



PRESENTS

# LOCKED UP

A VR STORY OF SOCIAL ISOLATION



Politecnico  
di Torino



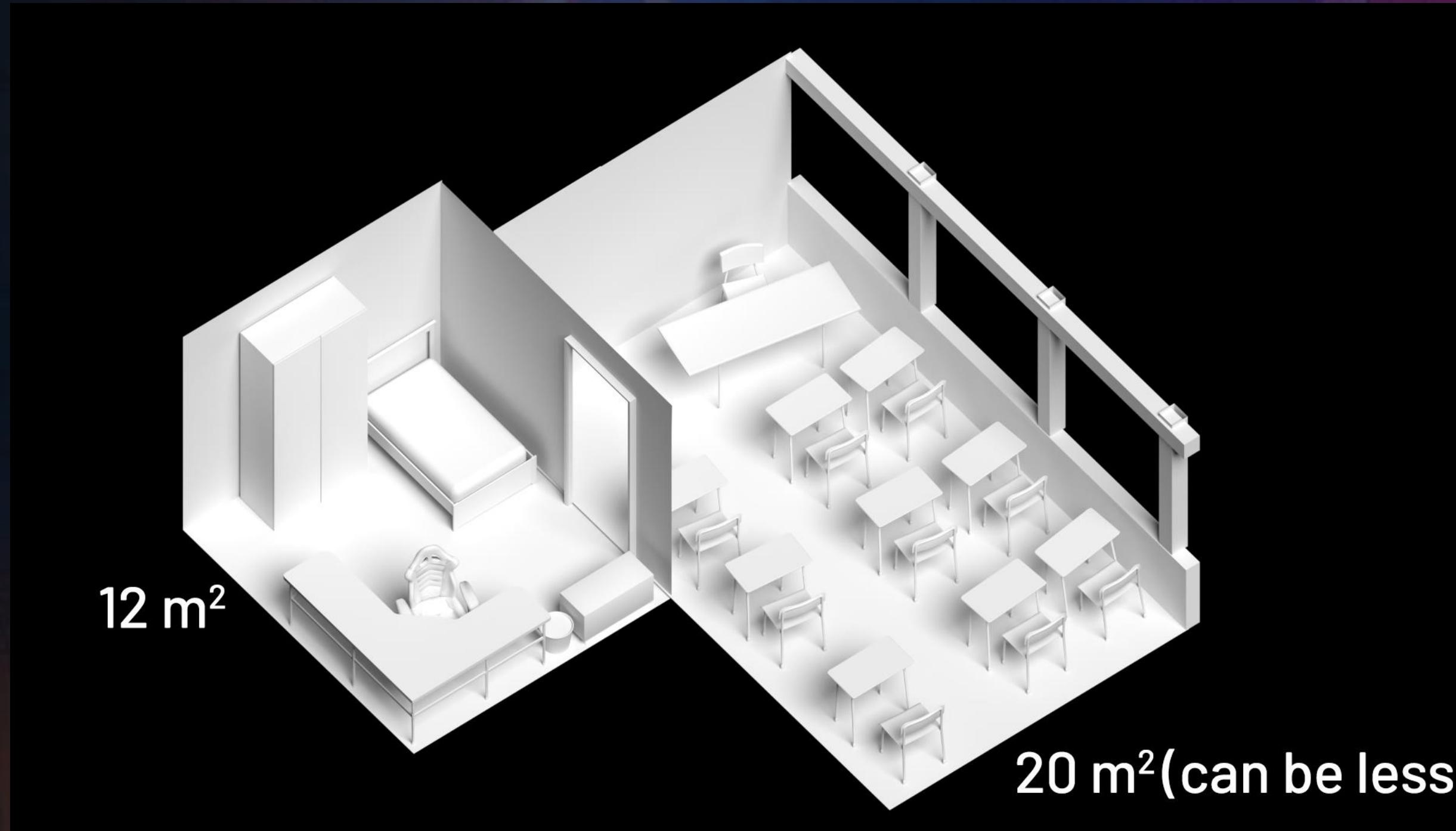


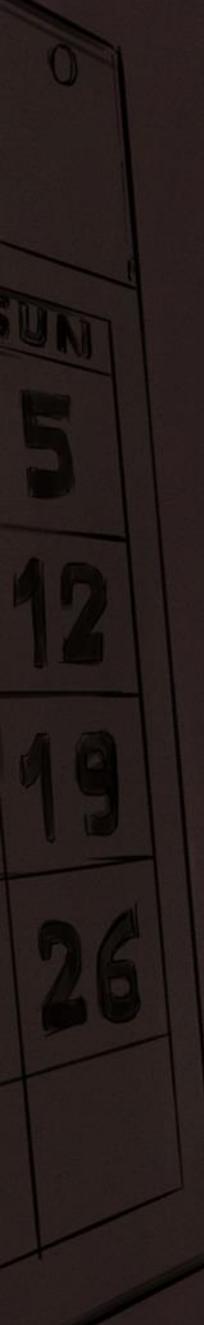
# Social isolation and missed opportunities

Robin has a comfort zone, like all of us do, but in their case this is brought to the extreme, and the universe of stimuli they created in their own room generated a real addiction, leading to social isolation and a ton of missed opportunities. This is an existing condition that is becoming more and more common all over the world.

# Both full-CG room scale and standing/sitting experience

Locked up is a full CG, room scale, standing or sitting experience, born to bring to light this issue, to inform and make people understand the feelings of being in this condition.





23-13:00

You will embody Robin as in their classroom  
experiences the sense of discomfort and judgement.

