

Visionary World

Introduction

This project focuses on creating four distinct browsing scenes using three software programs: Blender, Unity, and Visual Code. Blender is utilized to construct the models for the scenes, while Unity is responsible for adding materials and dynamic effects. By combining the models of the four Unity scenes using C#, a short interactive work is formed where clicking on the text prompts its appearance.

The work explores the struggles and personal growth of a group of individuals during the 1990-2000 decade, a period of societal development in East Asia marked by a uniform educational experience and college entrance exams. China, in response to the New Coronavirus outbreak, implemented strict restrictions on foreign entry from late 2019 to the end of 2022, alongside widespread nucleic acid testing and the introduction of three types of nucleic acid codes (24, 48, and 72 hours). This three-year period witnessed a significant increase in the number of people taking civil service exams and pursuing higher education in China.

Amidst this volatile environment, individuals born between 1990 and 2000 in China actively sought stability within the existing system. This can be attributed to their inherent desire for security and certainty, particularly in a society where rules and regulations wield considerable influence over one's future prospects. The high-stakes nature of the Chinese National College Entrance Examination (Gaokao), which largely determines one's educational and career trajectory, further reinforces the inclination toward seeking stability within the established framework. As a result, individuals in this age group prioritize conformity and adherence to societal norms, perceiving them as reliable paths to success and security.

This prevailing mindset highlights the impact of societal rules and regulations on the decision-making process and life choices of the younger generation as they navigate a dynamic and ever-changing environment.

In the internet age, there has been a growing voice seeking more possibilities, with more people looking for more possibilities as China announced the end of the epidemic by the end of 2022. They are giving up stable careers like government officials to find more self-fulfilment.

This work is the author's expression as part of the East Asian community, expressing gender issues in China and breaking through social norms. My main article focuses on my inspiration, design direction, and my production process, operating procedures.

Main Body

Inspiration

Since the start of the OpenAI ChatGPT, the gaming industry has entered a more rapid course of development than in the past. In Europe, America, Asia, and other regions, games and other interactive forms have become more and more diversified. In China, app games, mobile games, and web games have also become abundant and diverse, and multimedia interactive installations have appeared more and more frequently in various shopping malls in China since the development of teamLab in China and the opening ceremony of the Winter Olympics in Beijing in 2022.

The simple installation of short interactive games will be one of the development directions of new media in the future. With the continuous progress of technology, people's demand for entertainment is also changing. Simple installation games pay more attention to fast-paced, easy-to-understand operation and instant feedback, and this form of game adapts to the needs of modern people's fast-paced life, so that people can get a moment of entertainment and relaxation in the fragmented time.

In recent years, a discernible pattern has emerged in which games across a wide range of domains have been purposefully streamlined and simplified. This trend, defined by a deliberate reduction in complexity, has permeated many aspects of daily life. From the entertainment industry to educational settings, there is a growing trend to reduce games to their most basic components, making them more accessible and user-friendly. This shift toward simplicity aims to appeal to a broader audience, foster inclusivity, and ensure that people from diverse backgrounds can participate in these recreational activities without encountering unnecessary barriers. Game designers and developers strive to create experiences that are intuitive, immersive, and easily understandable to a wide range of people by removing intricate layers of intricacy. This phenomenon deviates from the past, where complexity often reigned supreme, and highlights a modern desire for ease of use and seamless engagement. As society embraces this trend, it is clear that game simplification will remain an enduring feature of our evolving recreational landscape.

Interactive text-based games have their origins in the Japanese niche game Galgame, which has become increasingly popular over the past few years. Among them, Disco Elysium is considered to be an excellent work with strong interactivity and literature. Through these games, it has been discovered that the appeal of words does not only exist in film and literature, but that games can also be a channel of expression that offers

a more sensory experience. In addition to textual expression, interactive word games also enhance the immersion of the game through various elements such as music, graphics and sound effects. Through well-designed music soundtracks and detailed graphic representations, games can give players an immersive feeling, making them more engaged in the game.

Play

Designed four scenes, referring to the four stages, the first stage of self-cognition, the second stage of East Asian men and women are different from the perspective of social alienation, the third scene is to transform the adult society into a child's game scene, the last scene, the last after the previous scenes of self-cognition, self-breakthrough, with reference to the game of embroidery in the lake in the design of the square, black squares on behalf of the past, present and future.

Playing process: users click on each part of the object, get some dialogue, gradually understand in "my growth dream" with my perspective to feel.

