

NOX

Immersive Audio Experience - Concept UI/UX Project

DESIGNER	TOOLS	TYPE	YEAR
Anna Linker	Figma · WordPress · Elementor	Mobile & Web UI/UX	2026

OVERVIEW

NOX is a conceptual audio experience platform designed around mood, focus and personalised sound environments. The idea came from a simple personal habit - always having something playing in the background while working, studying or falling asleep.

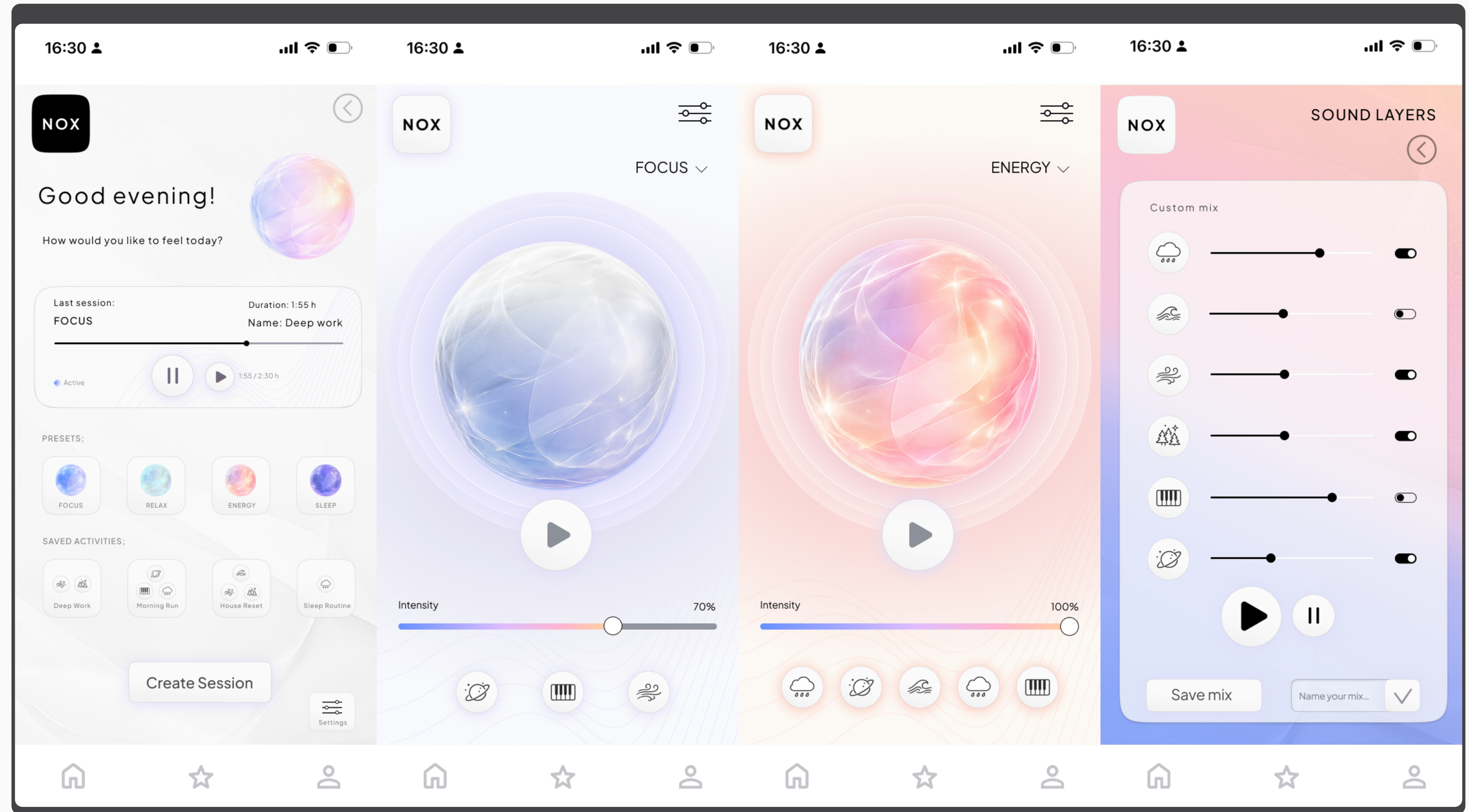
The project explores how sound can adapt to different mental states rather than simply playing music. Each preset - Focus, Relax, Energy, Sleep - creates a distinct atmosphere tailored to a specific activity or moment in the day. Beyond presets, users can build their own mix by layering individual sounds and adjusting intensity, then save it as a named session to return to.

Visually, the product is built around a single core element: a living sphere that reflects the active mode and intensity in real time. It reacts, shifts colour and breathes - making the experience feel physical, not just functional.

The project covers both mobile and web interfaces, with attention to responsive layout, visual hierarchy and seamless transitions between states.