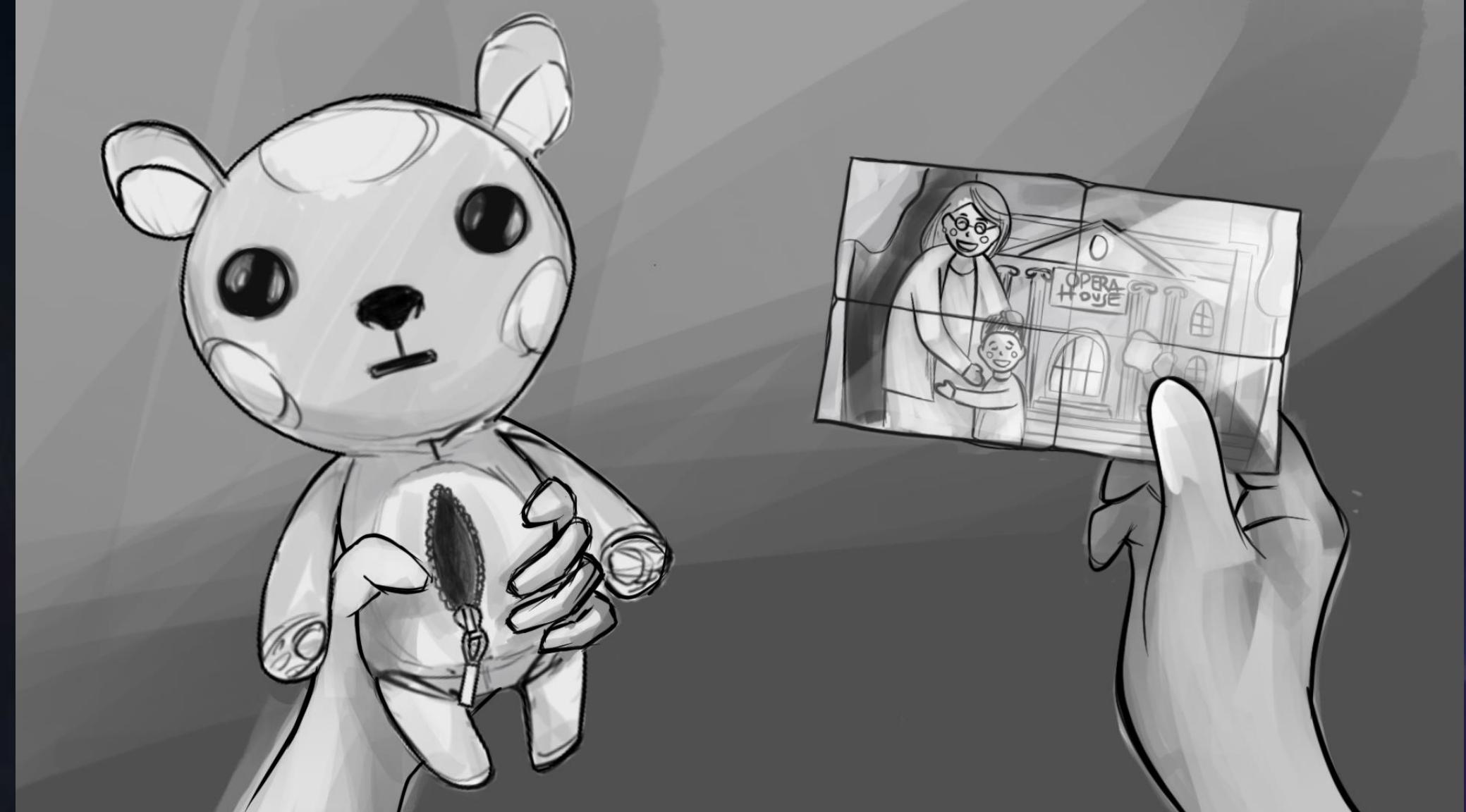
Scene 1 - classroom





## Scene 2 - bedroom

A panic attack hits, and they lock themselves up inside their room



# Some of the interactive objects

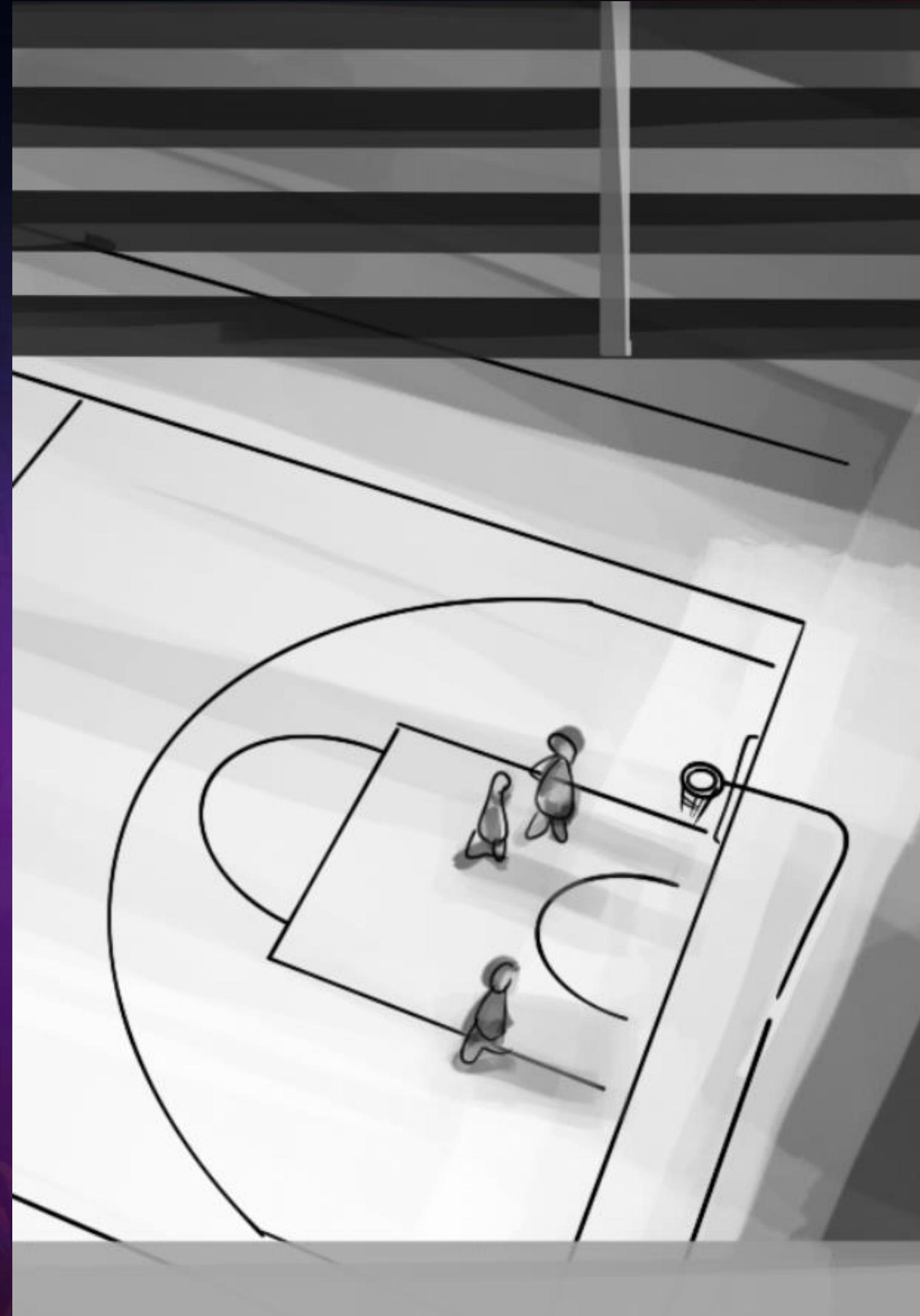
Here Robin remains linked to the outside world thanks to many interactive objects.



# Comfort zone or prison?

The narrative goes on, but the room where Robin took refuge becomes more and more a prison as the world continues on its way without them.

