Aphasia

Beach Cave

Experience Overview

A patient is immersed in a VR experience where they begin their journey on a beach with a cave entrance visible. They must navigate through a cave and collect gems to open a treasure chest.

Using the computer, a therapist is able to control the difficulty of the cave path the patient is experiencing, add animals to the scene, and adjust both the lighting and volume of the scene.
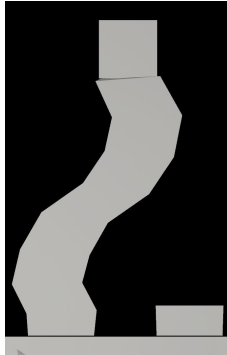
- User in VR experience: Patient
- User controlling VR experience: Therapist
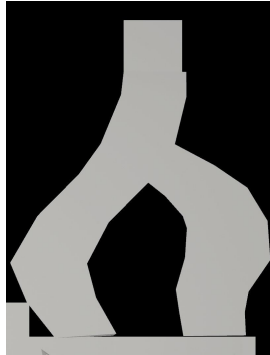
Therapist Actions

Actions set by the therapist would be set using a tablet or monitor.

The following action would be a parameter set prior to the patient entering the experience:
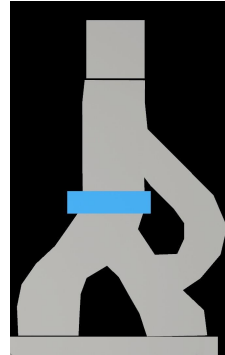
- Select the difficulty of the cave path (easy, intermediate, and difficult).

Easy

Intermediate

Difficult

Therapist Actions, cont.

The following actions would allow modifications while the patient was in the experience:

- Select the number of crabs the patient can see and hear.
- Adjust the lighting of the cave.
- Adjust the volume within the experience.
  - There will be ambient water sounds, as well as sounds emanating from the crabs. In this initial phase of the project, this control would turn all the sound up and down as a whole.

Patient Actions

- Teleport, or move themselves, along a cave path.
- Collect gems found in the cave.
- Open a treasure chest.

- **Platform: HTC Vive**
- Patient will experience the scene inside the headset to:
    - View the landscape
    - Navigate through the cave
    - Collect gems

Ref: https://images-na.ssl-images-amazon.com/images/I/71oPa3WRXXL._SX466_.jpg
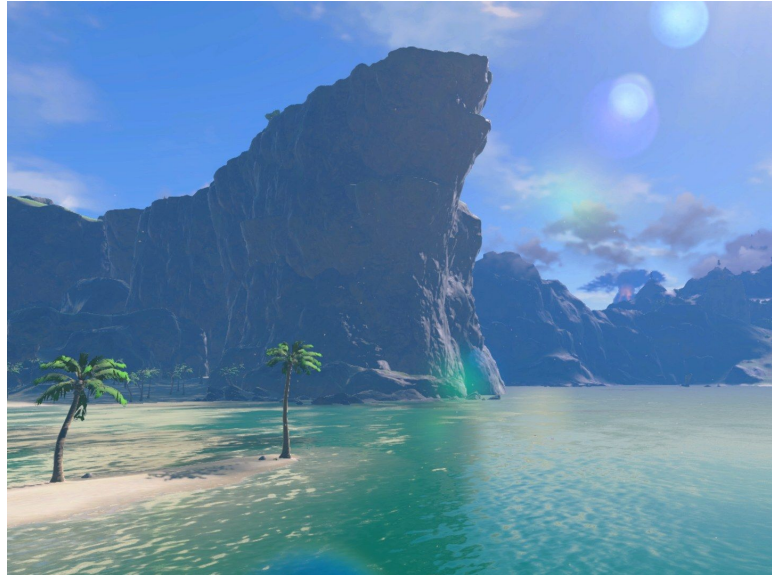
Suggested Art Style

