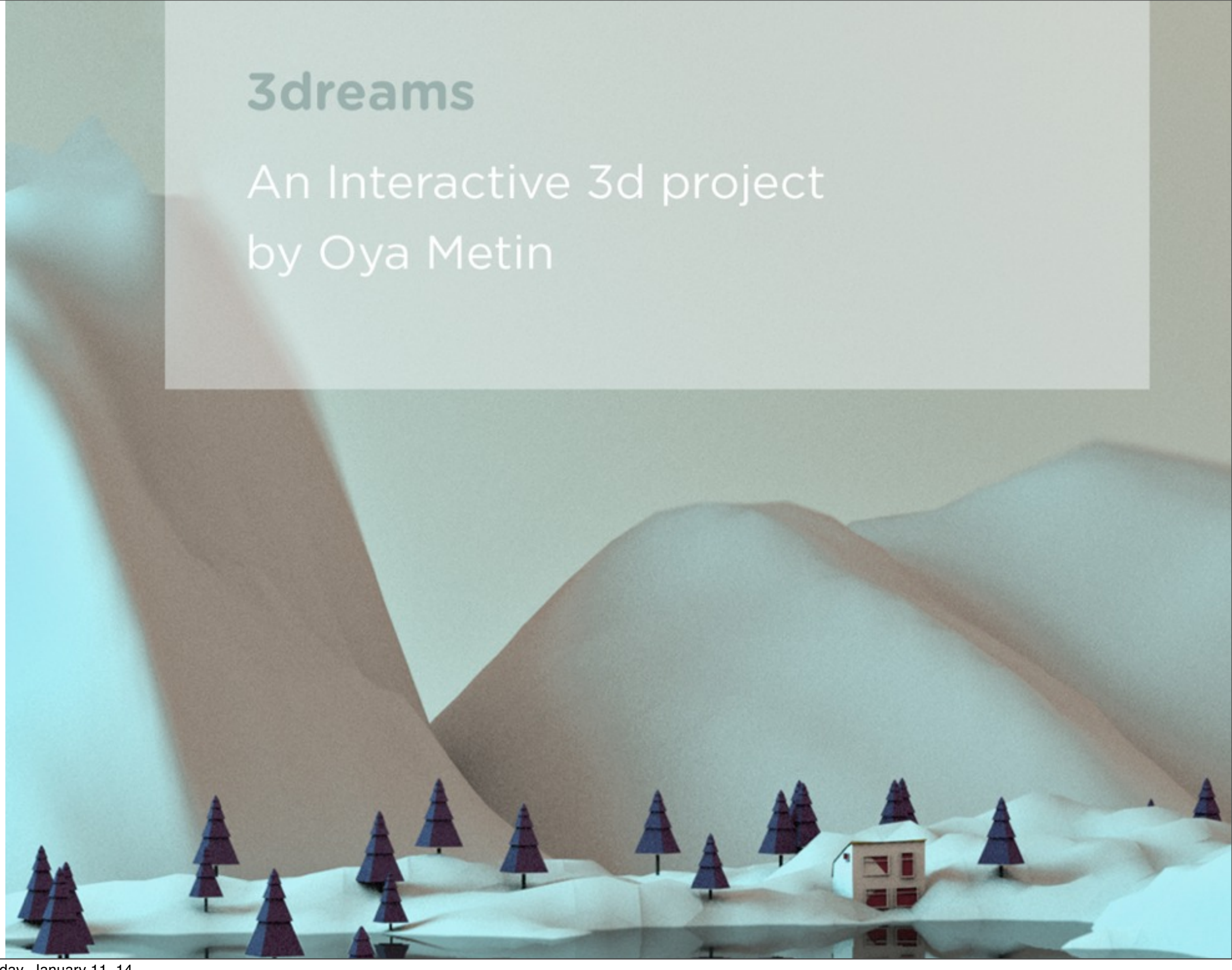
3dreams

An Interactive 3d project

by Oya Metin



ABOUT

- An interactive project about reconstructing the same dream with different visual interpretations of three people

Goals&Objectives

1.

- 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

Goals&Objectives

2.

- To visualize my dream
- By 3d modeling the dream and building a digital environment

Goals&Objectives

3.

