Generative Animated Dream Journal

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I Dream an Island

A game played while not there.

The dreamer's sleeping body forms a 3D island. When dreaming is detected, an avatar emerges from the landscape and begins to explore. Everywhere that the dreamer looks, the avatar looks. On waking, the dreamer can replay and annotate the recording.

Sleep data in, animation out

Inputs:
- Eye movement tracking
- Breath rate

  Heart rate
- Body position/movement
- Voice recorded on waking

Correspond to:
- Avatar eye/head movement
- Avatar actions (?)

  Environmental effects (?)
- 3D terrain
- Narration

Prototyping tech overview

OCZ NIA - gaming device for brainwave and eye movement

Polar heart-rate monitor -or- under-bed piezo sensor

Everybody's favorite depth camera from above

The Landscape

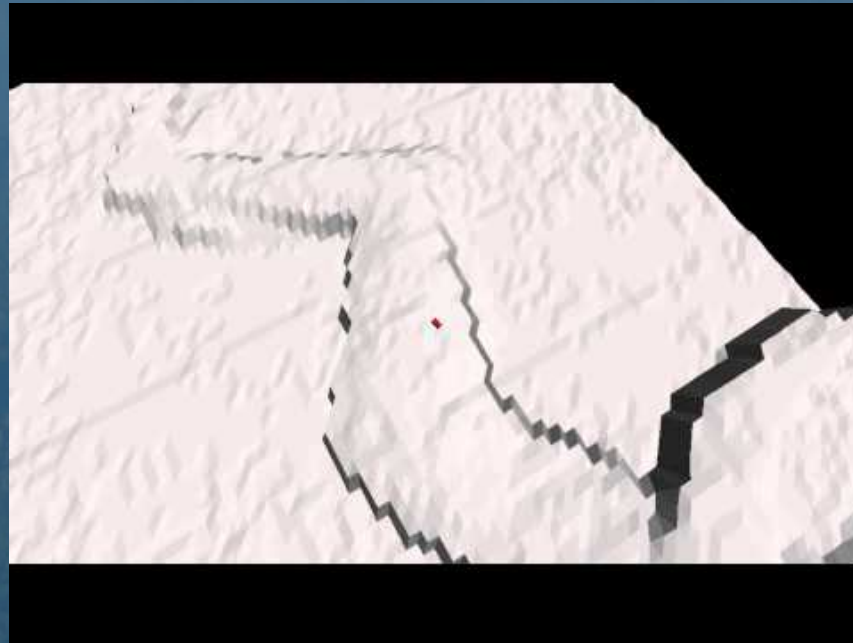Visual inspiration for landscapes and dramatic camerawork:

Björk's *Jóga*

directed by Michel Gondry (1997)