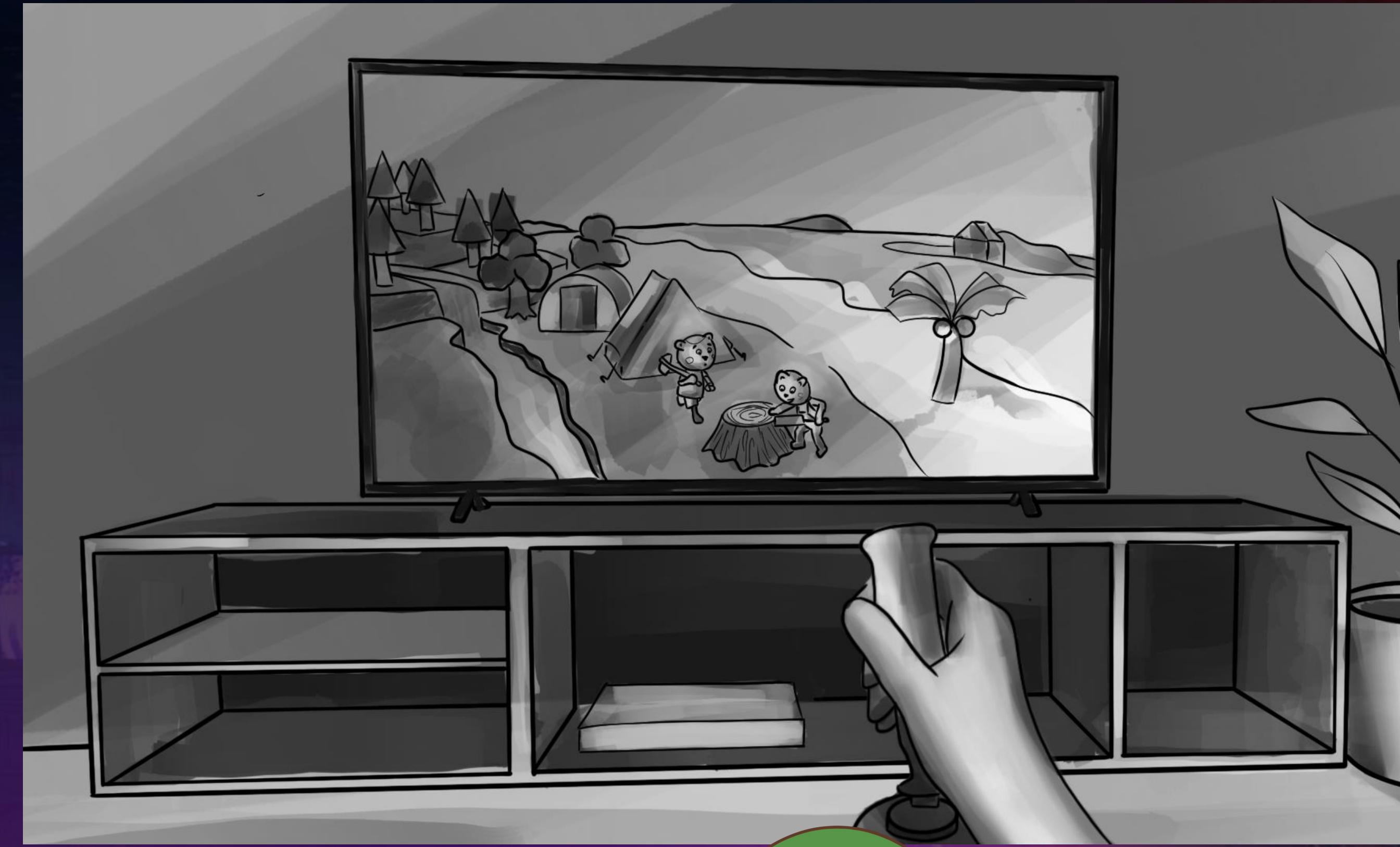




The characters, even then sound-only ones, are very important for the relationship of the protagonist with the outside world:  
the grandma who gives her passion for the music;  
the mum who is always trying to get Robin out.  
The basketball mates.

# Dooda-verse!

The teddy bears, stars of Robin's favorite videogame world, where they find a new love.





# Robin

(any pronouns) - 15 yo

And then Robin, person of a thousand talents, who feels too much social pressure for success in life.

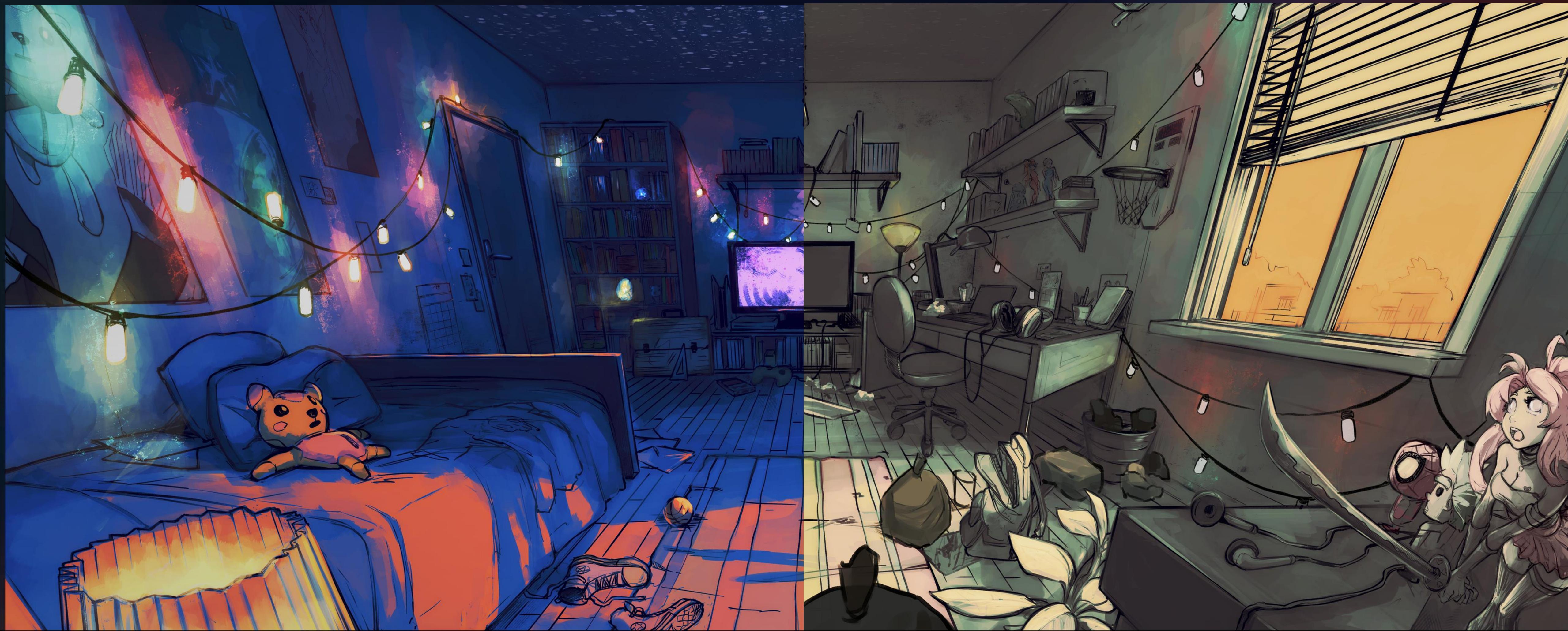
*"I'll never be  
the best"*

The environment is a character too.