In literature, dreams are frequently used to represent the idea of "self". They serve as a means of exploring one's own identity and finding healing. Dreams offer a unique realm where individuals can delve into their subconscious and uncover hidden truths about themselves. Through the exploration of dreams, characters in literature embark on a journey of self-discovery and self-acceptance. These dream sequences often provide a safe space for individuals to confront their fears and desires, allowing them to find solace and resolution. Dreams not only offer an escape from reality but also serve as a therapeutic tool for characters to reconcile with their past and find inner peace. As such, dreams hold a significant role in literature, providing a rich tapestry of symbolism and metaphor that deepens the understanding of the human psyche.

production process

The first scene is inspired by the Dream of the Red Chamber's Taixu Fantasy Realm and the "God's Travelling Realm" in the Spring and Autumn Period and the Warring States Period's "Lie Zi - King Mu of Zhou". The most important feature of this scene is the "Taixu Trance", in which everything seems to be real, but it is also fantastic and irrational, with deep romantic colors in Chinese literature. It has a deep romantic color of Chinese literature.



Traditional Chinese Portraits of Dreams



Buddha Reference



Selected designs produced

Dream of Red Mansions is one of the four great masterpieces of China (the other three are Journey to the West, Water Margin, and Romance of the Three Kingdoms), and in the sixth chapter of Dream of Red Mansions, Jia Baoyu (the main character of this book) experiences his first dream in the scene of Taixu Trance, a paradise-like place that creates a dreamlike, hazy fairyland, and lets Zhen Shiyin enter the scene of Taixu Trance one by one, and Jia Baoyu enters into the scene of Taixu Trance one after another, which makes Jia Baoyu's dreams come true, but is also fantastic and irrational, Jia Baoyu

successively enter the realm of illusion to experience and gain new feelings and new perspectives, this link is a relatively important part of Chinese literature. The scene in the sixth chapter of Dream of Red Mansions is extracted to refer to the dream-like scene of facing the self.



scales (weigh things) and balance



Illustrations based on balance designs

The second scene is inspired by the undeniable inequality and objectification between men and women in East Asian societies. Women face numerous prejudices and discrimination, particularly in China where they are constantly pressured to marry within a specific age range (22 to 35). This pressure often leads to forced marriages, even when women are not ready or willing to settle down and start a family. The fact that women are pushed into marriage at an age when they may not be able to bear children further worsens their unequal status and objectification. Women's value is unfairly equated with their fertility, limiting their roles and status in both society and the family. This bias and inequality greatly hinder women's development, freedom of choice, and overall well-being.

Men are subjected to intense pressures in relation to wealth. Their worth is determined not only by their personal qualities and abilities, but also by their financial status. Failure to meet society's expectations results in marginalization and exclusion. The demand for male wealth places immense strain on them, as they must constantly pursue wealth accumulation. They are seen as failures if they fall short, both externally and internally. The psychological burden leads to anxiety and unease. Additionally, men risk being defined solely by their wealth, which affects their social status. They must constantly work to maintain stability and growth to avoid losing

recognition and status. In conclusion, men face overwhelming pressures regarding wealth, which brings significant burdens.

The standards set by society act as unshakeable scales, with each side representing a different gender group and their respective values.



Illustrations based on balance designs

In psychology, it is widely known that adult trauma often stems from childhood experiences such as a bad home environment, abuse, neglect, or the loss of loved ones. These traumas can have long-lasting psychological and behavioral effects. To truly heal, adults need to revisit their childhood and reclaim childlike behaviors. This involves breaking harmful habits and thought patterns that have formed in adulthood and reevaluating one's behavior and mindset. Through this process of self-reflection and change, individuals gain a better understanding of their own needs and emotions and can take positive steps toward meeting those needs. This transformative growth enables individuals to build a healthier and more positive personality.

In East Asian societies, such as China, there is a strong emphasis on following a rigid "life clock" where specific milestones must be achieved at certain ages. Deviating from this timeline is uncommon due to societal pressure. However, not everyone fits into these predetermined rules. Xiang Biao, a Chinese sociologist, highlights that in China's rapid development stage, humanities, quality education, and character development take a backseat to economic growth. This further emphasizes the need for individuals to break free from societal expectations and find a path that aligns with their own desires, even if it means challenging cultural norms and defying elders' expectations.

The internet and platforms like TikTok have opened people's eyes to alternative ways of living. This is especially true for the younger generation in China, who are actively embracing the freedom to choose their own rules and lifestyles. In the world of game design, social rules play a crucial role as barriers that players must break in order to discover their true selves and thrive in society. The game serves as a catalyst, pushing players to challenge existing norms and conventions that may hold them back. By

breaking free from societal expectations, players can explore new territories and forge their own path, fostering individuality and self-expression. Platforms like TikTok have played a significant role in facilitating this shift in mindset, showcasing diverse lifestyles and perspectives. In conclusion, the rise of the internet and platforms like TikTok has sparked a realization among individuals, particularly the younger generation in China, that there are alternative ways to live. Game design offers a medium to challenge social rules and embrace individuality, leading to personal growth and societal progress.