Our goal is to create a scene that is bold and vibrant, with a painterly feel. We would like the patient to be interested in the depth and textures we create, but be able to easily discern elements in the scene.
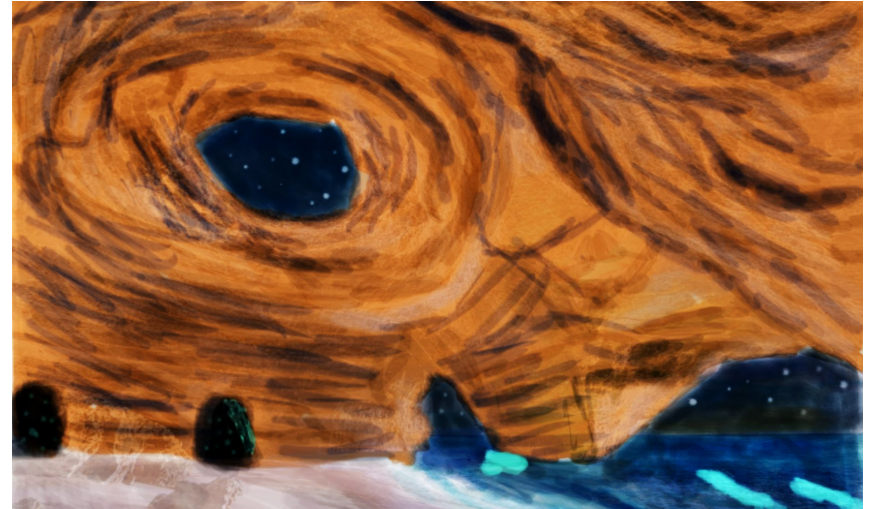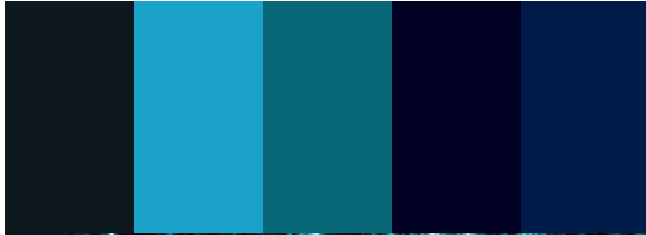
Inspiration Image:

Initial Concept Art

Illustrated below are our initial concept sketches of the interior of the cave with the light dialed up for a daytime feel, then down for night..
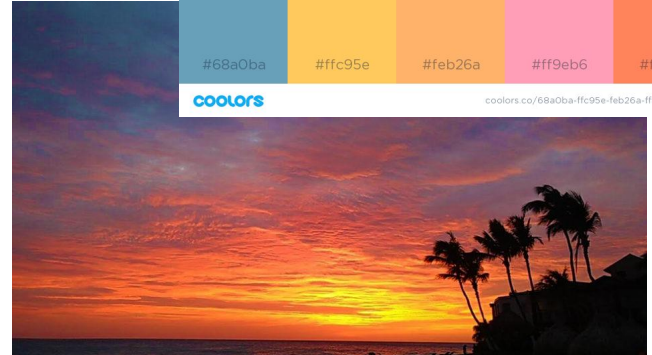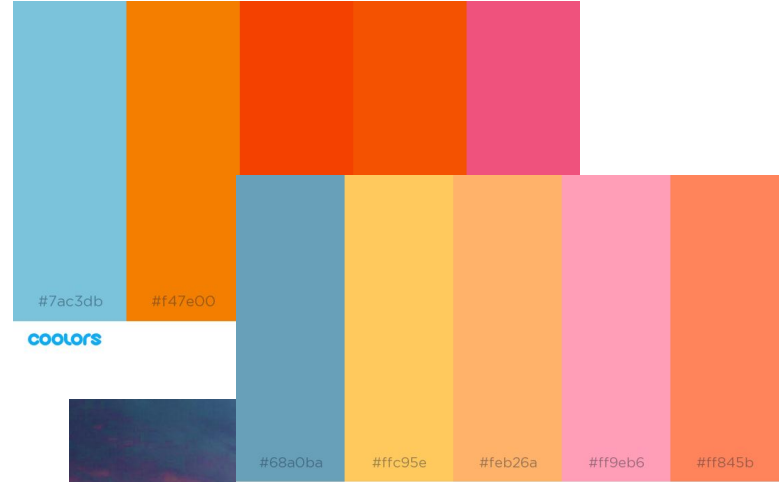
Color Palettes