The classroom with its hellish and oppressive heat and the  
judgy grin of its black demons.



# Bedroom - evolution



The colorful bedroom, comfortable, but full of stuff that accumulates with the passing of time. Garbage, dirty dishes, piles of homework, tons of comic books hiding basketball trophies,

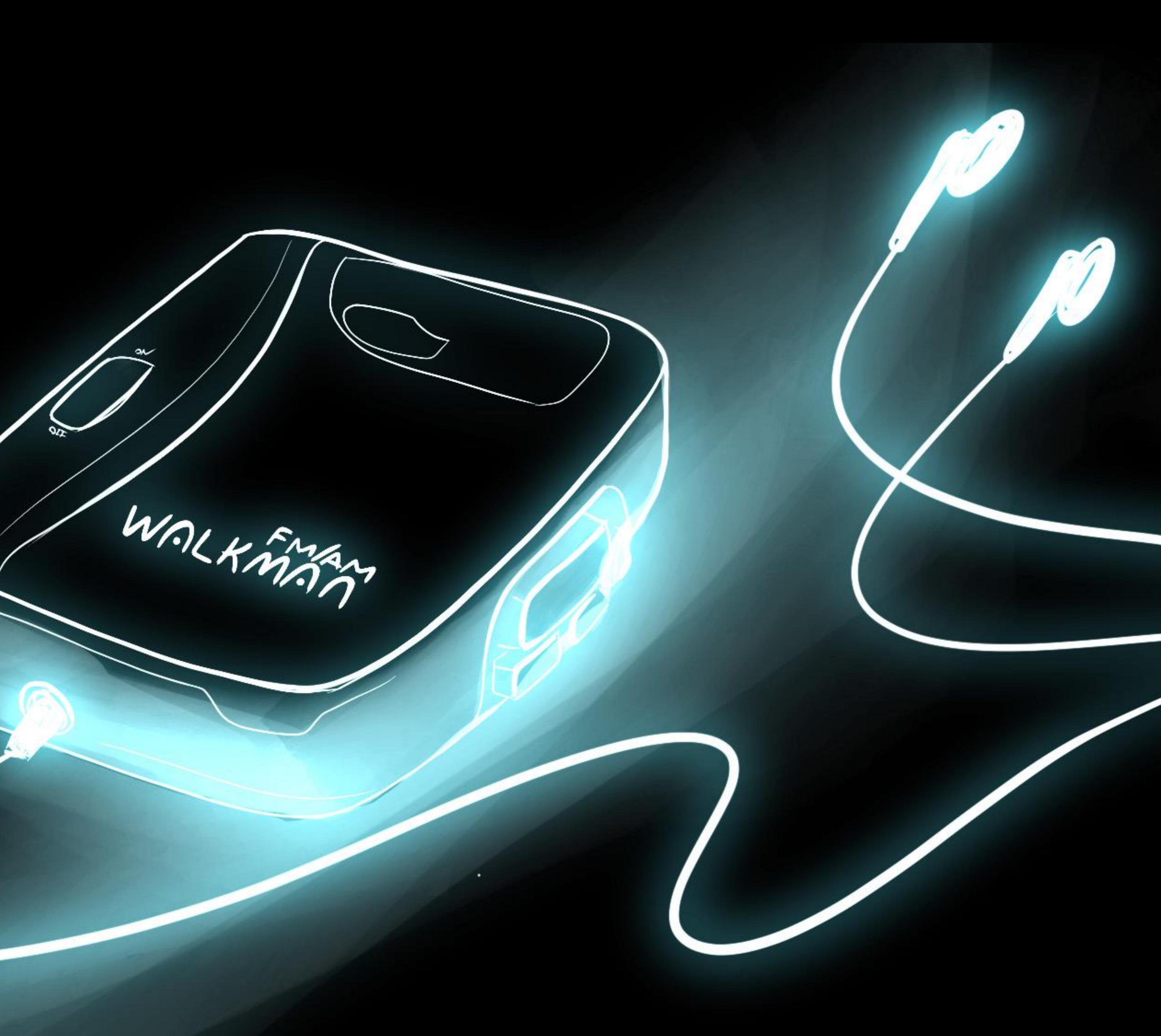
# Panic attack - materialising thoughts



The thoughts of Robin themselves materialize in front of them during the final panic attack

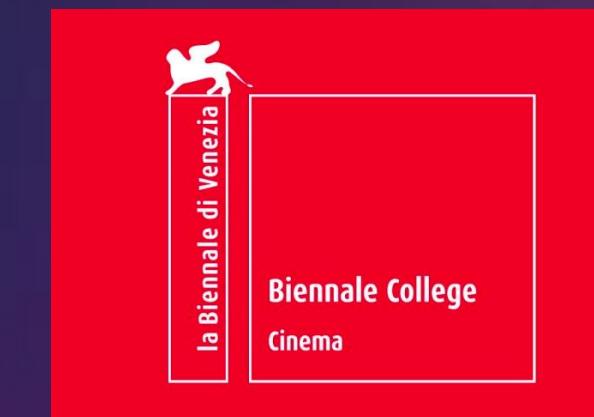
At the end Robin will lose friends, or love, or a dear one.





Will they find the strength to ask for help or, choose the easiest way and close themselves even more, as too often happens in people like them?

"It's either ask for help or close yourself back up"



This is a summary of our story,

Born as a university project with the Polytechnic of Turin and the National Film Board of Canada, it has been revolutionized and filled with shades and details during the biennale workshop and now will be produced by the Northern Italy-based cultural content company Robin Studio.

# Hikikomori

引き籠もり

*Lit. "pulling inward, being confined"*

Social isolation is defined with a word in Japanese: "Hikikomori". A phenomenon increasingly recognized globally, especially after the pandemic.





# UNIVERSITÀ CATTOLICA del Sacro Cuore

In order to better address it we entered into partnership with the “Università Cattolica of Brescia”, the psychology department, to interview those who suffer from this condition.

## Distribution phase 1 - festivals



After trying to participate to the main festivals with vr sections, hoping to get selected...



