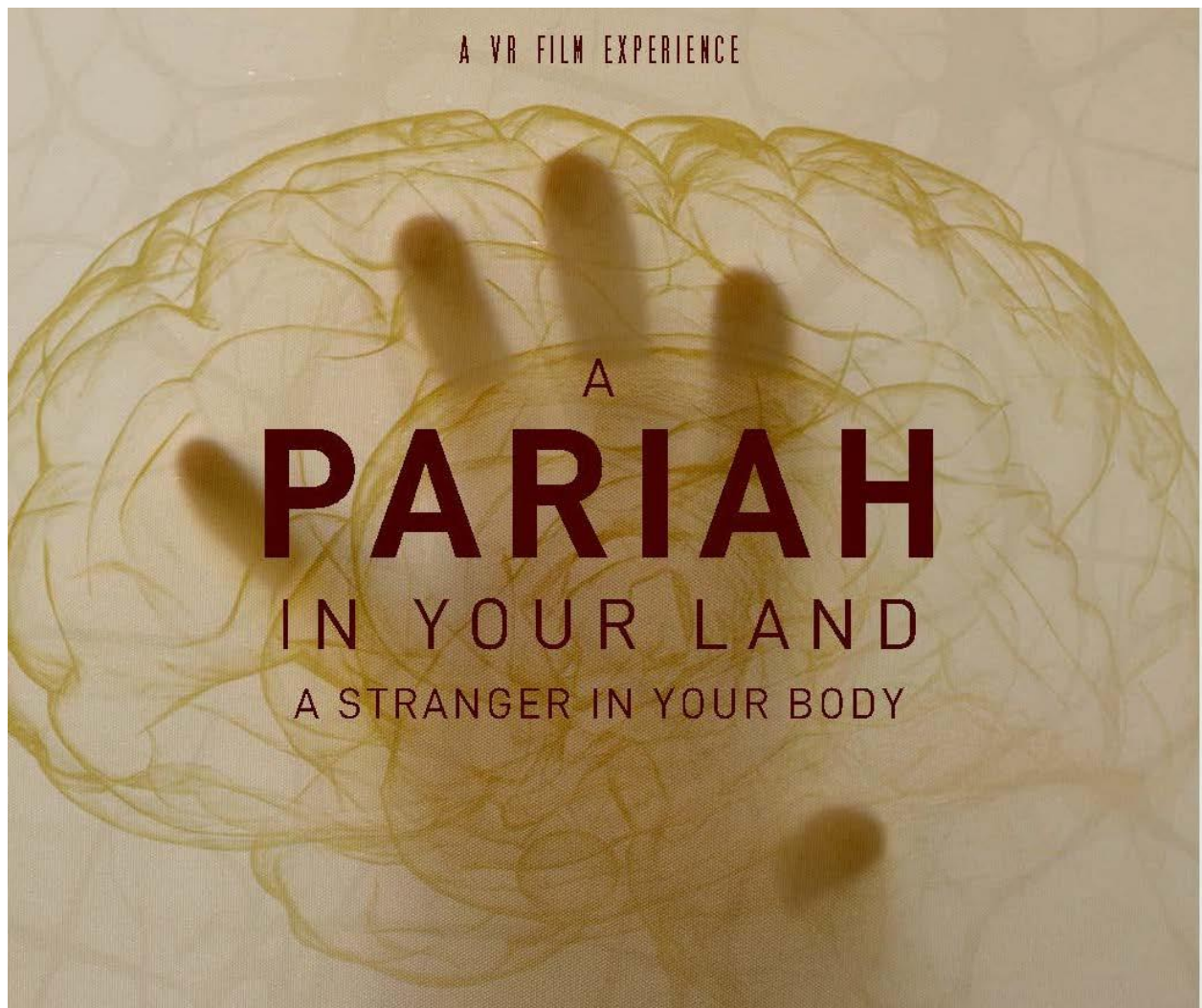


A Pariah In Your Land A Stranger In Your Body
(Virtual Reality Film Project)
Unity, Oculus
Department of Media Study
University at Buffalo
2020-2022



Project: "A Stranger In Your Body A Pariah In Your Land"

**VR_UNITY_Oculus
2020-**

Description

This VR film will allow you to experience what it is like to live in the period of between lives, dilemmas, uncertain future of a person's inside world.

