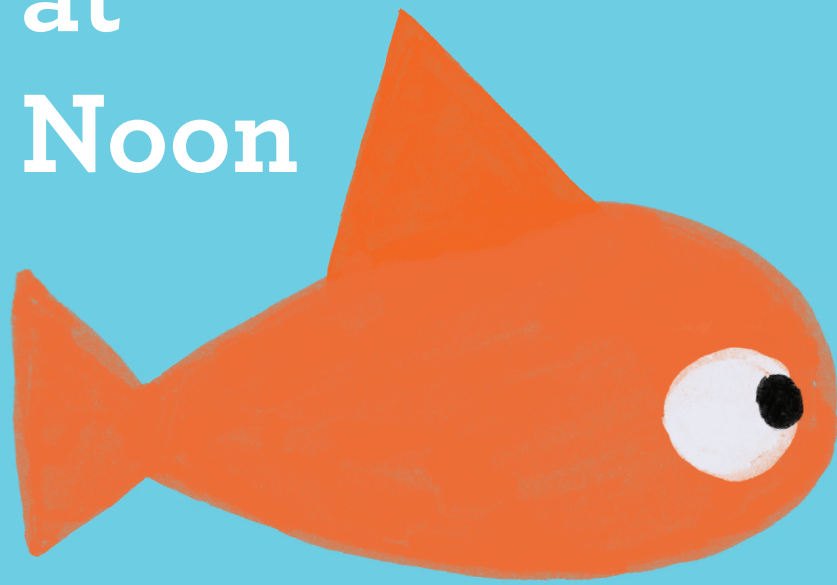# Rain at Noon

Julie Stephen Chheng

Rain at Noon

A book and an application by Julie Stephen Chheng.

Joe is a little goldfish who dreams of becoming a shark, the greatest hero of all the oceans. But then a violent storm breaks out and carries away his fake fin...

The story of Joe is told in a book and an application. They are two sides of the same adventure told with the specific qualities of paper and digital media.

Application available on iOS and Android for phones and tablets.
Age : 3-7 | Price : 2,29 € / 1,99 $
No internet connection needed
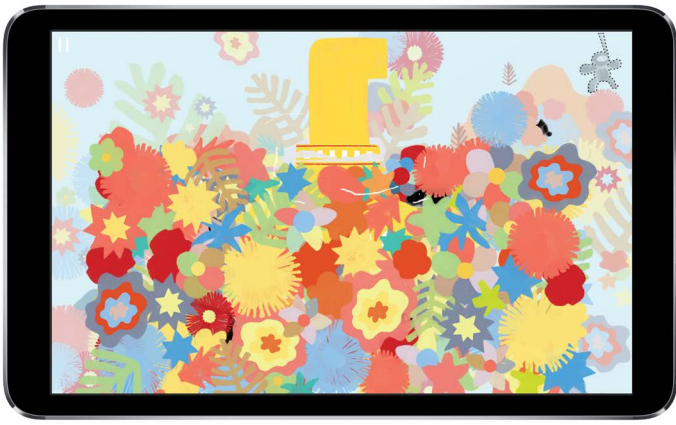language : English, French, German, Spanish, Italian, Chinese, Korean and Japanese.

Book : 44 pages with 6 of cut-out's
3 different sizes of the fake fins
Format : 13,5/17 cm | Prix : 14,90 €
language : French

www.volumique.com/lapluie
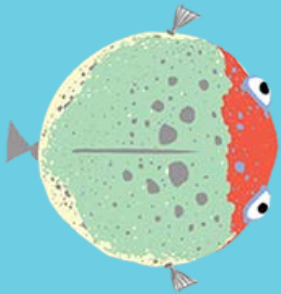
Joe in the submarine game

Joe in the boat game

Joe in the snow

Joe in the octopus game

The application, *Rain at Noon*

Through an interactive ocean, animations and games, the story of Joe in his ocean also becomes interactive . Becomes interactive. All the fish that populate the ocean can be collected and the player has to help Joe find its lost fin through four games. The application evolves according to the weather near you and the time of day, through its many adventures.

During the adventures, the player will have to go through many actions such as to get out of the coral reef, to release the yellow fish, to move an octopus and to jump from a train.
At the end of each game, **the player wins a new power** that permits him to change the weather in the ocean. Five powers are available : sun, rain, snow, night and storm. A map helps the player to see his/her location and his/her advancement in the game. Finally, when the user finishes the four games, **a whale meets Joe** and delivers to him the precious fin.

Author : *Julie Stephen Chheng*
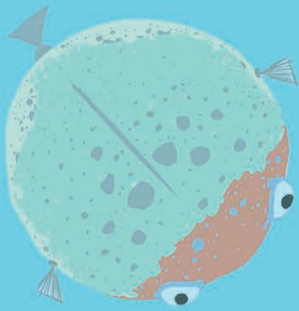Production: *Ex Nihilo / Volumique*
Available on iOS and Android for phones and tablets.
The game plays and looks best on tablets.
Age : *3-7* | Price : *2,29 € / 1,99 $*
Release : *02.15.2018*
No internet connection needed

<-- Click here
WEB SITE

<-- Click here
VIDEO

<-- Click here
BOOK

French version

<-- Click here
APPSTORE / IOS APP

available 02.15.2018

APPSTORE

<-- Click here
ANDROID APP
GOOGLEPLAY
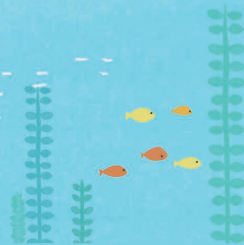
available 02.15.2018

GOOGLEPLAY

Contact

Volumique
contact@volumique.com
Julie Stephen Chheng
julie.stephen.chheng@gmail.com

www.volumique.com/lapluie

Author Biography

Julie Stephen Chheng is a Paris-based designer.
A graduate from the Arts décoratifs of Paris School.
She is engaged in projects in the field of publishing and
visual arts that blend state-of-the-art technology and paper.

She is the author of several books and applications :
*'The Adventures of a Village' (a folding book), 'Poems
in Pieces' (a pop-up book), 'Rain at Noon' (a book and
an application), 'Adventures of the Little Postal Train'
(papercuts and augmented reality).*

In 2014, she did an Art Residency with the **Hong Kong
Arts Center.** In 2016, she was artist-in-residence at
the **Villa Kujoyama** in Digital Arts in Kyoto.

This year, she presented *Uramado*, an augmented journey
at the Musée de la Chasse et de la Nature in Paris, *Folded,
Cut and Off the Wall*, a touring exhibition organized by
Le Salon du livre jeunesse de Montreuil in the Paris
Region and 18 windows displays for **Hermès in Tokyo**.

She is now working on *The Adventures of Kayak*,
a story with augmented reality stickers.

Tumblr : http://juliestephenchheng.tumblr.com/

The team

conception and realisation
Julie Stephen Chheng

animation and design Thomas Pons

animation Julien Chheng & Ulysse Malassagne

development / game design
Julien Hognon & Tristan Genevet

interface design Geoffrey Dorne

sound design Sacha Gattino

project manager Thibault Jorge

production
Volumique - Etienne Mineur
Ex Nihilo - Arnaud Colinart

A book in French exists in addition to this
application.