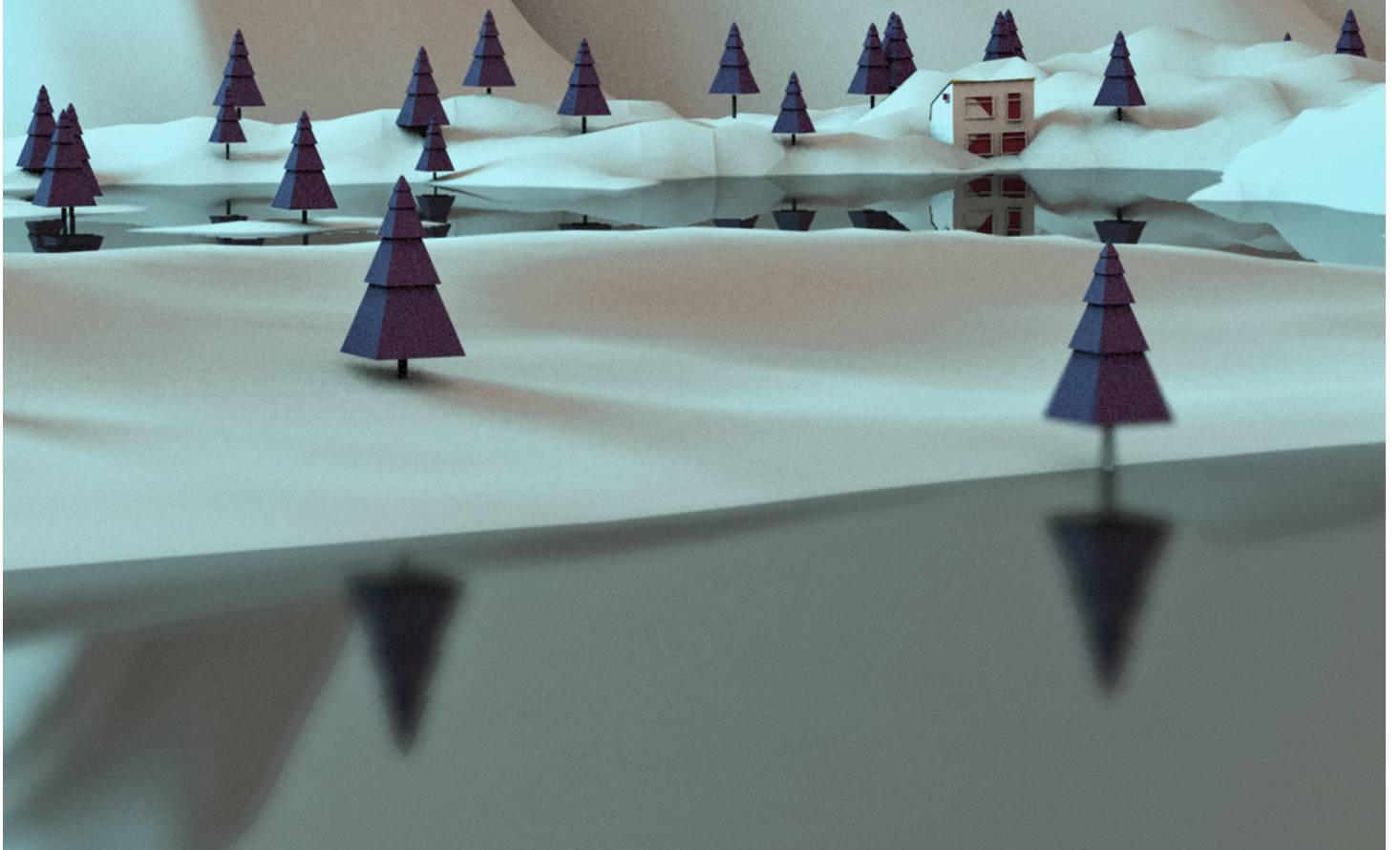


3dreams

An Interactive 3d project
by Oya Metin



“an interactive project about reconstructing
the same dream with
different visual interpretations of
three people”

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ABOUT

I have always had an interest in dreams, for several years I have been keeping a dream journal and I thought that it was hard to keep track of what I see in words. I remember visually and transferring it into words has not been easy.

When we describe our dreams, we use words to express the seen which eventually creates complications. The experience of the listener is different as he starts to visualize the dream via his own imagination. By studying my dream, I want to take a closer look into visualizing dreams and the possibility of creating an environment in the exact way I recall it.

Firstly, I selected a dream which I remember in detail and modelled it a prototype. Then, I will tell my dream to two other people and I will remodel depending on the way they visualize it. The viewer is expected to see how the dream differs when it is translated from visuals to words. And to explore a platform where he can seek for clues, enhance the feeling of exploring. As the user moves and interacts with the dream, it translates. Throughout the experience, the user is expected to wear a head-mounted display to feel immersed and to make his own decisions. For example; I might be avoiding to be closer to objects, but while the user is exploring the dream, he might choose to stand beside it.

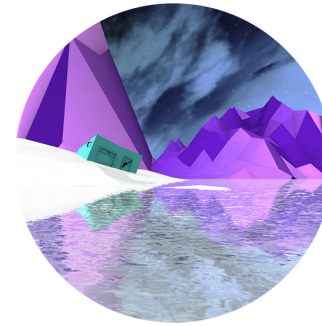
By working on this project, I will get to see if it is possible to create an experimental game based on my dream and see how people react watching the same subject in the eyes of three people, one who actually seen it and two re-visualizing it.

GOALS & OBJECTIVES

- To show how the dream differs when it is translated from visuals to words
 - By working with different storytellers on the same dream and creating a visual environment based on their interpretations
- To visualize my dream
 - By 3d modeling the dream and building a digital environment
- To make the viewer experience a dream of someone in a self-oriented way
 - By letting the viewer decide which routes to take and adding interactivity

TARGET AUDIENCE

People who are interested in visual arts and eager to experience dreams in an interactive format



**some snapshots
from unity**



REQUIRED KNOW&HOW

- Two people to reconstruct my dream
- 3d modeling
- Unity
- Javascript
- Logic Pro
- Texturing, Materials
- How to connect Oculus Rift

ABOUT THE DREAM

The dream starts in a forest that turns into a stereotypic hotel pool-yard with a pool bar beside it. The pool bar is behind the prison bars. Behind the prison bars, there are humans doing nothing, not acting against the situation. The yard is surrounded by a bunch of damaged pre-fabric buildings on top of each other instead of a hotel. The pre-fabric buildings is a reference to the district I used to live when I moved to Barcelona. In the yard, there are several wandering wild animals including herd of horses, dogs and bears. As an escape from the danger, there are several rooms connecting to the yard, in one of them there is only one disco ball at the ceiling and a bath tub where my father is placed with surgeons surrounding him. The surgeons are only drawing circles around him without treating him as a patient. And as I pass to the next room, it is empty inside and I wake up.