This VR film experience will reveal participants into some complex emotions, such as fear for loved ones left home to worries for being unable to work and the isolation caused by the complexity of identity and existential crises.

The experience will be fully first-person experience and participants are going to experience everything from main character's POV. There will be 3 scenes to complete the experience. The first scene is going to set the atmosphere of an independent café house inside of an American street. Here we will understand what happened his life back home, how things changed in his life, what he is doing now here, and we also get idea of his dilemmas, and his fear.

We "jump into" the second scene and it has more movement than the first scene. Here we will experience what is a family, how they happy, how life continues, but even inside of this regular life timing, we experience some sudden moments that his stucks, things he can't forget etc... The sound and some of the voice overs tune down and this silence transfer the participant into the last scene. In scene 3, we are only with him in his own study room. There may be a snow can be seen outside of his window, and we will experience his own dilemmas, thoughts, fears, hopes while we are experiencing with him from his laptop screen, note-book and some faded imageries reflects on the window.

Planning to use of mixing the scenes and/or, using color and black and white changes, film will bring attention to the psychological and emotional challenges of this uncertain state of mind that the first-person experienced in his real life.

The VR project is going to be immersive as much as in high level and it will provide some interactivity by interacting with screens of his personal stuff (laptop screen, phone screen); also while he is holding a family picture; while someone or a voice over asks him a question etc..

The VR project you will experience has some combinations of true events, but the real names, faces and places will may change for the safety of the victim's family.

The 3 parts/ scenes will be presented in VR environment:

PART / SCENE 1

Experience starts with seeing a regular American street inside of a café. We set up the atmosphere with café sound which coming from the back, and the outside of image we see at first shows us that we are in America, in a regular street. If we look down a bit we see that we are sitting right in front of the window on a chair in a coffee house. We have laptop open,note-book, coffee cup and some pens. On our right hand, there is door, left hand we are very close to wall.

(NOTE: I did get some 360 video footage and also I did test by taking lots of still pictures to play in unity as photogrammetry but I was not enough to be able to use in engine, so I need to get one more permission to go the same café (Planet Café on Hertel) and get the better shots, but because of the coronavirus, I may need to change the location but keep almost same setups with same voice overs, dialogs and sound & music.)

Here is the sketch of the scenes:

