

CONCEPT



Mouse



Cat

AR MERGES SYMPHONY AND THEATER

Through the use of augmented reality the CARNIVAL of the ANIMALS written by the music composer Camille Saint-Saëns is a physical and digital experience that entertains and immerses visitors of all ages in this iconic and newly reimagined symphonic and interactive experience.

It playfully integrates 3-D technology with innovative theater to create a unique, delightful, and engaging approach to immersive storytelling.

This is a unique and highly creative way to engage guests in the narratives, themes and emotions of this fun, light hearted symphony.

The participant uses smart phone technology combined with Bluetooth noise canceling headphones to experience the music, interactive sets, and augmented reality to follow Mouse and Cat through the series of interactive and gamefied vignettes, while unlocking each musical movement. In each musical movement or scene a new animal is introduced and the story plays out against pop-up style backdrops that contain hidden clues for the guests to discover. Each scene provides interactive opportunities to engage with the animals and hear music unique that scene.

INSPIRED BY VICTORIAN POP-UP BOOKS

Follow Mouse and Cat as they lead you through a magical, musical and immersive interactive experience.