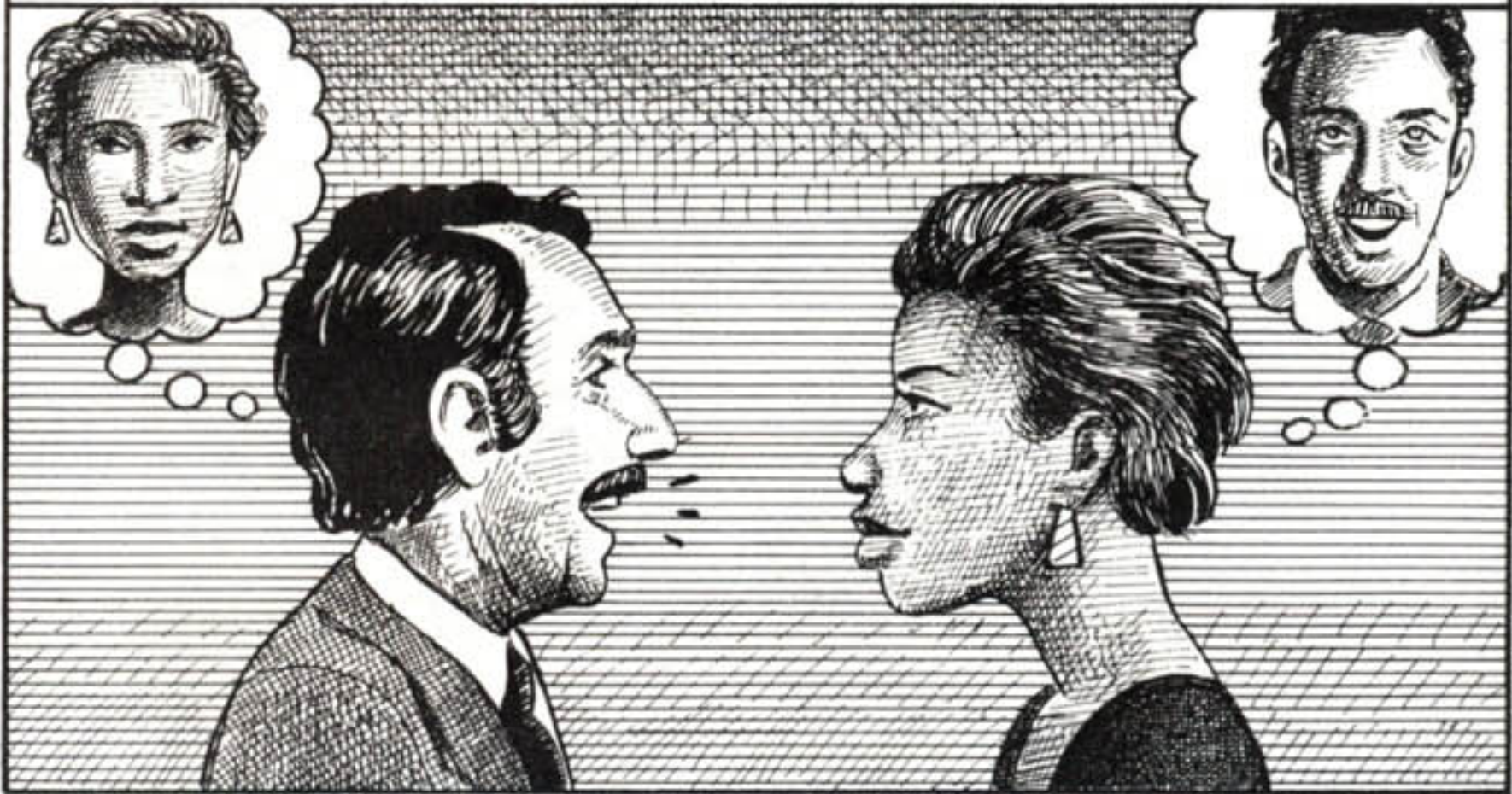# Prototype body island

with simple navigation and camera control:

http://www.youtube.com/watch?v=Q7FzgYsK3mA

The Dream Avatar

How should we render the representation of the dreamer?

