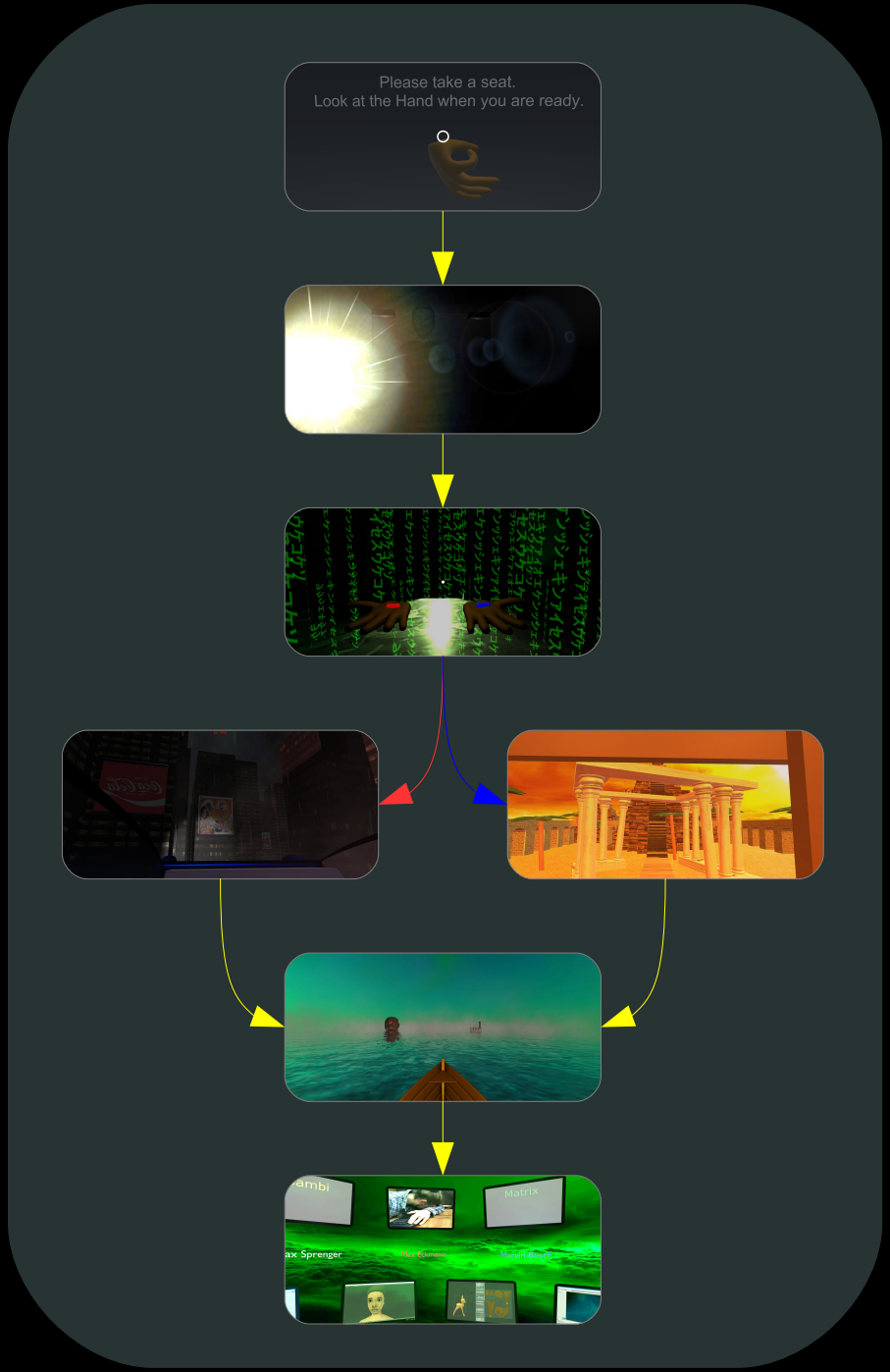
Media Transformation II

