Hollow

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Notes

Hospital/Asylum (long hallway)

- Old, ceiling falling apart, wires/electricity stuff exposed
- Dim lighting (potentially using green lighting to give off generator vibes)
- Doors on side
  - Things could pop out, have demons crawling from room to room or inside room
- Audio
  - Screams from afar, whispers!, buzzing from lights (like ambience)
- Demon interacting with light
  - i.e. as demon enters, light flickers off, and turns back on when the demon leaves

Environment ideas

Ghost/Demon ideas

Immersive Design Strategies

- Conformance to human vision:
  - Make sure items and walk are to scale (if object is far, make it correct size)
- Audio cues:
  - Whispers, sound direction
- For immersiveness, VR environments should be able to replicate natural positioning of sounds relative to people and objects in the environment and the position of the user's head (https://www.techtarget.com/whatis/definition/immersive-virtual-reality-immersive-VR)
- Visual cues: demon running across the room, demon standing, light blinking
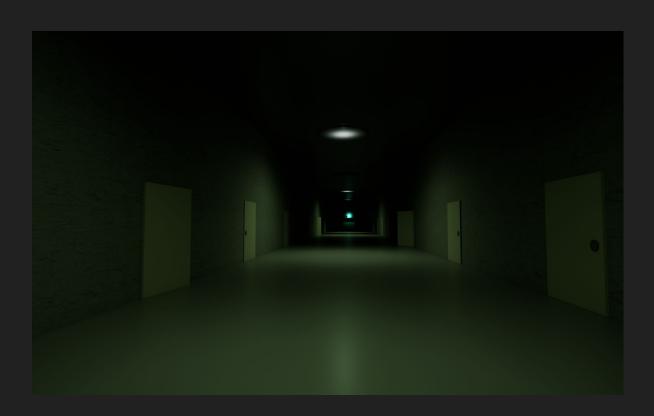
Blockout

Basic hallway
- Few doors are open.
- Exit sign above the elevator.

Blockout

Basic hallway + Lighting
- Few doors are open.
- Exit sign above the elevator.
- Ceiling with lights.
- Flickering lights

Rubric (scored 1-10)

Categories:

- Experience
    - Did it make ONE person immersed?
- Environment:
    - good lighting?
    - Visual cues?
    - Audio cues?
    - Realistic sizing (walls, ceilings, doors)?
- Characters:
    - believable?

To be updated. We wanted to clarify certain things first.