from Understanding Comics by Scott McCloud, 1992

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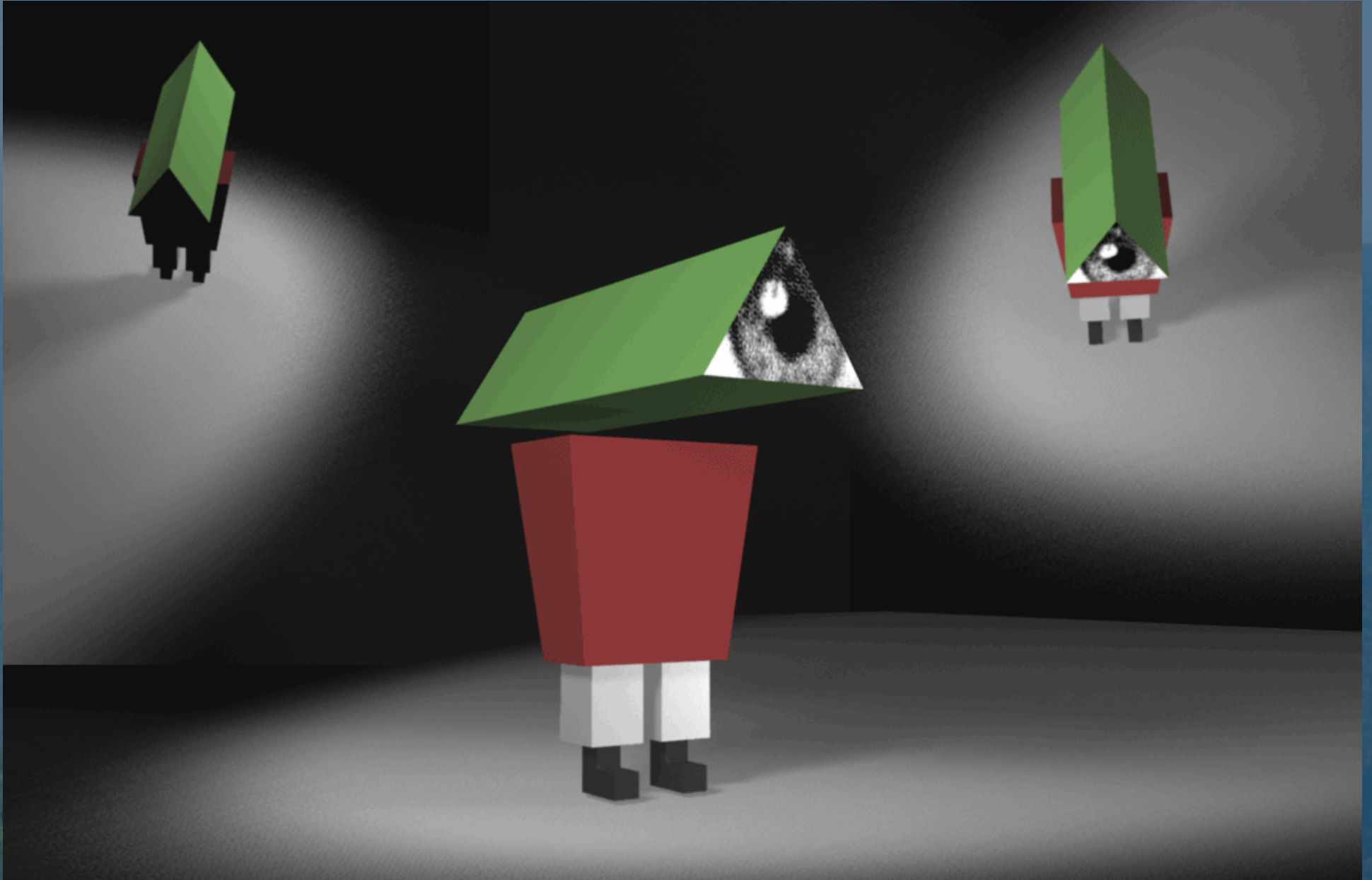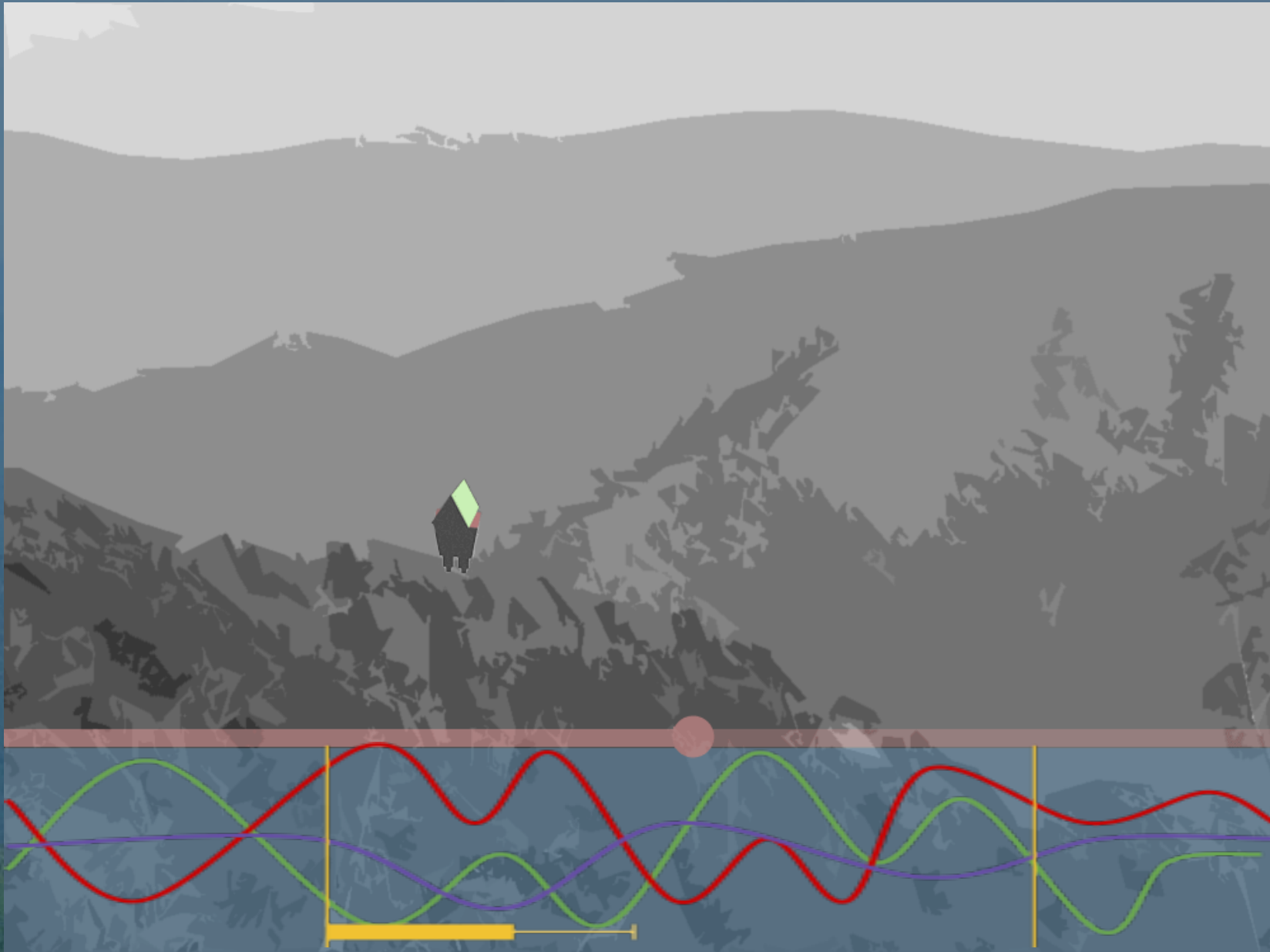
Avatar sketches