Moving on to the cube, it symbolizes the past, present, and future of human desires and expressions. This longing and expression are integral to human culture and social development. Games can capture this essence in various ways. Historical-themed games, for instance, allow players to immerse themselves in different eras, interact with historical figures, and gain a deeper understanding of the cultural and social background of the past. Realistic simulation games let players experience and express their understanding and imagination of real life. Additionally, some games tackle social issues and real-life challenges, prompting players to think critically and express their perspectives. Sci-fi games challenge players to contemplate the future and society within the game's context.

Human life is intricately woven into the fabric of the universe. It is a complex tapestry where every individual is connected to the larger whole. In the game, I have chosen to incorporate the cube as a symbol of the ego's past. When the cube is clicked, it explodes, representing not just its disappearance but also the concept of rebirth. This explosion is not the end, but rather a new beginning and a transformative experience for the ego. It mirrors the symbolism that is explored in Part 3, where the idea of rebirth and transformation is also emphasized.

Inspiration

Part1

Use 3DURP mode to open the model built in Blender software, part of the scene rendering needs to use UniversalRP_GlassDemo_Renderer mode.

```

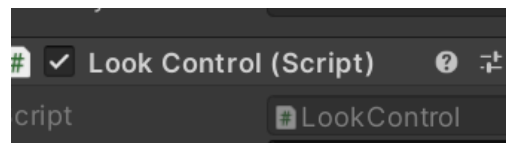
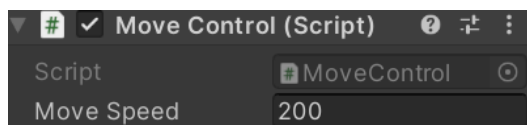
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class open : MonoBehaviour
{
    public void Click()
    {
        gameObject.SetActive(true);
    }
}

```

Click C#

First of all, set up the mobile mouse to move the camera, the computer keyboard WASD controls the direction of the player to move, so in unity, the main camera hangs on the capsule, and the mouse controls the direction of the player's perspective. In the pre-production write code Click (open, quest), run the interface found that can not be on the existing code, the mouse can not appear in the game interface, and can not click on the object to appear dialogue box.



```

public void control()
{
    if (Input.GetKey(KeyCode.W))
    {
        this.transform.Translate(Vector3.forward * Time.deltaTime * MoveSpeed);
        //gameObject.transform.Translate(0, 0, move, Space.Self);
    }
    else if (Input.GetKey(KeyCode.S))//按Keyboard S向下移动
    {
        this.transform.Translate(Vector3.back*Time.deltaTime * MoveSpeed);
    }
    }
    if (Input.GetKey(KeyCode.A))//按Keyboard A向左移动
    {
        this.transform.Translate(Vector3.left*Time.deltaTime * MoveSpeed);
    }
    }
    else if (Input.GetKey(KeyCode.D))//按Keyboard D向右移动
    {
        this.transform.Translate(Vector3.right*Time.deltaTime * MoveSpeed);
    }
    }
    //空格 显示和隐藏光标
    else if(Input.GetKeyUp(KeyCode.Space)){
        Cursor.visible = !Cursor.visible;
    }
    }
    if(Input.GetMouseButtonDown(0)){
        RayShot();
    }
}

```

```

public Transform playerT=null;
0个引用
private void Start()
{
    Cursor.lockState = CursorLockMode.Locked;
}
// Update is called once per frame
0个引用
void Update()
{
    float mouseX = Input.GetAxis("Mouse X") * Time.deltaTime * MouseSensitivity;
    float mouseY = Input.GetAxis("Mouse Y") * Time.deltaTime * MouseSensitivity;

    CameraX -= mouseY;
    CameraX = Mathf.Clamp(CameraX, CameraXMin, CameraXMax);

    transform.localRotation = Quaternion.Euler(CameraX, 0, 0);

    if(playerT != null)
    {
        playerT.Rotate(playerT.up, mouseX);
    }
}

```



Test



```
public class part2ChangeScene1 : MonoBehaviour
{
    // Start is called before the first frame update
    0个引用
    void Start()
    {

    }

    // Update is called once per frame
    0个引用
    void Update()
    {

    }

    //Click Keypress change the Scene
    if (Input.GetMouseButtonDown(1))
    {
        Application.LoadLevel(3);
    }
}
```

Then Move Control and Look C# scripts for Move Control and Look Control are added, which are attached to the capsule and main camera. WASD move, press space to appear the mouse in the middle of the screen, keep it still, the main camera moves the mouse to click on the interactive objects, and the dialogue box appears.