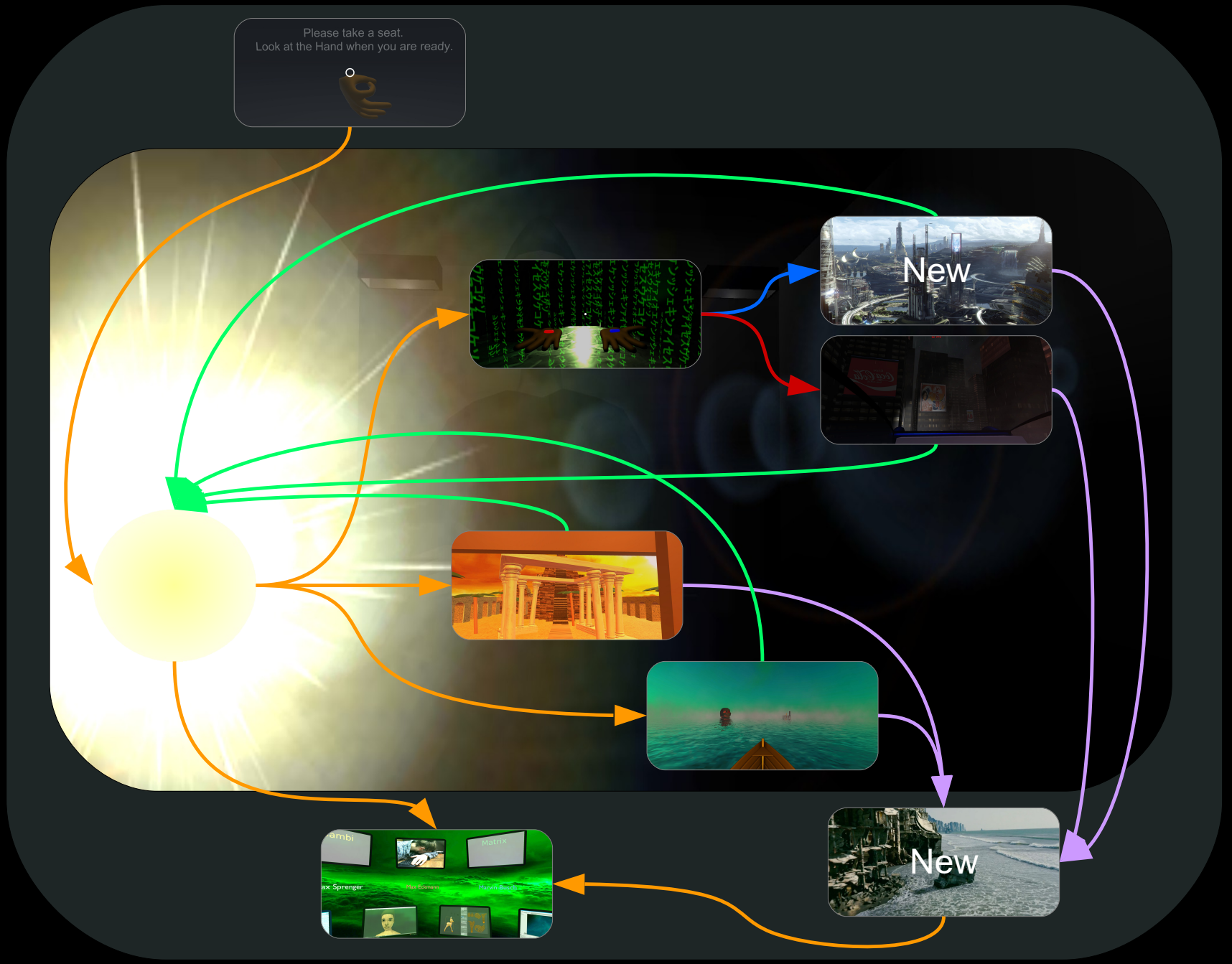
Interactive Storytelling in Virtual Reality