#6EDACA

#2EC5A8

#07CFD5

#31141B

#41A0BB

#7ac3db   #f47e00

coolors

#68a0ba   #ffc95e   #feb26a   #ff9eb6   #ff845b

coolors   coolors.co/68a0ba-ffc95e-feb26a-ff9eb6-ff845b

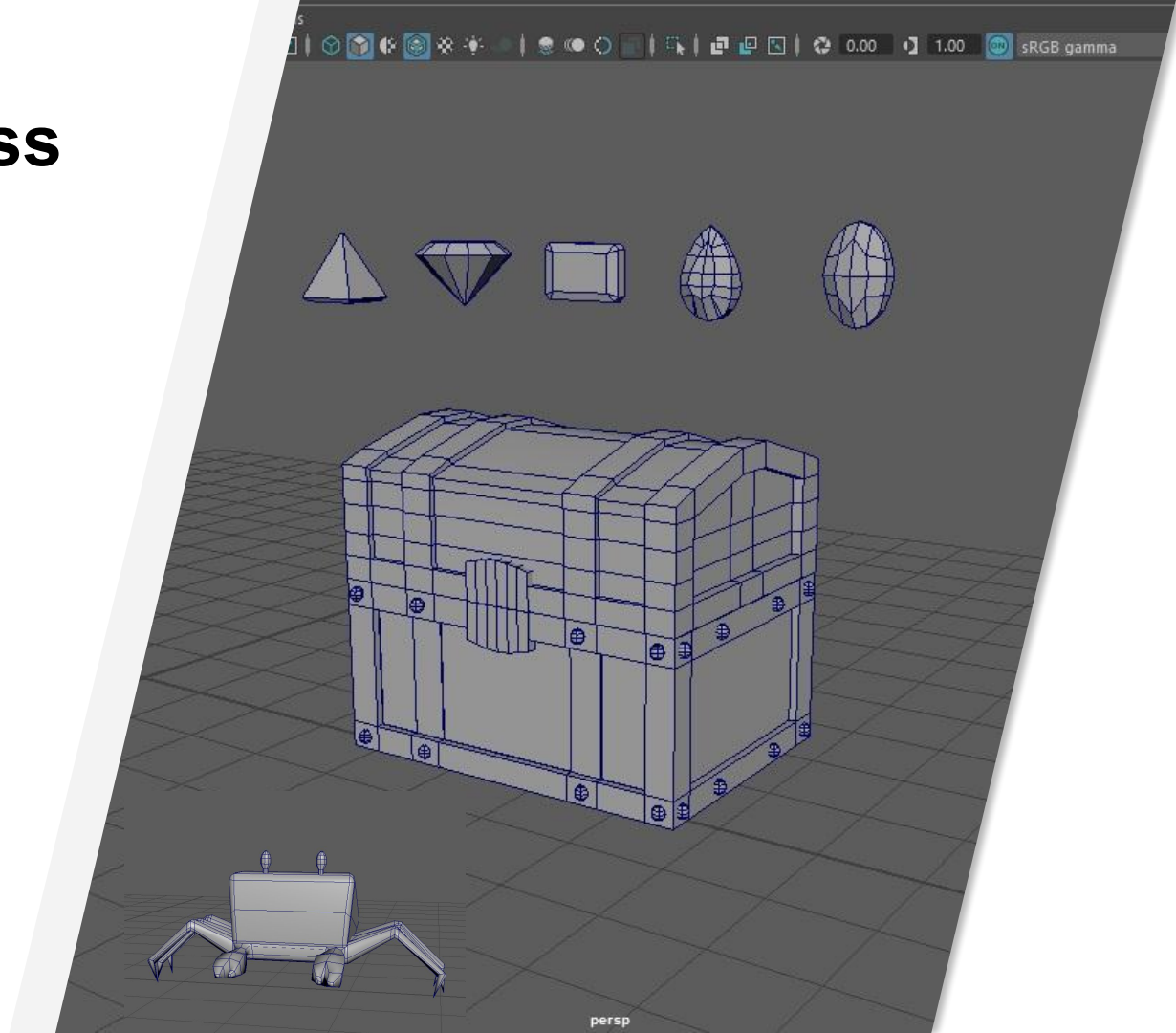# Asset Reference Images & Models

Reference for Crab
Model

Reference for
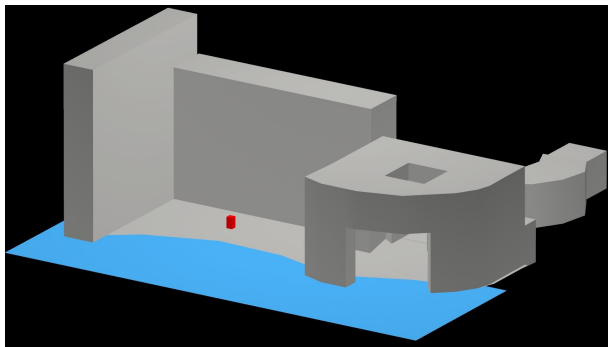Animation

Reference for
Jewel Model
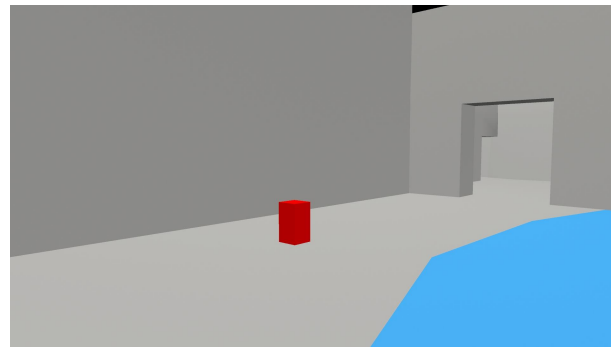
Assets In Progress

- Jewels
- Treasure chest
- Crab

White-Boxing In Progress
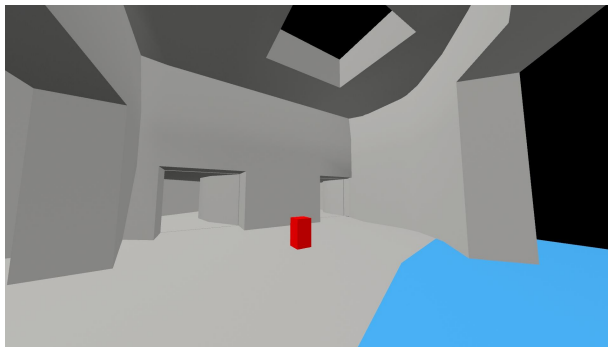
A quick layout of what the scene could look like.