## Distribution phase 2 - schools, institutions, galleries

...our distribution will thus focus on schools, institutions and local healthcare systems, having as main target educators, parents and psychologists, an audience not used to VR, and then students from middle schools and high schools. We are also contacting galleries and exhibition spaces potentially interested in this kind of work. We are focusing on Italy at the moment, but we are starting to build our international contacts database

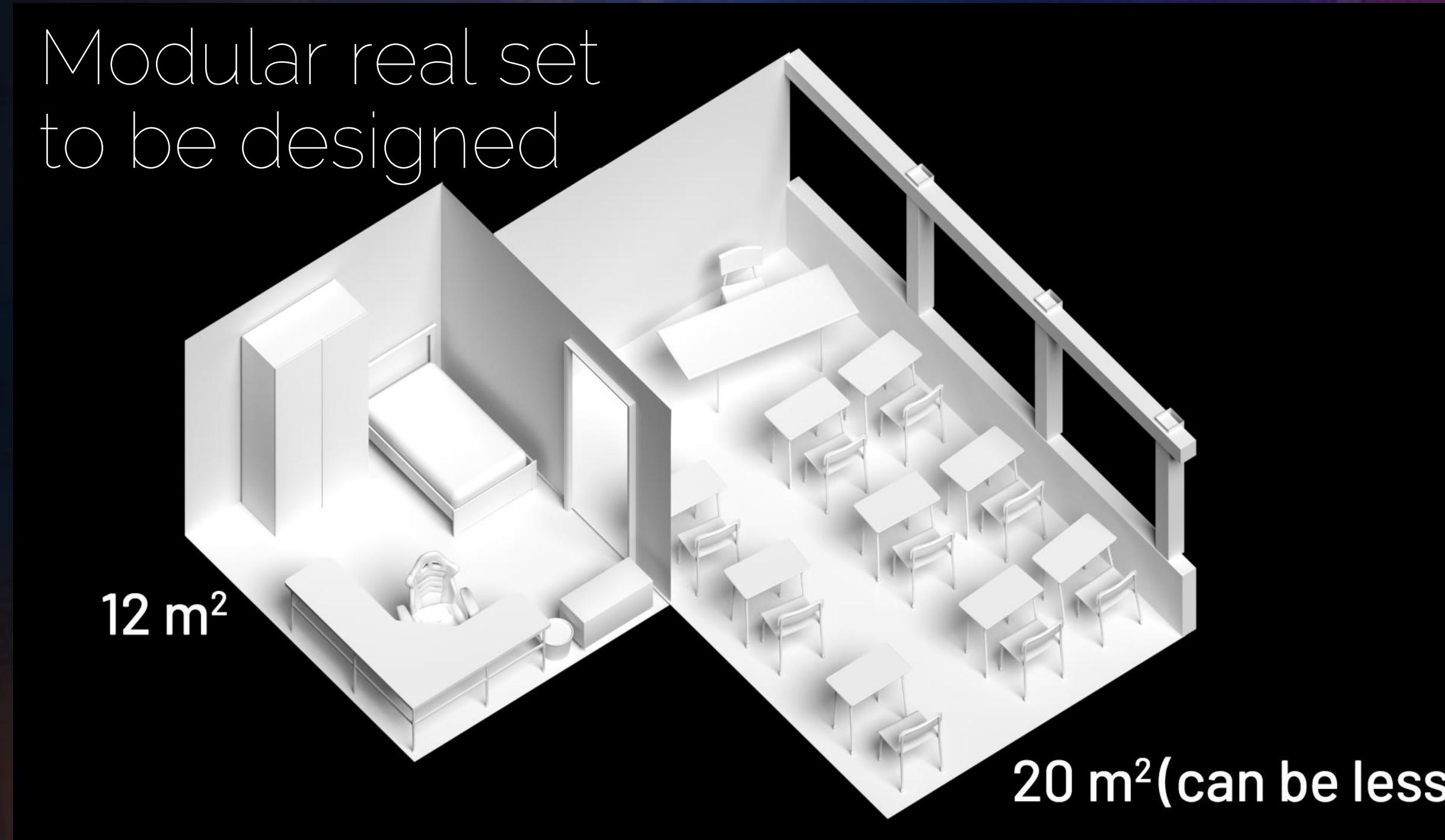
# Contacts with VR Experts - demos in VR Chat



We do not want to exclude from our production and distribution strategy the pool of experienced vr users and influencers. We aim to contact directly, and engage with in small demos in vr chat. If budget and time allow us, we are also designing the world and the characters from the Doodahverse, the game Robin plays.

# Modular real set /Seated experience

The nature of the distribution and the non vr users target, impose us some technical choices. We are developing on Unity for Oculus Quest 2, because it's cheap if we need to provide it to the institutions. We are also implementing teleporting to avoid a choice between physical room-size installation and a seated experience.



