

Design Values Document: “In Your Body” - Jake Farr & Sydney Grant

Short description of your installation: Describe in brief the core characteristics of your installation: Idea, Spatial design, Number of simultaneous participants, and primary techniques involved (AR|VR|PROJECTION| OTHER).

- **Our work will be an interactive VR experience made in Unity. It will be an individual experience**

Experience: What do the participants get to do when experiencing your installation? How does it make them feel physically or emotionally?

- **They experience the process of performing daily tasks and how it is made more difficult by the symptoms of chronic pain.**
- **Our experience will be emotionally frustrating, because the user will not be able to physically do certain things in the way that they want to.**

Theme: What is the Installation about? How does it represent this to the participants? What concepts, Perspectives, or experiences might the participants encounter during the experience? How are these delivered? (Through a story/Image/metaphor?).

- **The experience is about gaining better understanding on the chronic pain experience.**
- **We want to use technology to highlight different elements of chronic pain**
 - **The physical impact**
 - **Having to rewire your brain to be able to function with pain**
 - **How does this pain now limit your life?**
 - **The mental impact**
- **We want the participant to experience the stimulation of different senses to push the theme:**
 - **Sight**
 - **Sound**
 - **Touch**

- **The experience is delivered through a combination of storytelling, image, and metaphor because we know it is impossible to create a perfect simulation of chronic pain.**
 - **We imagine making the participant perform typical daily activities, starting without the TENS, and then gradually incorporating TENS into the experience.**
 - **The activities will be repetitive and cyclical, to mirror everyday life and the endless nature of chronic pain.**

Point of view: What does the participant see, hear, or feel? From what cultural reference point?

- **The point of view is centered around the perspective of someone experiencing chronic pain, but they still have to live their daily lives.**

Artistic Style: How is the information within it represented? Is it very realistically detailed? How is the style correlated to your concept and storytelling approach? We relate to Concept Art as part of the director's nonverbal statement about the installation's theme. It's a storytelling tool that conveys a message through artistic style, editing style, and movement. If you already envisioned an artistic style for your work, check it and tweak it according to these criteria.

- [Link to mood board](#)
- **The visuals will strongly connect to the mental health impact of chronic pain. We may draw from things like [derealization and depersonalization](#) and have the visuals be very distorted. We are interested in using point clouds to illustrate this.**

Challenges and constraints: What are the participants encouraged to do? How do you make them active —emotionally or physically?

- **The barrier to entry is going to be a challenge for our project. We want to ask users to experience TENS, and we imagine some people may be more apprehensive about doing so, especially if we frame it as pain-causing.**

Context: Where is the installation placed? Does it depend on a specific physical environment? Who is your audience—could they be passersby, or does it ideally belong in a gallery? (For art-oriented public?)

- **We may have an opportunity to display this project in the [Herman Maril Gallery](#) in ASY in the spring, but that would come with a lot of limitations. More research on the space and how we can use it will be done.**

Emotion: How would you like your participants to feel after experiencing your installation? What are they left with?

- **We hope the project results in participants reflecting on their relationship with their own bodies.**

Team Agreements: “In Your Body” - Jake Farr & Sydney Grant

This agreement is aimed at creating a work method where each team member knows the production requirements. These may vary over time according to the production development: There may be stages where the workload will be higher for the conceptual directors, and in other stages, the tech and programming team will have to kick it with more time investment than in the early stages.

This agreement aims to establish a working relationship and timeframe where each of you knows your time requirement for individual work, as well as for group meetings and decision-making.

Goal: What is the purpose of the team that unifies you?

- **Our shared purpose is to create an immersive VR experience that helps others begin to understand what it is like to live with chronic pain.**

Decision Making: Does everyone have to agree before making any change to the project? What happens in case of a disagreement? Is there a director who is in charge of the overall vision and therefore gets to make the final decision based on the input of each member?

- **We both have to generally agree, and in case of a disagreement, we will explore the pros and cons but if we truly can't decide, Sydney will be in charge of the final decision.**

Collaboration tools: How do you share files? What platform do you find most efficient and flexible for everyone to share and synchronize with others?

- **We will collaborate primarily using a shared Google Drive as well as GitHub.**

Meetings per week: (This should be updated as the project develops)

Please Specify How many meetings per week, besides class time, and on which platform

- **At the start of each week, we will have a project meeting in person once a week to assess our work and future**
- **We will also likely have more informal meetings throughout the week.**

Participation expectations: An estimation of the scope of work in hours per week, expected from each group member. This will undergo changes as the project develops.

- **We are both expected to commit about 6 hours a week to the project, including class time.**

Roles & Responsibilities: “In Your Body”- Jake Farr & Sydney Grant

Installation Design and Concepts:

Who is directing the experience, and if it is a shared thinking, how are decisions being made? Whose responsibility is it to update the Design values document along the production process?

- **The central idea was formed around Sydney’s personal experience with chronic pain, so she will likely build the frame for the experience’s themes and narratives, but we will work together to build off that frame to make a more well-rounded experience. It is important to get input from both those with and without chronic pain.**
- **We both will be responsible for updating the design values doc and notifying each other when we do so.**

Programming: Jake

Art Direction: Sydney

Sound Design: Jake

Art Implementation: Animation \ Video\ live action, or any other source material manufacturing: *Please specify responsibilities according to your installation components. You should relate to modeling, rigging, and animation as separate tasks, and specify who does what. The same goes for live footage shooting, which requires a photographer and an editor. All the roles involved in the making of your Installation’s core material should be broken down to their creation process stages, and specified.*

- **This will be primarily done by Sydney in terms of most art assets (modeling, rigging, and animation), but Jake will take the lead on sound design and finding sounds.**

Direction of Prototyping and Testing: *This responsibility may change and shift according to the prototype’s nature: Naturally, tech and core design prototypes should be managed by the programmers, while art or other playtests could be directed by the art and concept team members.*

- **This will be primarily done by Jake, especially for the technical prototype.**