The red box is the Patient, the blue will be water, and the walls around are the cave and foliage that the patient must walk around.
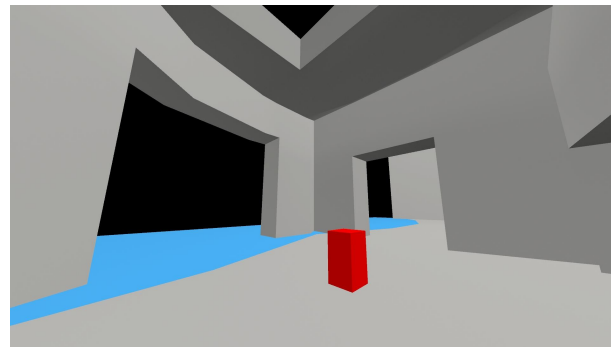

Full Scene

Cave Entrance

Inside of Cave

Alternate View

Completed Tasks

- ☑ Model Crab
- ☑ Model Jewels
- ☑ Model Treasure Chest
- ☑ Create Teleportation
- ☑ White Box Scene

Next Steps

- ❏ Finalize Idea
- ❏ Texture & Rig Crab
- ❏ Texture Jewels
- ❏ Texture Treasure Chest
- ❏ Model Scene
- ❏ Model Foliage
- ❏ Setting up Controls
- ❏ Other items from today's discussion?