# 0. Just moving/ looking around

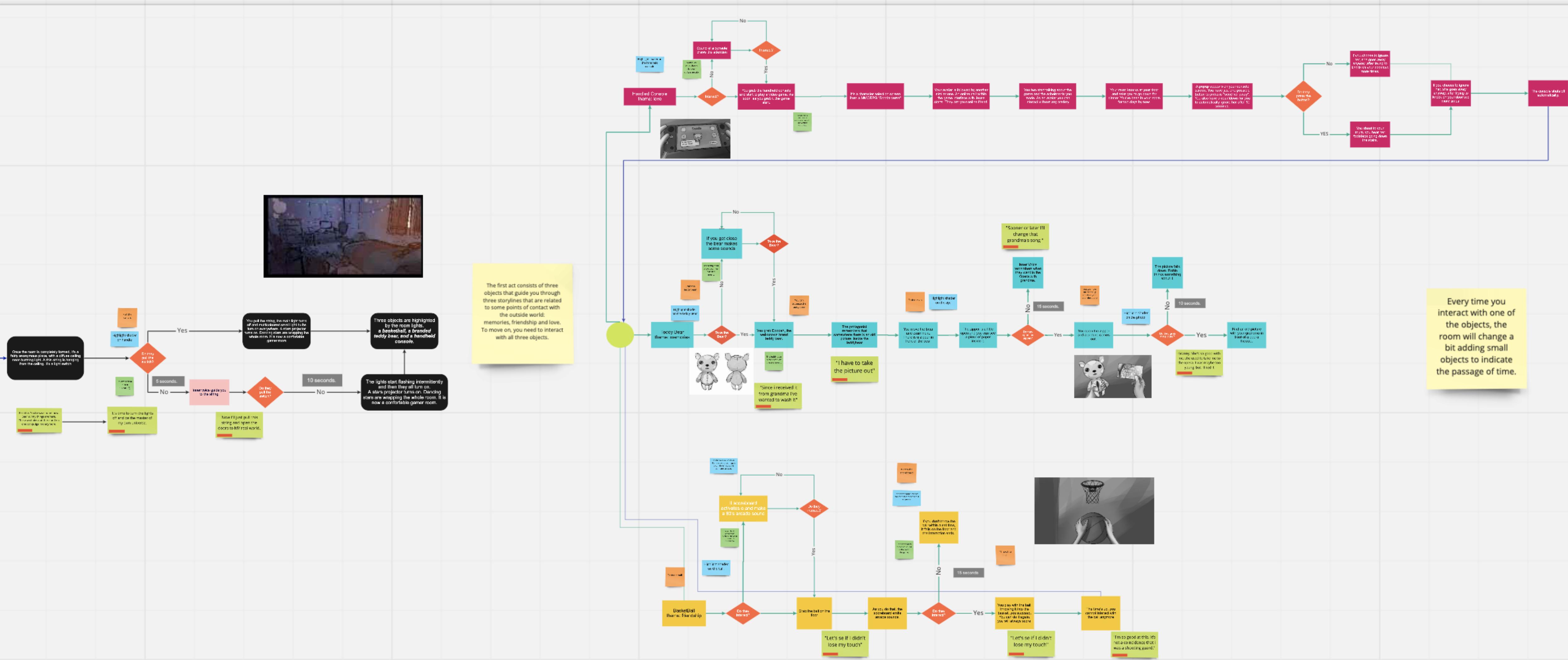
## 3 Levels of interaction

We divided interactions in 3 levels, with grabbing as the main narrative ones, and we're just starting to implement some of them.