Busch, Eckmann, Sprenger und Thiel

Current Status



New Idea



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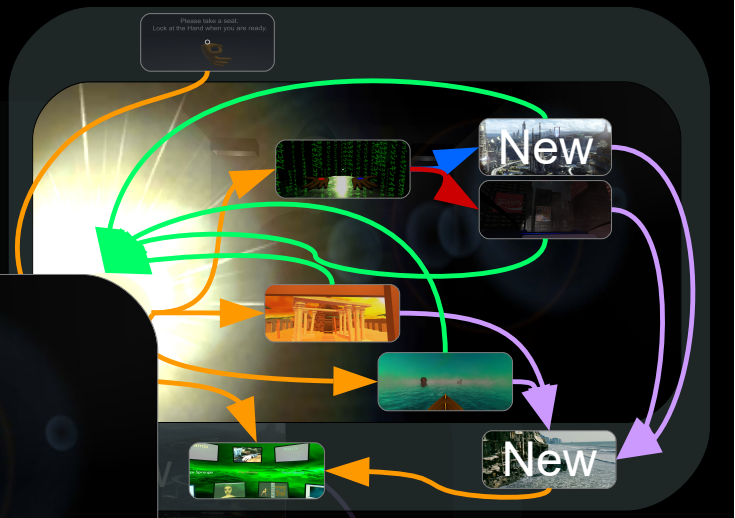
New Idea



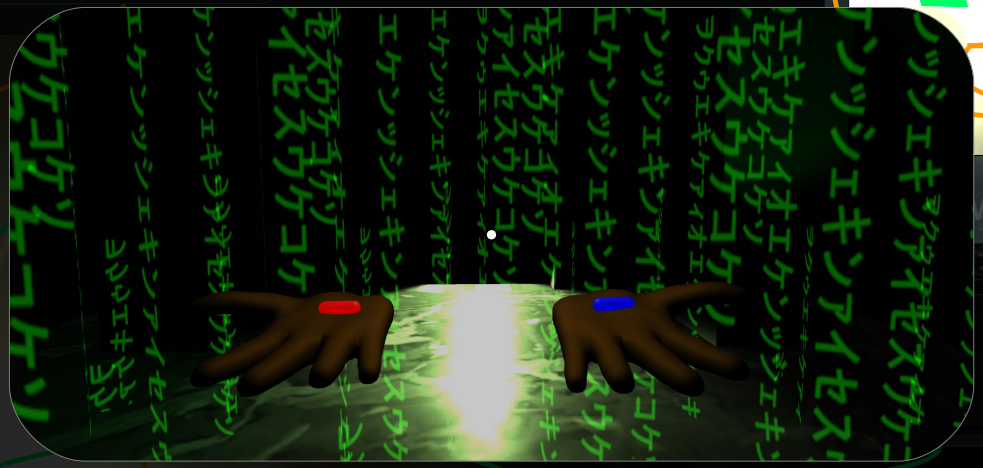
Interrogation Scene: (frame)

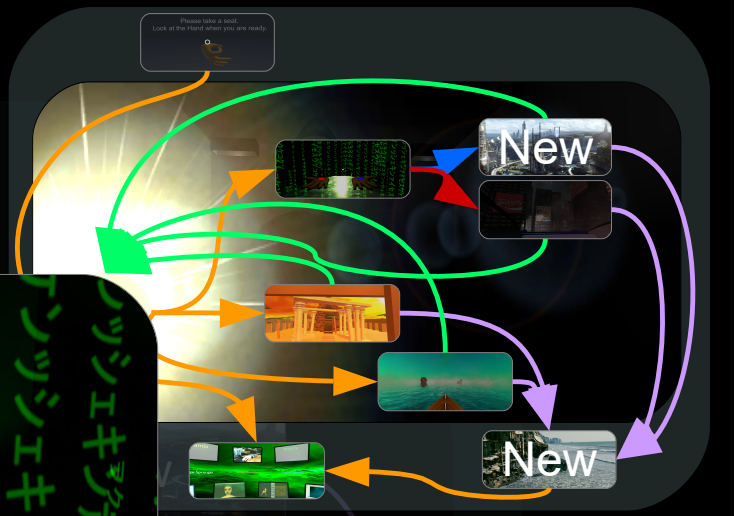
- Using an interrogation as a frame to our project.
  -> Jumping in different sub-stories

