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VA 401
2nd Draft: Project Proposal

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Project Definition:

I will be doing a project on visualizing the dreams of people. The dreams of three people will be studied and recreated according to their description with 3d modeling and the viewer is expected to experience the dreams as an episode with the virtual reality technology.

Goals and Objectives

Goals;

- To experience the third person's dream in self-oriented personal way
- To interpret one's dream in a scientifically correct form and to support it with the visuals and sound effects
- To experience subject's dream in a different platform
- To build a bridge between words and visuals
- To make the viewer feel as he is inside the world

Objectives

- To learn 3d modeling and unity
- To adapt the dream into a new form of reality
- To add the virtual reality experience
- To learn different techniques in order to differentiate dreams from another
- To be able to interpret the dreams in a psychological way

Target Audience

People who are interested in visual arts

Background information

I have always had a interest in dreams, for the last year I have been keeping a dream journal and I always 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.

My first intention was to create a “Visual Dream Generator” where you may choose the signifiers of your dreams, place them into a room to express what you have seen visually. It was to simplify the dreams and remove the brick between the text and the visual. When we describe our dreams, we use words to express the seen which eventually creates complications and the experience of the listener is different as he starts to visualize your words.

To reach this goal, instead of creating a generator, for the first step, I have decided to take a closer look into visualizing the dreams and I have decided to study the peoples’ dreams and see if it is possible to create an environment where the viewer may experience the imaginary world of others. It is interesting to feel as a part of the other peoples’ subconscious and to actually discover, not experience in the eyes of the subject and be able to move and see, create a new understanding of the scene. To make this possible, I want to select three people and try to conceptualize and visualize in the way they see it, to create a platform where you can seek for clues, discover the dreams and experience being a part of it. With the help of 3d modeling, my goal is to create a dreamy world and then, to use virtual reality experience to enhance the feeling of exploring.

By working on this project, I will get to know if it is possible to create an imaginary world, to see how people react watching the other worlds of people. As people will be first reading about the dream and then watching the episode, it will be interesting to see if the experience would be the same.

Detailed Project Description

My project will be on creating a virtual reality in the basis of peoples’ dreams. It will be a simulation of an imaginary reality. You will, in some ways, be immersed in a virtual world and see, explore the signifiers of others subconscious. In this way, you are expected to feel as a part of other’s world and interact with it in a self-oriented way. Throughout the experience, you will be wearing wear a head-mounted display as it is part of a full immersion system and a kinect will be present to read your body movements.

Scope of the project

What will be covered;

What Virtual Reality is, how effective it is

How people explain their dreams

The signifiers of dreams

How to visualize others’ imaginary world

Head-mounted display

Required Know-How and Abilities

I will be learning

- 3d modelling
- Unity
- How to connect Oculus Rift
- How to use kinect

Needed Resources

- Talk to people and examine their dreams
- Psychological texts on evaluating others dreams
- How to recreate their imaginary worlds; deeper understanding of virtual reality

Difficulties and Risks

- Difficulty of recreating the dreams in the exact way they dream
- The viewer feeling de-attached from the virtual world that I aim to create
- To connect all devices and make it possible to work together
- Re-visualizing in the expected way

Phases of the project

- Research on dreams
- Learning how to create a Virtual Reality platform based on dreams
- What technologies and tools might be used
- Working on the dreams of others
- Creating drafts of the expected world
- Modelling it in 3-dimensional way
- Combining it with different implementations
- Testing the project
- Designing a booklet

Criteria of success

I aim to complete the first 5 steps and start working on 3d visuals by the end of this semester.

Bibliography and References

1- on virtual reality:

<http://www.virtualrealityguide.com/history-of-virtual-reality>

<http://www.historyofinformation.com/expanded.php?category=Virtual+Reality>

2- books on dreams:

Freud- Interpretation of Dreams

Thomas Ogden- This Art of Psychoanalysis: Dreaming Undreamt Dreams and Interrupted Cries

4- artworks/inspiration:

<http://vimeo.com/73785409>

<http://www.ro.me/>

<http://www.fubiz.net/2013/07/25/nature-dreamy/>