# 1. Grabbing

# 2. Throwing a ball, opening a zipper, pushing buttons....

## Scena 3 Act 1: Bedroom

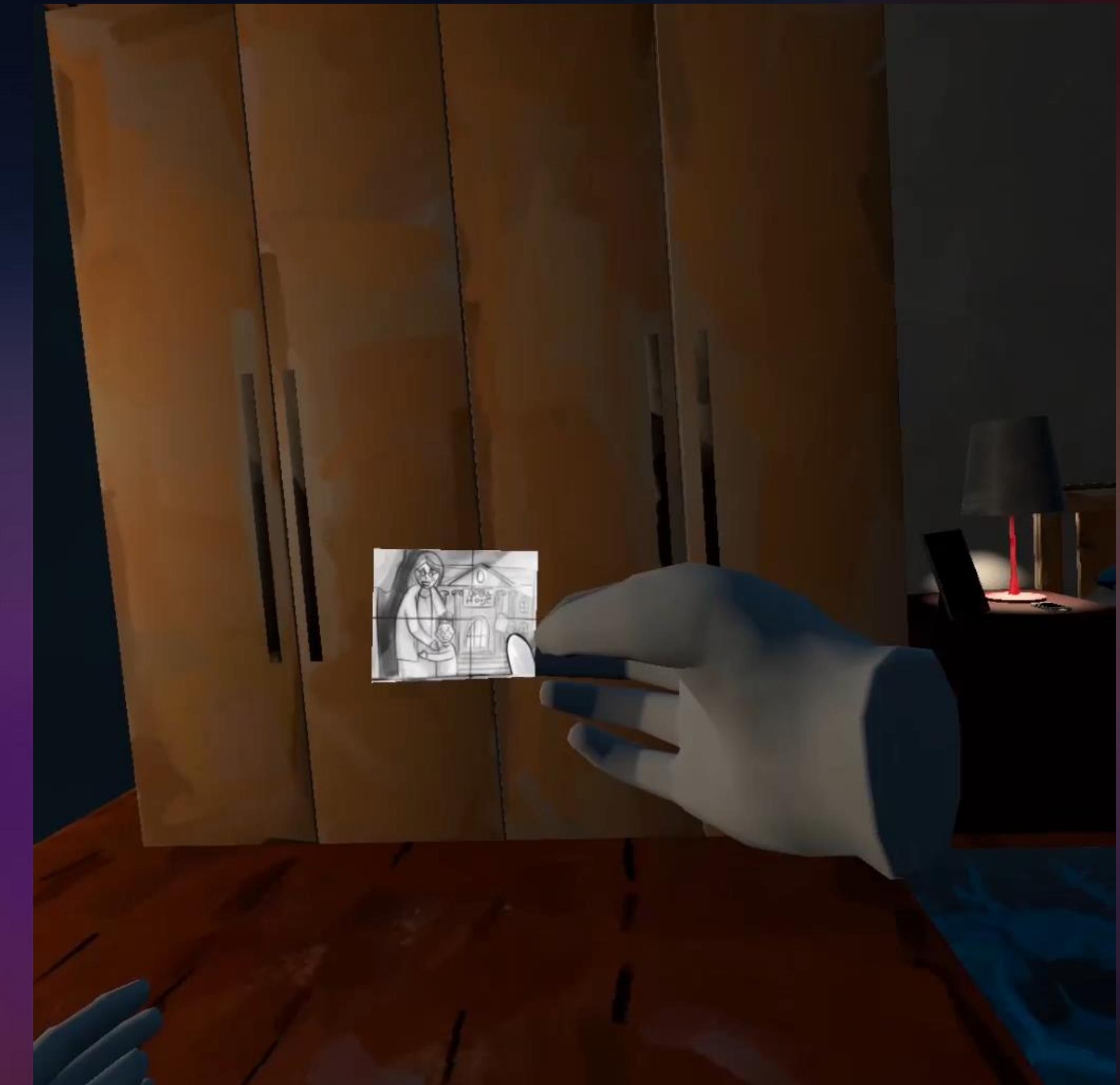




Playing with a console



Being followed by the look of the classmates



Unzip your doodaa to take out your  
beloved grandmother's photo



Writing on a blackboard



Playing basketball and always scoring

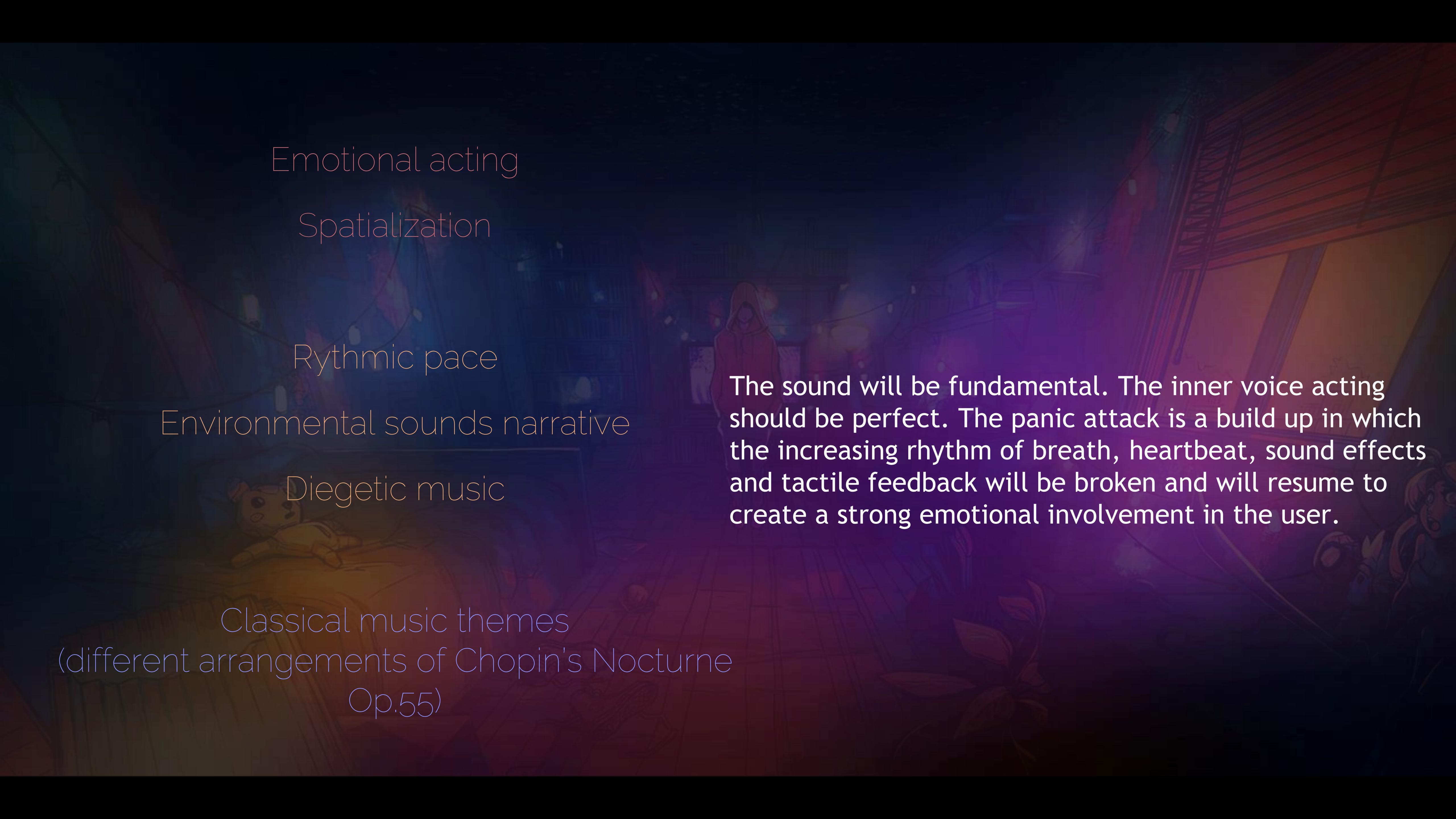


## Audino's style

We're trying to get with a mix of handmade and procedural textures, a look as close as possible to that created by Edoardo Audino in his artworks. We know that some FX are heavy, that's why now it's a matter of testing testing testing and having a B plan.



First render test (baked textures and light, procedural)

The background of the slide is a dark, atmospheric illustration of a city at night. The scene is filled with colorful lights from buildings and street lamps, creating a moody and mysterious atmosphere. In the foreground, there are some abstract shapes and figures that appear to be part of a video game or a digital artwork.

Emotional acting

Spatialization

Rhythmic pace

Environmental sounds narrative

Diegetic music

Classical music themes  
(different arrangements of Chopin's Nocturne  
Op.55)

The sound will be fundamental. The inner voice acting should be perfect. The panic attack is a build up in which the increasing rhythm of breath, heartbeat, sound effects and tactile feedback will be broken and will resume to create a strong emotional involvement in the user.

In 2022 Robin Studio hired two 3D generalists and a Unity coder. Together with the original team and mostly internal resources, they will work on Locked Up from now on.



Alessandro Visconti  
Director - tech department



Edoardo Toso  
3D generalist



Francesca Strafella  
Screenwriter



Emanuele Plicato  
3D animator



Aurora Tomaselli  
Graphic designer



Enrica Maggiora  
UX/UI designer



Edoardo Audino  
Concept artist



Mark Gore  
ENG dialogues



Luca Chiapatti  
3D Generalist



Antonio Messina  
Director - art department



Riccardo Antonino  
producer



Chiara Mastino  
Unity Supernerd

This allows us to keep the total budget low, to keep a tight timeline, and to have a close-knit team that works together to bring this project to life.

# Budget

	People	Unit	Quantity	Unit price	Total amount
PREPRODUCTION					
Eng - Ita dialogues	1	forfait	1	1.200,00 €	1.200,00 €
state machine update	1	forfait	1	800,00 €	800,00 €
external advisors (psychologists)	1	forfait	1	0,00 €	0,00 €
interviews	1	forfait	1	0,00 €	0,00 €
Artworks	1	forfait	7	150,00 €	1050,00 €
PRODUCTION					
Producer	1	forfait	1	4.000,00 €	4.000,00 €
International relations	1	forfait	1	2.000,00 €	2.000,00 €
Director	1	forfait	1	2.000,00 €	2.000,00 €
Accounting office	1	forfait	1	1.000,00 €	1.000,00 €

	People	Unit	Quantity	Unit price	Total amount
<b>CG ANIMATION</b>					
Mocap crew	2	Days	3	200,00 €	1.200,00 €
Face mocap	1	Days	1	300,00 €	300,00 €
Mocap actor	1	Days	2	200,00 €	400,00 €
Cleanup	1	Days	10	100,00 €	1.000,00 €
Character animation	1	Days	10	300,00 €	3.000,00 €
Characters rig	1	Days	15	200,00 €	3.000,00 €
Objects rig	1	Days	10	100,00 €	1.000,00 €
FX	1	forfait	1	1.000,00 €	1.000,00 €
<b>CG MODELING</b>					
Environment	1	Days	10	100,00 €	2.000,00 €
Characters	1	Days	20	300,00 €	4.500,00 €
Textures	1	Days	10	300,00 €	4.500,00 €
Props	1	Days	10	200,00 €	2.000,00 €
In-app lighting & texture bake	1	Days	10	300,00 €	3.000,00 €
Retopology	1	Days	10	200,00 €	2.000,00 €
Optimization	1	Days	10	300,00 €	3.000,00 €