- The user is telling a story to the interrogator.
  -> Sub-stories as
  daydreams,
  thoughts,
  told by the user to the interrogator.

- Head tracking: 3 conditions -> {nodding, shaking, no reaction}

New Idea

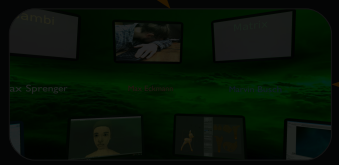


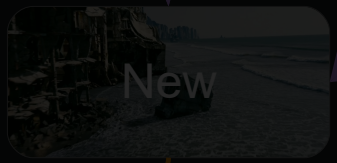


Matrix Scene: (1st Sub-story)
Reference:
The Matrix (1999)

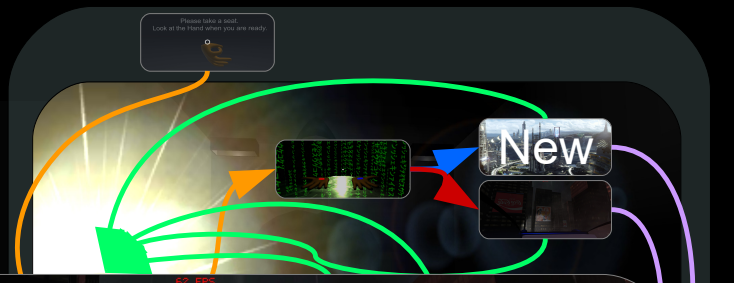
A green *Matrix rain* is falling from the sky.

Decision -> red pill or blue pill
(Utopia or Dystopia)





New Idea



Utopia Scene: (1st Sub-story A)
Reference:
Tomorrowland - A World Beyond (2015)

Scene has to be build yet.

Same interactive actions as in Dystopia.

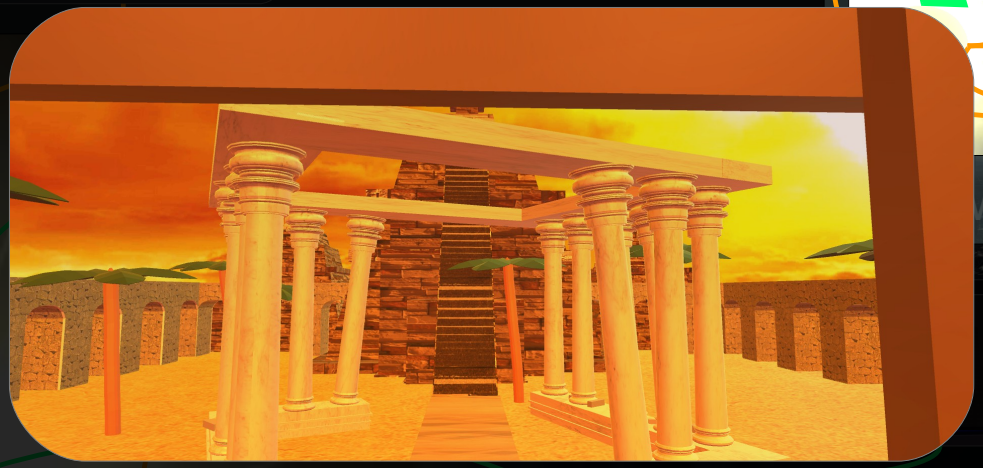
Dystopia Scene: (1st Sub-story B)
Reference:
Blade Runner (1982)