- 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

Phases of The Project

- Choosing a dream to work on
- Telling it to two other people and collecting the visual feedback
- Creating a storyboard (2d sketch)
- Creating a topography map (3d sketch)
- Planning of the 3d models and materials (listing of models, colors of the scenes and the properties of environment)
- Modeling stage
- First prototype with basic properties
- Testing with camera simulation
- Coloring, materials, polishing the scene

- Adding the interactivity with Unity

a) First person controller

b) Adding triggers and physics

c) Adding platforms

d) Adding environmental effects

- Sounds (Logic Pro)

- Adding interaction device; xbox controller

- Second prototype

- Adding Oculus Rift

- Polishing

- Design of the website and the trailer to promote the project

Required Know & How

-Two people to reconstruct my dream

-3d modeling

-Unity

-Javascript

-Logic Pro

-Texturing, Materials

-How to connect Oculus Rift

Prototype

- Choosing the dream

- Creating a storyboard

- Modeling of the part of the outdoor environment

- Placing the scenes in Unity

- Connecting Oculus Rift

Inspiration

-nail polish inferno: www.thenailpolishinferno.com/

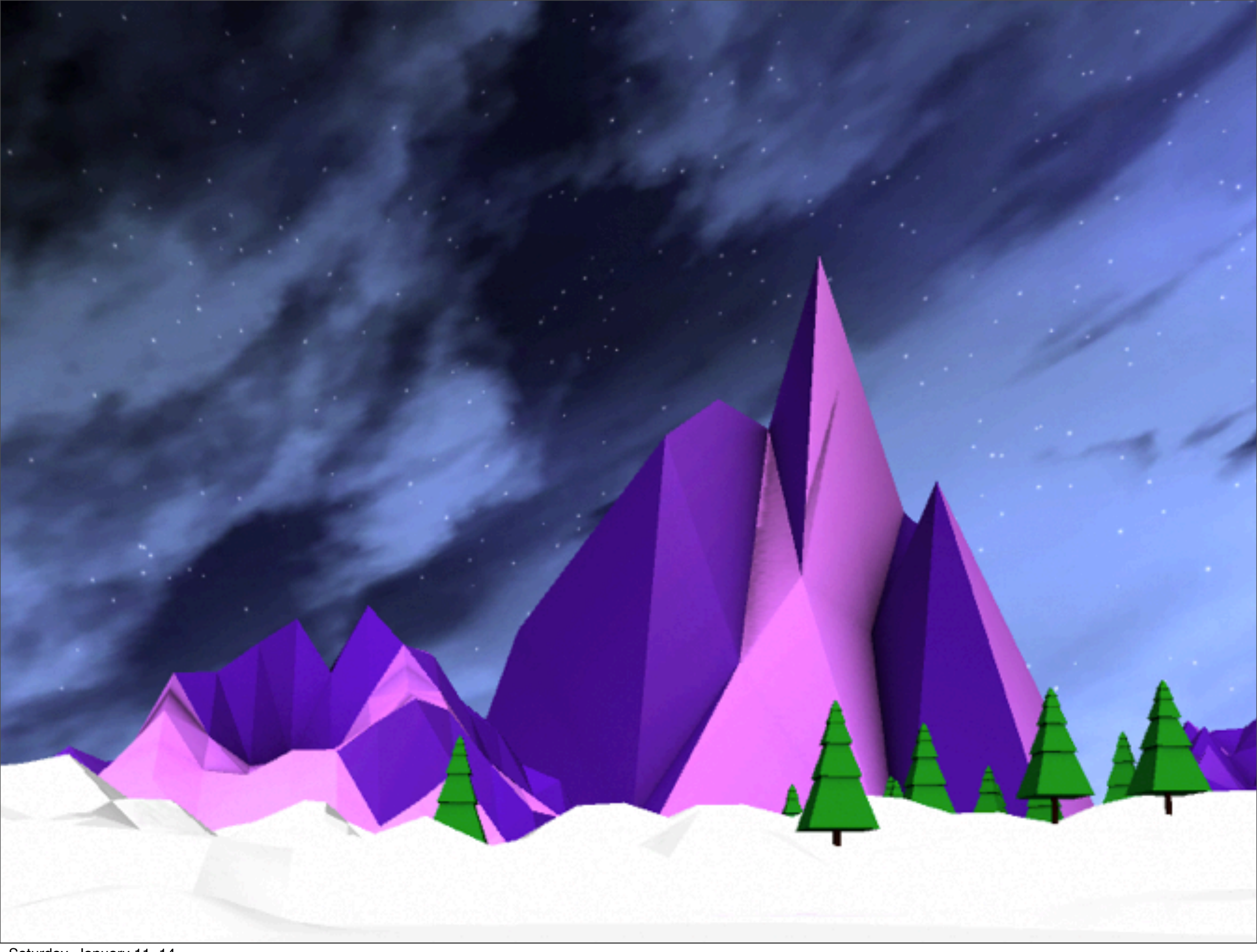
-low poly technique- http://www.turnislefthome.com/