	People	Unit	Quantity	Unit price	Total amount
<strong>CODING STUFF</strong>					
Shading artists	1	Months	1	3.500,00 €	2.000,00 €
Core programming	1	Months	1	4.000,00 €	2.000,00 €
Scripting	1	Months	1	4.000,00 €	4.000,00 €
Basic interactions	1	Months	1	2.000,00 €	2.000,00 €
Senior Unity coder	1	Estimated fee	1	4.000,00 €	4.000,00 €
Add-ons/snippets	1		1	500,00 €	500,00 €
Debug	1	Months	1	2.000,00 €	2.000,00 €
Optimization	1	forfait	1	4.000,00 €	3.000,00 €
Environment/objects animation	1	Days	15	100,00 €	1.500,00 €
User tests	-		-	750,00 €	750,00 €
<strong>SOUND DESIGN</strong>					
Voice actor - leading	1	Expected fee	1	2.000,00 €	2.000,00 €
Voice actors - mum, grandma, Adrian	3	Expected fee	1	400,00 €	1.200,00 €
Voice actors - Jesse, Teacher	2	Expected fee	1	600,00 €	1.200,00 €
Recording studio + ITA voices	1	Expected fee	1	2.000,00 €	2.000,00 €
Voice actor - leading FR	1	Expected fee	1	2.000,00 €	2.000,00 €
Voice actors - mum, grandma, Adrian FR	3	Expected fee	1	400,00 €	1.200,00 €
Voice actors - Jesse, Teacher FR	2	Expected fee	1	600,00 €	1.200,00 €
Recording studio	1	Expected fee	1	2.000,00 €	2.000,00 €
Sound design	1	Expected fee	forfait	3.000,00 €	3.000,00 €
Music	1	Expected fee	1	1.500,00 €	1.500,00 €

	People	Unit	Quantity	Unit price	Total amount
<b>MARKETING</b>					
Social media/website setup	1	forfait	1	1.000,00 €	1.000,00 €
Phisical prints	1	forfait	1	400,00 €	400,00 €
Social VR marketing plan	1	forfait	1	500,00€	500,00 €
Poster	1	forfait	1	300,00€	300,00 €
Trailer	1	forfait	1	600,00€	600,00 €
VR Chat trailer world	1	forfait	1	500,00€	500,00 €
VR Chat characters	1	forfait	1	1.000,00€	1.000,00 €
Press office	1	forfait	1	2.000,00 €	2.000,00 €
<b>HARDWARE</b>					
HMD	1		4	500,00 €	2.000,00 €
Media server/monitor	1		1	1.000,00 €	1.000,00 €
APPLICATION FEES	1		1	750,00 €	750,00 €
Being there	1		3	1.000,00 €	3.000,00€
Adaptation italian language	1		1	1.000,00 €	1.000,00 €
Adaptattion french language	1		1	1.000,00€	1.000,00€

# SUMMARY OF THE BUDGET

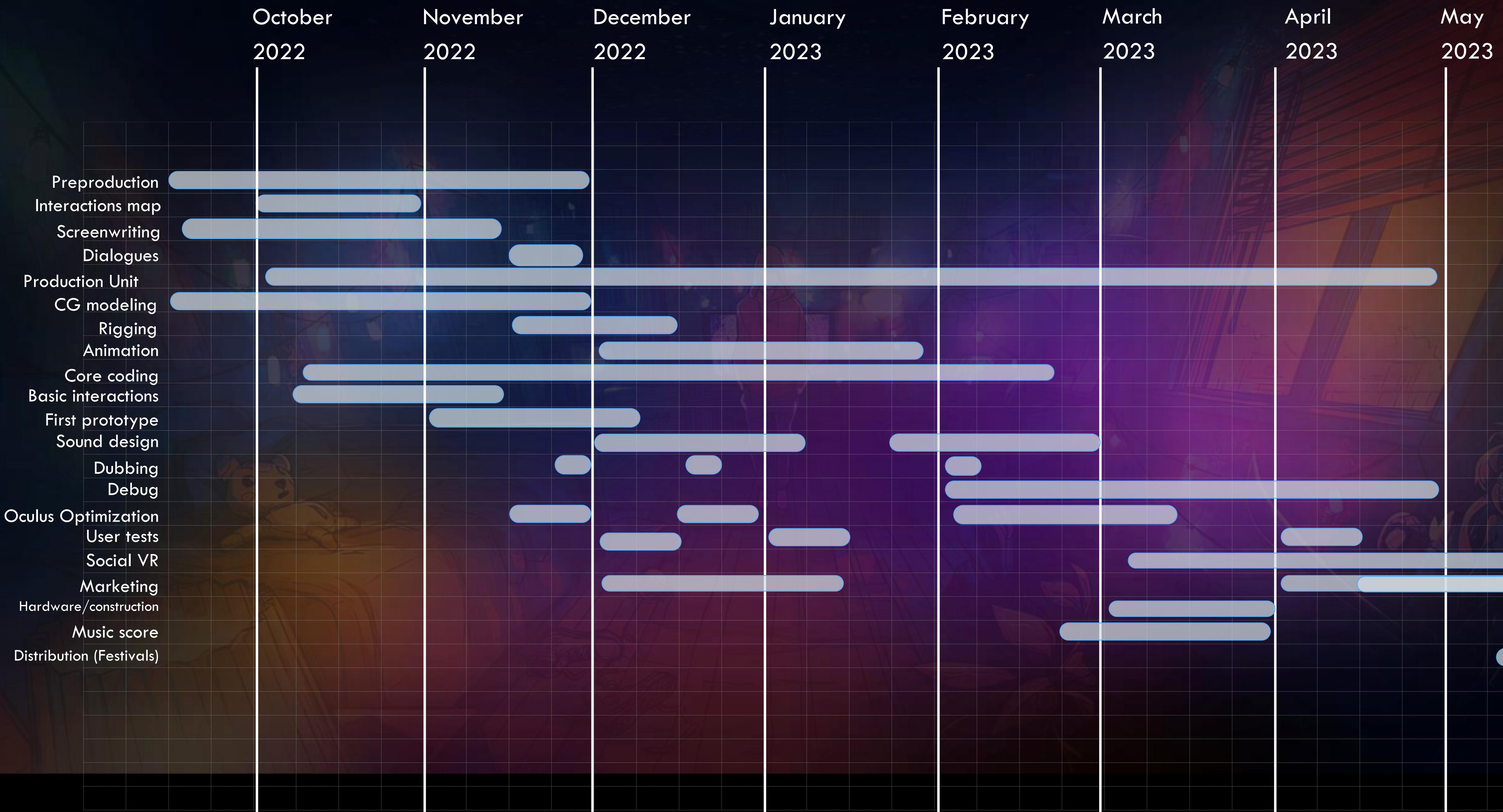
Total budget:	102.550,00€
Invested by Robin Studio:	22.100,00€
Contingency:	17.450,00€
Total budget:	142.100,00€

# FINANCING PLAN

Summary of budget from Coproduction/Financing	102.550,00€
Contingency	17.450,00€
Currently invested by Robin Studio:	22.100,00€
Crowdfunding/Pre-sales	13.900 €

# FINANCING PLAN

Coproduction/Financing	103.000 €
Robin Studio	25.000 €
Crowdfunding/Pre-sales	22.000 €
Total Budget	150.000€





Thank you

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