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VA 401

Final Draft: Project Proposal

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Project Definition:

This interactive project is about reconstructing the same dream with different visual interpretations of three people.

Goals and Objectives

Goals

- To express the lost in translation
- To visualize my dream
- To make the viewer experience a dream of someone in a self-oriented way

Objectives

- Showing how the dream differs with the usage of different mediums, from words to people, from there to digital animation
- Working with different storytellers on the same dream
- Adding interactivity

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 several years 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 to recall it with its imagery. 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 his words. To understand it better, for the first step, I have decided to take a closer look into visualizing the dreams by studying my dream and seeing if it is possible to create an environment in the exact way I recall it.

First of all, I will select a dream which I remember in detail. Then I will be retelling my dream to two other people and ask them to reconstruct it visually. In the end, the viewers won't experience the outcome in the eyes of the subjects and be able to move and see, create a new understanding of the scene. 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. As the user moves and interacts with the dream, it translates. The user, in some ways, will be immersed in a virtual world and see, explore the signifiers of others' subconscious. 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 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

Through my several years of tracking and logging my dreams, I chose a dream which I see often and remember in detail. It is significantly related to important aspects of my life. 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.

After having decided to use this dream as a reference, I will be telling my dream to two other people without showing or explaining my project. Storyboards of the scenery will be drawn within mine and their perspective. With the help of the storyboards, a bird-eye view map will be created for further planning of the scenes. As a next step, I will be planning the required objects, buildings, props and animals for constructing the dream. Then the modeling stage starts and continues till I reach a point where a prototype can be done with basic properties. With this prototype, I will be doing tests with colors, textures, lights, visual effects, sound and camera angles. After reaching satisfying results, I will move the prototype onto Unity3D (the game engine) to add the aspects of interactivity and the virtual reality experience. I will try to transform my dream to an exploratory game with similar camera viewing point of a "First Person Shooter". In this stage, I will be building the game layer by adding the animations, platforms, environment and experimenting with triggers and physics. Then, I will be adding a xbox controller, so the viewer can move and explore, instructions will be given when needed such as the viewer will be able to switch dreams by pressing a button. At the end of this process, the second prototype will be formed. I chose the FPS game mechanism because it is the most relevant one to the virtual reality experience. In order to make it more immersive, I will be plugging the Oculus Rift to my game and there will be various testing and polishing.

In my game, there are three different versions of the same story. I will try to combine these into one with loose transitions, as the scenery changes, viewer will also realize the storyteller changes. The objects will be the same but with different properties such as changes in colors, texture, size or different placements. I will be playing with different mechanics in order to increase awareness in how the dream differs from various points of view.

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. The viewer will be making his own decisions during the exploration of the dreams, he won't be guided throughout the experience.

Required Know-How and Resources

- Two people to reconstruct my dream
- 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 an immersive experience

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

Criteria of success

I aim to complete the first five 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/>

<https://vimeo.com/58879954>

<https://vimeo.com/47943812>

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

<http://www.creativeapplications.net/unity-3d/idna-spatial-storytelling-prototype-for-the-ios/>

<http://www.youtube.com/watch?v=dLEIsH1Q2EY>