Part2

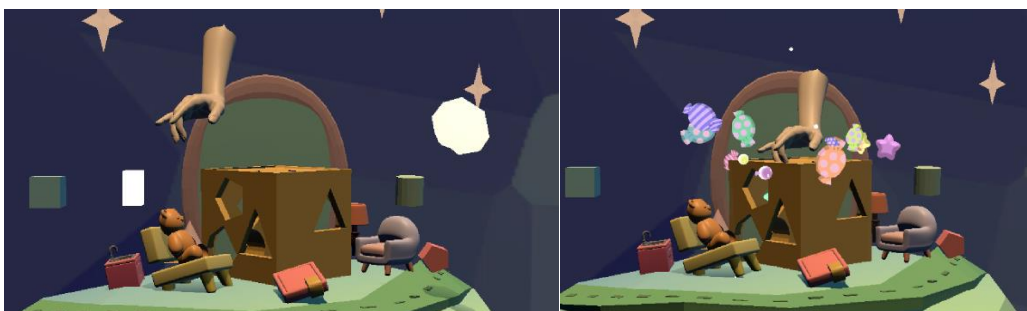


This scene focuses on the creation of two distinct animations that delve into the societal dynamics surrounding gender roles. The first animation centers around the male character and his social value. By clicking on the left side of the scale, players

can observe an increase in the male character's social worth, symbolizing how societal rules tend to evaluate men's abilities, worth, and overall existence solely based on their wealth. This serves as a representation of the prevailing notion that financial success holds a significant influence over the male gender's standing within society. Following this, players will proceed to the subsequent choice and witness another animation. In this particular animation, any loss of wealth for the male character results in his value being diminished, as depicted by the empty scale. Essentially, it illustrates that the absence of substantial financial support negatively impacts the male character's social status.

Similar to the male character's representation, the scene for the female character highlights comparable dynamics. When players click on the female character, the scale on the right side embodies societal stereotypes and values relating to women. Contrary to the male character's wealth-based evaluation, this scale associates toys with the female character's reproductive ability, rather than her abilities in wealth creation. For women residing in East Asia, opting not to reproduce can lead to a deprivation of their societal value. Through the use of animations, this scene aims to shed light on the various challenges and pressures faced by women in society. By expanding on these themes, a comprehensive picture of the gender dynamics within the depicted society is conveyed.

Part3



After clicking on the toy cube with the mouse in the third scene, a dialogue box appears, informing the player that this joint discusses whether the cube will fit inside the box that fits it. Clicking on the two cubes on the left tucks them into the box with the corresponding pattern, but clicking on the flashing cube on the right causes it to not fit inside the box and must be smashed to fit.

Part4

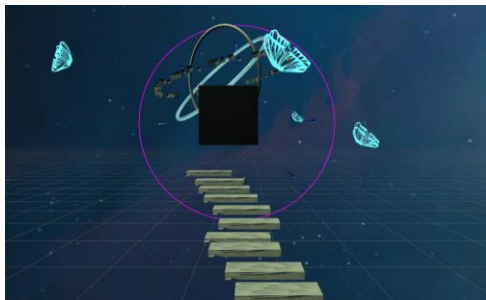
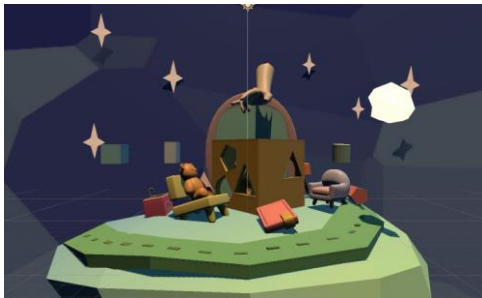


The fourth scene pays homage to the game Rusty Lake's cube, in which the cube represents the past, present, and future, when he slowly rises from the deepest part of the universe before clicking on it, causing the black cube to explode into a pile of debris. That's the end of the story.