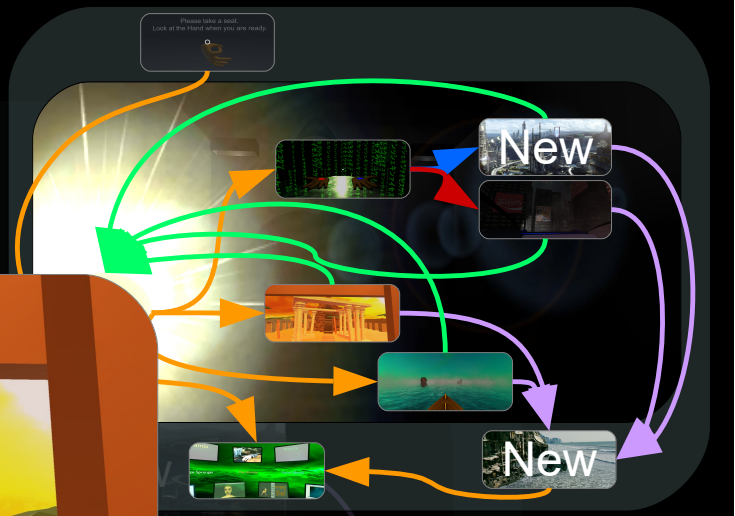
Two ideas:

- Searching someone or something in the scene.
  -> end condition:
  finding or failing (time)

- Directing the car through the city to a target.

New Idea



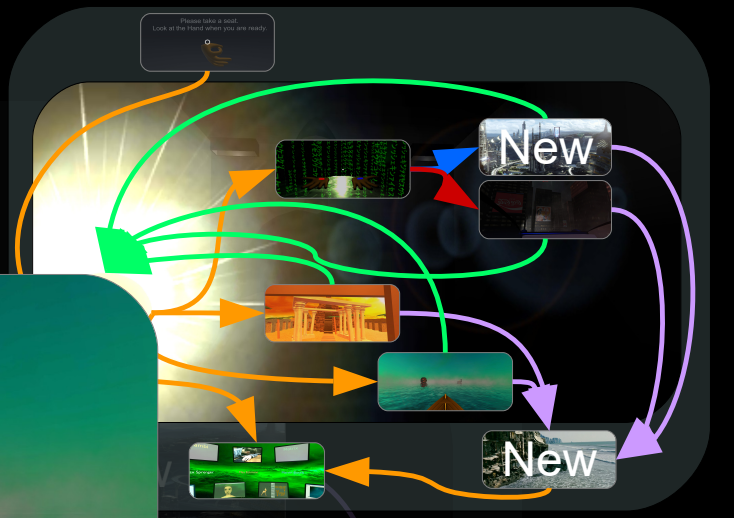


ElDorado Scene: (2nd Sub-story)
Reference:
The Road to El Dorado (2000)

A palanquin is carried through a crowd of people.

Task: to get the stones out of the way.
-> failure: if the palanquin has to stop.
success: palanquin gets to the temple.