VR
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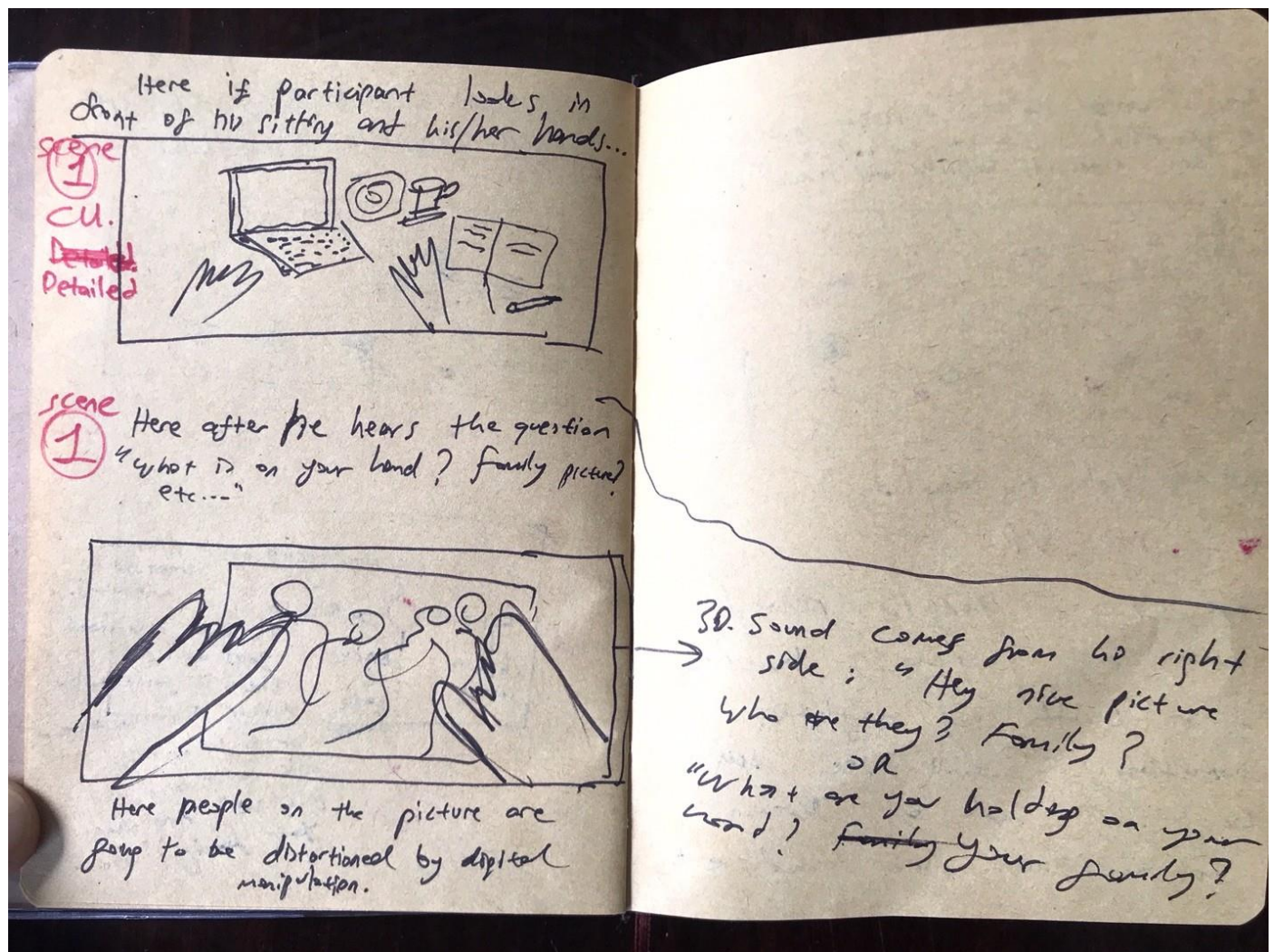
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O-f:

CAFE SC...
scene

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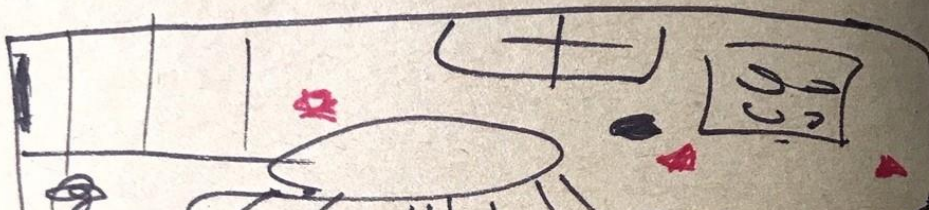
PART / SCENE 2

Part 1 ends suddenly: someone or a V.O. is going to ask this type of question: "What is on your hand? Your family?" "Are this nice picture is your family you are holding on hand? Etc.." Once we look at in front and we see the hands and the picture about 3 or 4 second after, we cut the first part. Second part starts with playing with my daughter inside home, seeing my wife sometimes while we are running in house.. I am planning or imagining this part kinds of a reference of Terrance Malik's camera work. Somehow more movement some moments of enjoyment etc.. Here there will be some experience parts which indicates how dilemmas appears even in his regular daily life..

Scene 2 ends with fade out to Scene 3.

