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VA 401
2nd Draft: Project Proposal

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Project Definition:

This project will allow you to explore someone's dream with virtual reality and recognize the brick between the text and visuals by seeing different interpretations of it.

Goals and Objectives

Goals;

- The dream differs with the usage of different mediums, from words to people, from there to digital animation. My goal is to explore the changes in the meantime.
- To experience a dream of someone in a self-oriented way
- To add the virtual reality experience and create a full immersive system

Objectives

- To adapt the visuals of a dream into 3d modeling
- To create sound effects to support the visuals
- To make the viewer feel as s/he is experiencing interactivity
- To recreate the dreams based on different interpretations

Target Audience

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

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 two people and describe my dream in words and let them re-design it with their own visualization based on the same subject. It is 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 same subject in the eyes of three people, one who actually seen it and two re-visualizing it.

Detailed Project Description

The viewer puts on the headset and begin exploring the subject's dream. As the user moves and interacts with the dream, it translates. My project will be on creating a virtual reality in the basis of my dream and by telling it to other people, my explanation of my dream will guide them to recreate the visuals. You will, in some ways, be immersed in a virtual world and see, explore the signifiers of others subconscious. I will be creating exploratory game project and the viewers will be interacting with various different platforms with the same subject. 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 a head-mounted display to feel immersed and the viewer expected to make its on decisions throughout the experience. For example; I might be avoiding to be closer to objects, but while you are exploring the dream, you might choose to stand beside it.

Scope of the project

It is an exploratory game project. The interactivity is limited, for example; the viewer can't move or replace the objects. The subject of two other peoples' episodes will be shaped by how I explain my dream. It is not a time limited project, the viewer can stay in the dream as long as s/he desires. The viewer cannot use all his senses such as touching, tasting, smelling but can use seeing and hearing.

Required Know-How and Resources

- Two people to interpret with selection of new visuals
- 3d modeling
- Unity
- Javascript
- Logic Pro
- Texturing, Materials
- How to connect Oculus Rift

Difficulties and Risks

- Difficulty of learning several different subjects
- Adding the interactivity experience
- Satisfying visuals and environment
- Creating immersive experiences

Phases of the project

- Choosing a dream to work on
- 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)
- Second prototype
- Adding Oculus Rift
- Polishing
- Going through the same phases with two other people
- Connecting the dreams in the same platform
- Design of the website to promote the project

Criteria of success

I aim to complete the first four 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/

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