New Idea

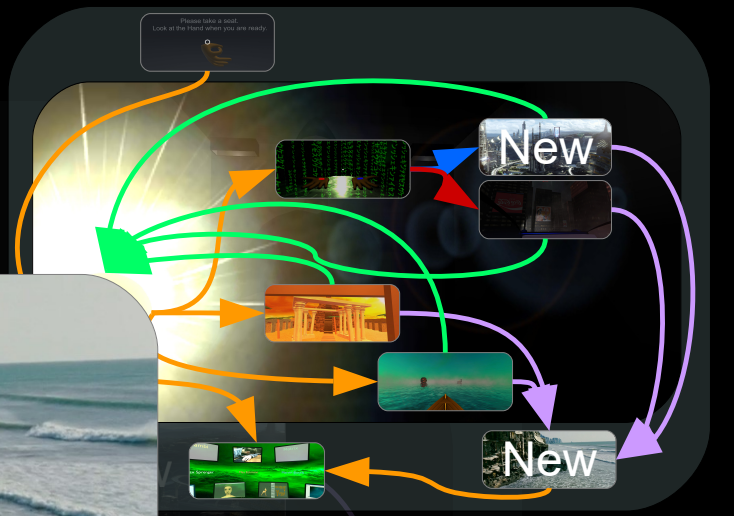


River Scene: (3rd Sub-story)
References:
Bambi (1942)
The secret of Monkey Island (1990)

A small ship is sailing to a skull or a pier.

The previous decisions will direct the ship towards one target.

New Idea



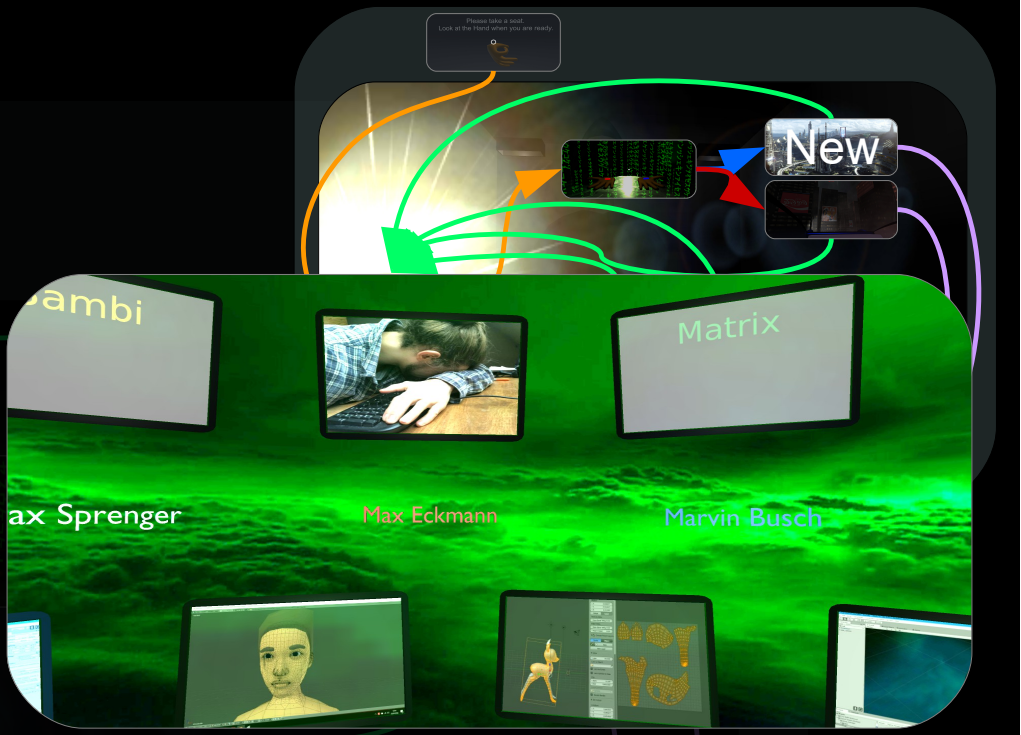
Limbus Scene: (death scene)
Reference:
Inception (2010)

Scene has to be build yet.

If the user is failing in one of the previous sub-scenes he or she is falling into the *Limbus.*

End Condition:
-> Time,
Door,
Something to go through.