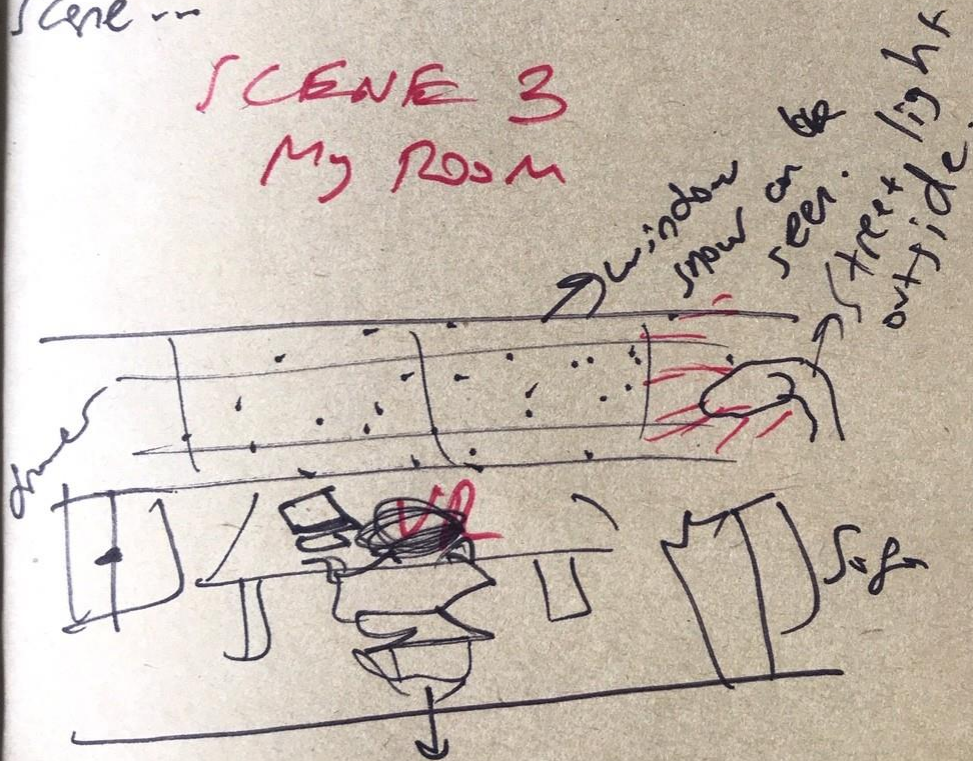
SCENE 2 HOME

here I wanted use this experience influenced by
since Malik's camera work. There are some
- some moments which will remind me back then.



In scene 2 all the sands are
going to be tied down and
with some ~~fele~~ we will
~~transfer~~ transfer to last
scene --

SCENE 3 My Room



Above Page (part/scene3).

PART / SCENE 3 will have 2 POV option. Part 3 opens from a spectator's POV. The first POV is not going to be "actor's" own POV. So, basically I want to look at him from outside a little bit before going his POV. In above sketch we see him from his back while he is sitting in his chair, and we experience him in his room. Than we go to second POV which now we are him. Now we

can experience the laptop he has and we see some of the videos and images about his political issues etc..

Gallery Design:

It is after the project, but I wanted to add here about the possible thoughts of how I can present this work in a gallery. I did a very rough sketch how it may happen. So, basically whatever we are going to add any real images, videos, people or letters etc.. will be printed and designed in a gallery room. 2 or 3 VR headsets are going to places in the room. So, people can experience the film and also they can read and see on the gallery wall.