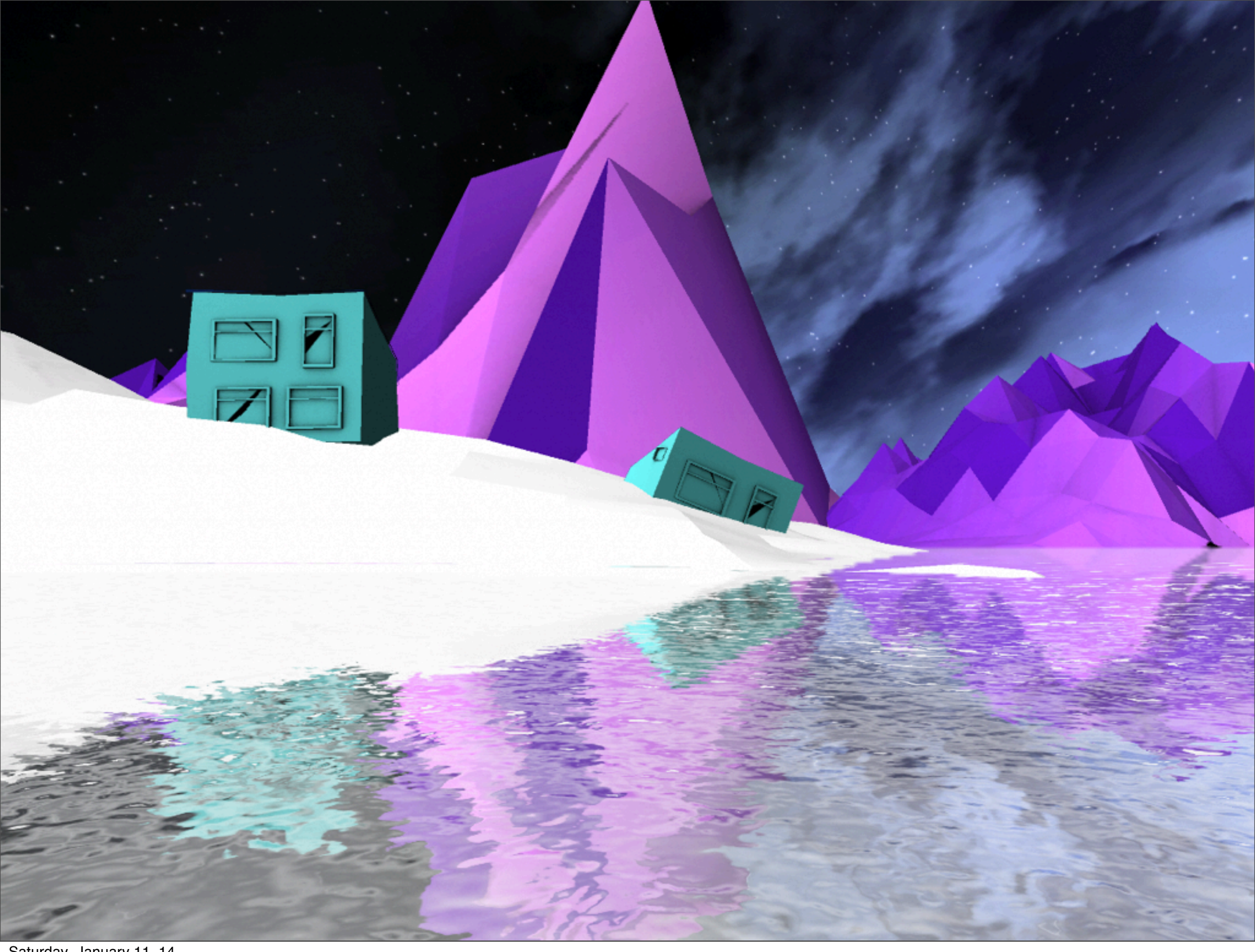
-http://www.dazeddigital.com/artsandculture/article/17787/1/james-franco-1-dream

Why Oculus Rift?

-full immersive

-its array of accelerometers, gyroscopes, and magnetometers, near real-time head-tracking head tracking- low latency





Thank You For Listening

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