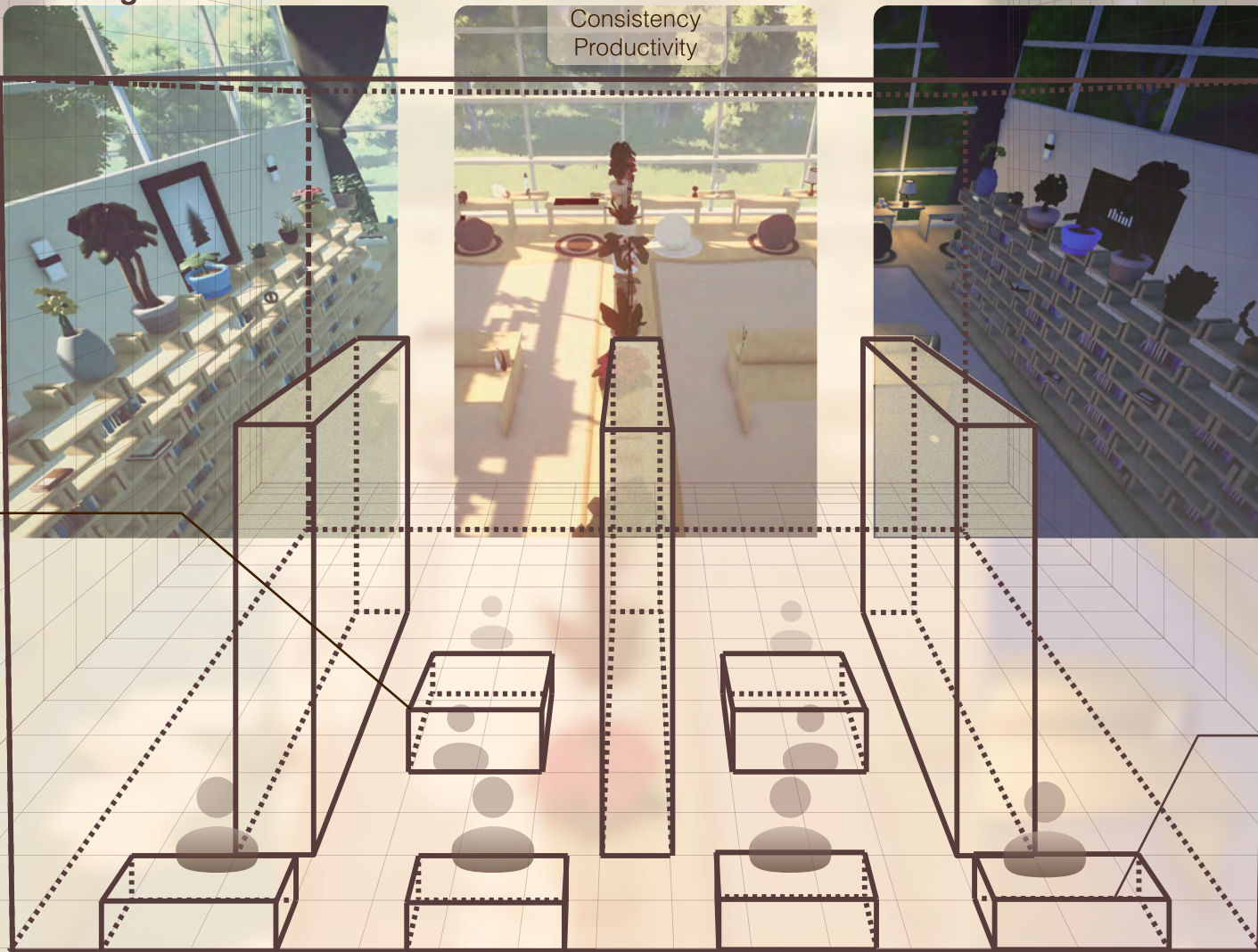
Creativity
Deep Work
Autonomy

Peer Pressure
Sense of Supervision
Anti-procrastination

Face to Face Seat

Minimal visual noise
Companionship
Easier to enter "flow" state

Side by Side Seat



DEVELOPMENT

VFX Reward System

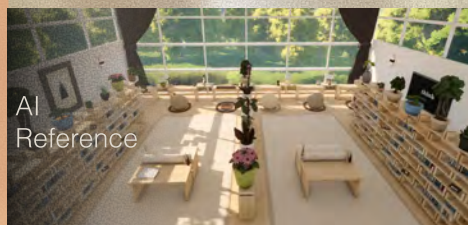


As study time accumulates, the VFX particles will become denser. By the end of the planned study time, the particles will form the reward chosen at the beginning.

Post Processing



Build straight from assets bundle

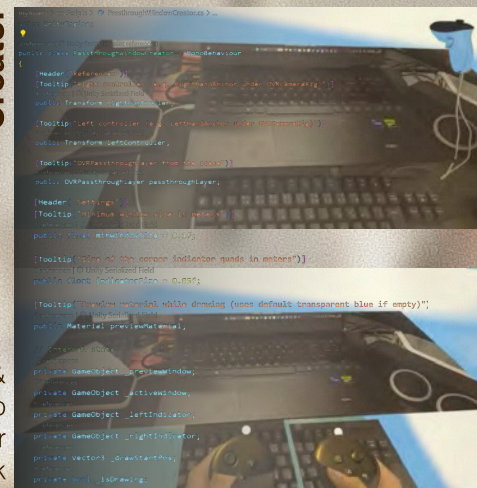


Prompts: "How to improve the color and light of this library?"



Bloom | Color Adjustment | Lift, Gamma, Gain

Passthrough Window Creator



Press & drag to show your real desk



Social Accountability

There will be other "users" represented by avatars, creating a sense of social accountability.



KEYFRAME