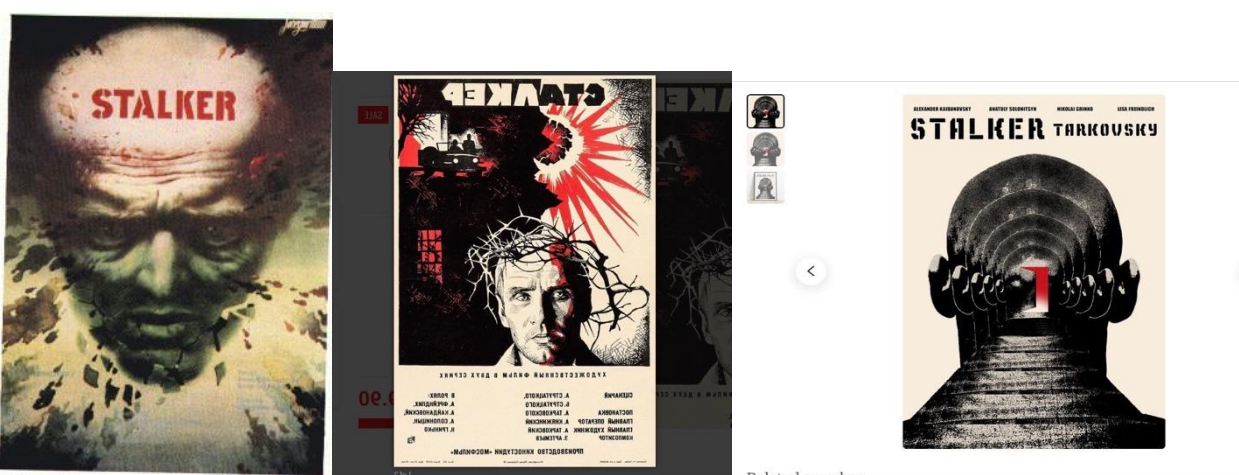


In our VR Film Experience named as “A Stranger in Your Body / A Pariah in Your Land”, we called the VR space as ‘a *study room*’. We are going to find this ‘*study room*’ from any asset stores which can provide us the closest look, style, emotional content we want and we will choose this asset to play with.

I called this space ‘a study room’ but, I would like you to think more freely and go beyond while you are imagining the simulated asset. For example, while you are searching some assets from unity, and if you find a great asset environment, for example it can be a nature, garden, forest, street, house, rooms, very surreal artistic experimental spaces etc... and, if you think that this asset space can fit what we want to create in it, sure we can choose this asset. So, it does not need to be a certain ‘*study room*’.

I would like to explain what does this simulated space means in our VR film. The space - or in a traditional film language: the scene- is the protagonist’s mind / brain. Therefore, I want to represent visually and literary being inside of a brain, the idea of being inside

of protagonist's mind in our VR film. I actually would like to have our film poster a brain picture or drawing. Again, Tarkovsky's film Stalker's film poster also represent the same idea. Here Stalker's film poster:



This VR film is aimed on some terms: 'First Person Experience', 'Sensory Experience', 'Embodiment', 'Migrant Cinema', 'Identity' 'Minority Cinema as (Yilmaz Guney maybe..), Point of View (POV) , 'Empathy'....

By creating a 'VR' film experience, we are already creating these terms, but I wanted to remind these terms for helping us while we were creating the interactions, meanings, emotions and narrations.

Can I call this VR film experience kind of a hybrid form? Because of two reasons I was thinking as a hybrid: one is the idea of "frame", and the other is "photo realistic versus simulation".

I would like to explain the first one that is: "Frame". Basically, in a traditional film, we experience everything from a 2D flat screen. This screen has its certain aspect ratio. In VR, we experience everything from 3D+plus in non-flat screen. This screen does not have any aspect ratio/ frame, therefore, we as audience embodied by the image itself. The reason I am writing these because in our VR film, I want to differentiate these two-different frame culture.

Once we create the simulated 'study room' in VR, we already have a frameless screen, which as an audience we will be fused with image space already. For representing

traditional 2D frame image, we are going to be using our archive footages projecting on the room's walls. So, they are all found footages and they all in 2D video format. In addition to that, maybe some of the photographs which scanned and put in the VR environment also will represent the pictorial 2D image space. Again, the reason I am explaining these, because I would like to make some philosophical thoughts and narrate it in our VR experience for participants. These philosophical thoughts on frame culture, spatial ideas on image etc.. can be a voice over of our protagonist, or it can be the narrator's voice in our VR film.