SCREENS

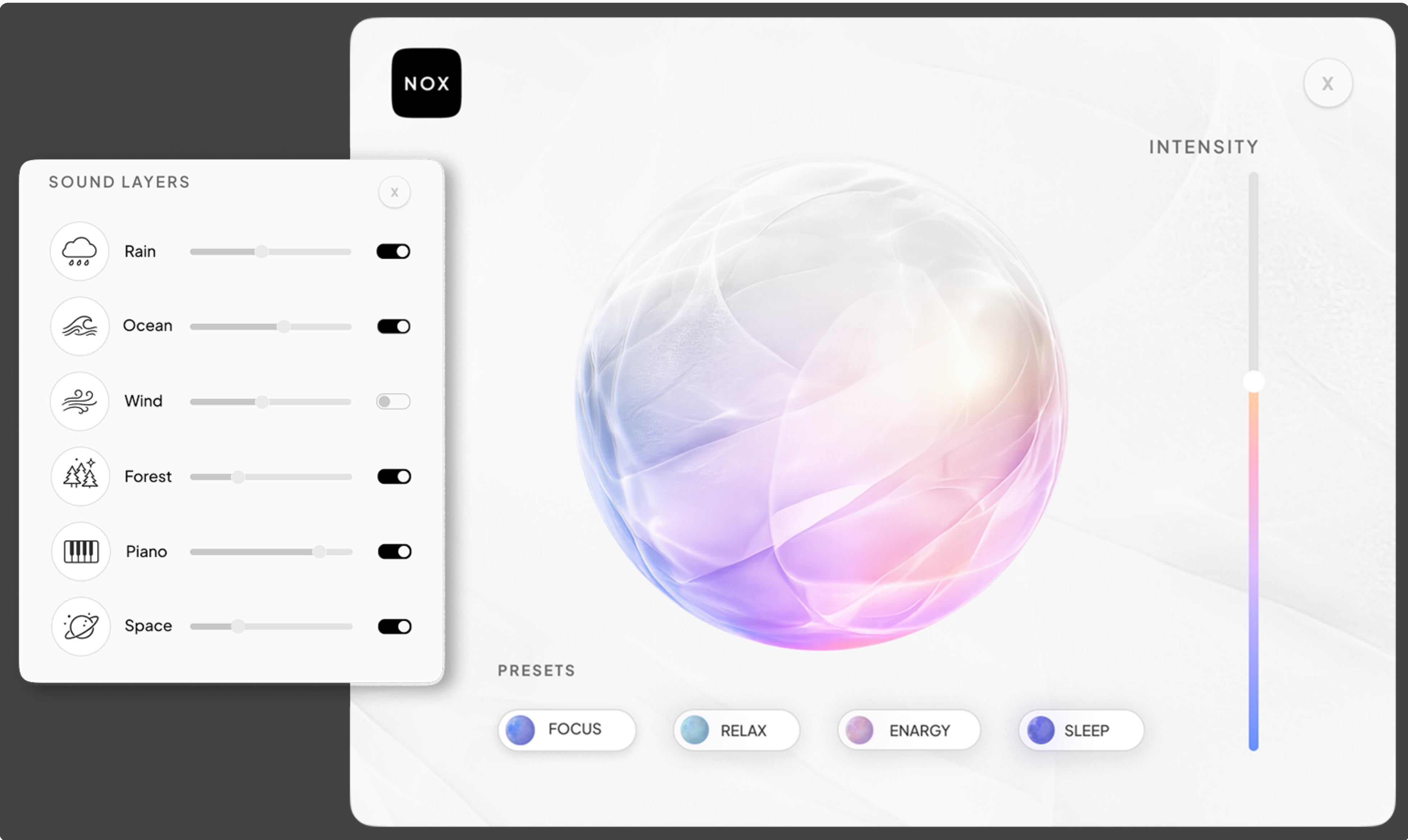
Selected screens from the mobile app - showing preset modes, intensity control and the custom sound mix interface.



Home - preset selection & saved sessions. The home screen greets the user by name and surfaces their last session, four presets and saved activity mixes for quick access.	Focus mode - sphere at 70% intensity. In Focus mode the sphere turns cool and still. Intensity is set to 70% - enough to support deep concentration without overstimulation.	Energy mode - sphere at 100% intensity. Energy mode activates warm tones and full intensity. The sound environment is designed to motivate and drive physical or creative activity.	Sound Layers - custom mix controls. The custom mix panel lets users layer individual sounds - rain, ocean, wind, forest, piano, space, and save combinations as named presets.
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WEB VERSION - SOUND LAYERS PANEL

The desktop interface brings the same sound layer controls into a full-screen studio view, with the sphere as the central visual element and a vertical intensity slider on the right.



PROCESS

01 THE IDEA The idea came from personal habit - I'm always listening to something while working, studying or falling asleep. I wanted to design an app that adapts to different mental states rather than just playing music. The four presets - Focus, Relax, Energy, Sleep - reflect real everyday situations where sound environment actually matters.

02 THE CONCEPT The concept went straight from idea to build — no lengthy wireframe phase. The visual direction was clear from the start: a sphere that represents both the preset modes and the intensity of a custom mix. It reacts, it breathes, it feels alive. The sphere was my idea, rendered with AI, and became the visual core of the whole product.

03 THE CHALLENGE The biggest challenge was restraint - keeping the interface minimal without making it feel empty. Every element had to earn its place. The result is a UI that feels calm and focused, which mirrors exactly what the app is supposed to do for the user.

ROLE	FOCUS
Concept development · UX structure · UI design · Responsive adaptation · WordPress/Elementor implementation	Mood-based audio states · Motion concept · Visual system · Cross-device experience · Sound layer interaction