New Idea



Start Scene:

- Idea:
  Sitting in a train, looking at a Case.
  (Reference: *Inception*)

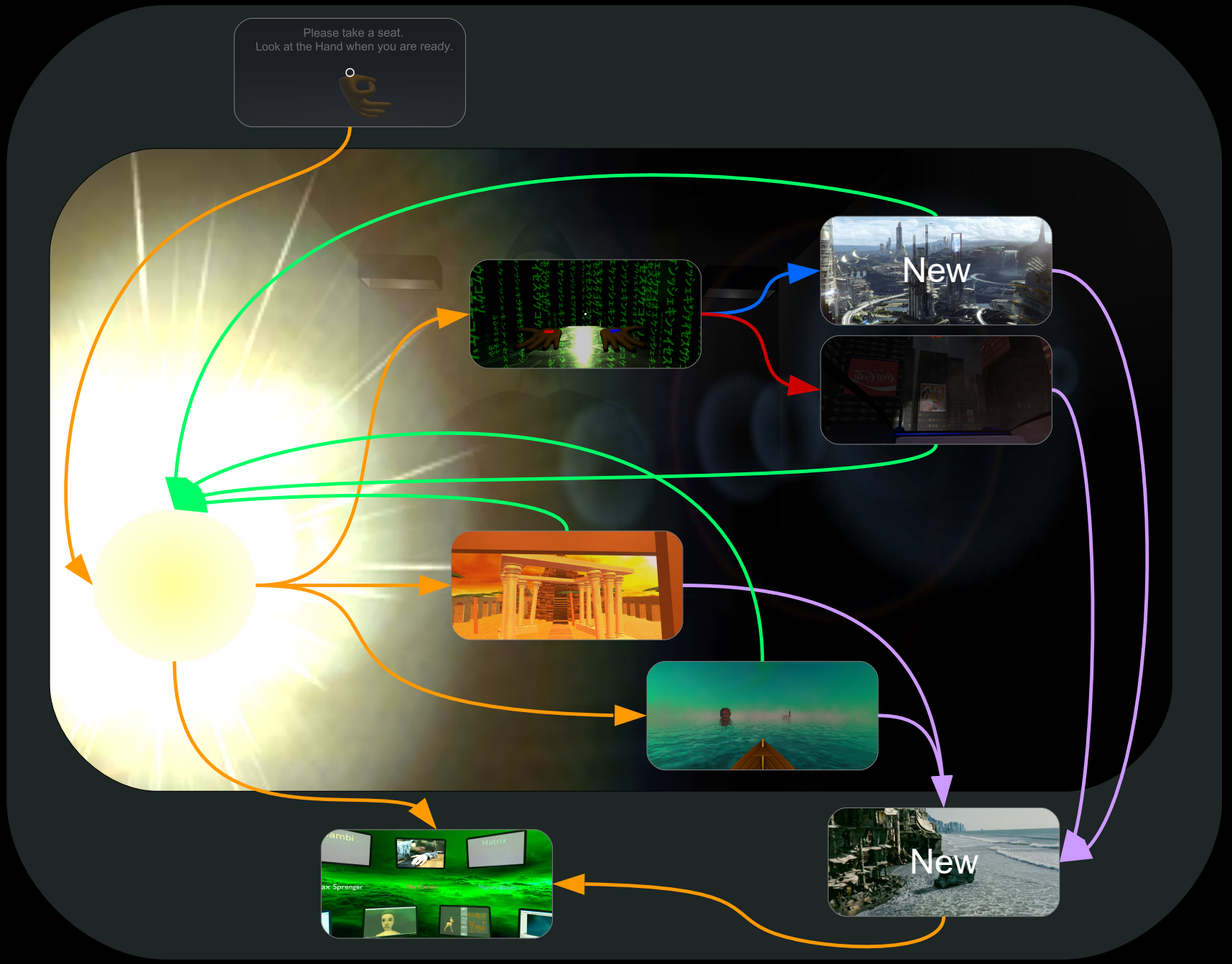
End Scene: (credits)

Using TV screens as credits.

Self-Reference to our Project.
-> Clips of the project on TV.
(Media transformation)

- Idea:
  A spinning top ist spinning in the middle.
  (Reference: *Inception*)

New Idea



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