Music And Conversation



The screen is adorned with a captivating blend of pink and blue, effortlessly conjuring a surreal ambiance. As the electronic melodies gently permeate the air, a whimsical atmosphere befalls the audience. To heighten this ethereal aura, we have meticulously handpicked phrases from Stable Audio, like pink, warm, and vaporwave, to harmonize flawlessly with the soundtrack. Our intention is to fashion a mesmerizing realm that wholly engulfs and transports individuals into a reverie-like state.



conclusion

My graduation project was an incredible opportunity for me to delve into the world of Unity, Blender, and coding, all on my own. I made the fearless decision to switch from illustration to CCI, fueling my desire to constantly explore and learn new things. Through this journey, I discovered numerous tools that allowed me to beautifully portray images and convey compelling content. The topic of my project reflects the temporary dilemma I faced as a member of the East Asian community. Despite the existence of societal expectations, I witnessed individuals bravely abandoning the traditional path of getting married and starting a family before the age of 30, especially in the wake of the Xin Guan epidemic. Instead, they embarked on a quest for their own personal growth and survival.

The LGBTQ movement includes resistance and criticism against gender discrimination, shedding light on the rampant inequality present in society. It is not limited to transgender individuals and homosexuals, but also fights for the liberation of men and women from the suffocating chains imposed by societal norms. By challenging these discriminatory practices, the LGBTQ community strives to achieve equality and respect for all, granting individuals the freedom to express their true selves without fear or judgment.

Although we live in the modern age, gender discrimination remains pervasive in our society. Women continue to be subjected to unfair treatment simply because of their gender, while men are bound by rigid stereotypes and societal expectations regarding their masculinity. The LGBTQ movement recognizes the urgency to dismantle these harmful stereotypes and urges society to adopt an inclusive and open-minded perspective towards gender diversity and individual differences. Through their activism, LGBTQ individuals aim to create a society where everyone is valued and accepted, regardless of their gender identity or sexual orientation.

Improving the potential of an interactive installation to seamlessly combine functionality and illustrative expression is a vital element that eagerly awaits further enhancement, especially after the successful completion of this endeavor. We can now focus on expanding the length of the text while rephrasing it in an optimistic tone.

Reference

[1] Davis, Courtney, et al. "Caring for children and adolescents with eating disorders in the current COVID-19 pandemic: A Singapore perspective." *The Journal of Adolescent Health* (2020).China is still in the midst of battling against the ongoing COVID-19 pandemic.[2]

[2] Zhong, Bao-Liang, et al. "Knowledge, attitudes, and practices towards COVID-19 among Chinese residents during the rapid rise period of the COVID-19 outbreak: a quick online cross-sectional survey." *International Journal of Biological Sciences* (2020).

[3] Jing, Xiaoyan, et al. "The Equity of Gaokao (National University/College Entrance Examination) in China." *Review of Educational Theory* (2019).Social pressure and comparative data among the players serve as crucial factors they depend on to make choices in the game.[2]

[4] Duarte, Luís, et al. "A Preliminary Assessment of Physical & Virtual Presence in Exergames." (2014).As a native English speaker and professional editor, I can provide you with two paraphrases of the given sentence that maintain the proper tone and word usage:[3]

[5] Dannenberg, Astrid, et al. "Inequity Aversion and Individual Behavior in Public Good Games: An Experimental Investigation." *SSRN Electronic Journal* (2007).Utilizing the game in this manner could foster a social environment where individuals feel compelled to adopt health-conscious behaviors.[4]

[6] Hemingway, Charlotte, et al. "Development of a Mobile Game to Influence Behavior Determinants of HIV Service Uptake Among Key Populations in the Philippines: User-Centered Design Process." *JMIR serious games* (2019).While certain schools may actively encourage students to consider a gap year, others may adopt a neutral stance, and there may be a few institutions that view the idea of taking a gap year in a less favorable light.[5]

[7] Martin, Andrew J., et al. "Should students have a gap year? Motivation and performance factors relevant to time out after completing school.." *Journal of Educational Psychology* (2010).Paraphrase 2: Individuals embarking on a gap year journey face the potential hazard of being exposed to various infectious diseases and other health complications commonly linked to travel, encompassing injuries and psychological distress.[6]

[8] Furuya-Kanamori, Luis, et al. "Medical and psychological problems faced by young Australian gap year travellers.†." *Journal of Travel Medicine* (2017).

[9] Yan, Shimei, et al. "Manifestation of gender discrimination in the process of human resources development—A content analysis based on interview data." *Frontiers of Business Research in China* (2009). Upon matching subjects to partake in the game, there was scant proof of any form of gender discrimination as observed by the experimenter.[2]

[10] Anderson, Lisa R., et al. "Discrimination: Experimental Evidence from Psychology and Economics." (2006).

[11] Exclusively at the Asian Art Museum, teamLab: Continuity brings the immersive digital marvels of teamLab — an international art collective based in Tokyo