- Simple over realistic
- Easy to see head movement
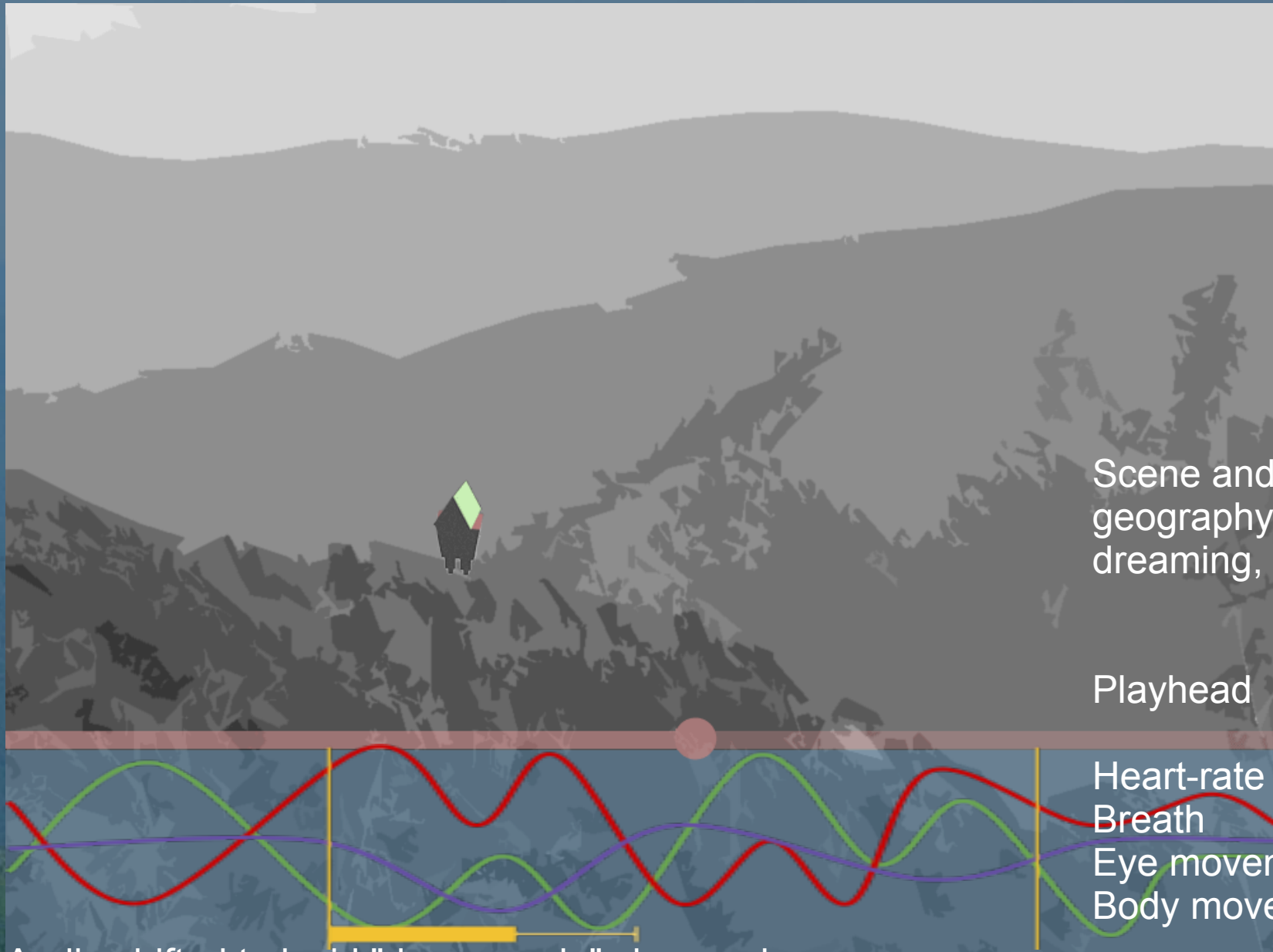- Could be generative and change based on dream data
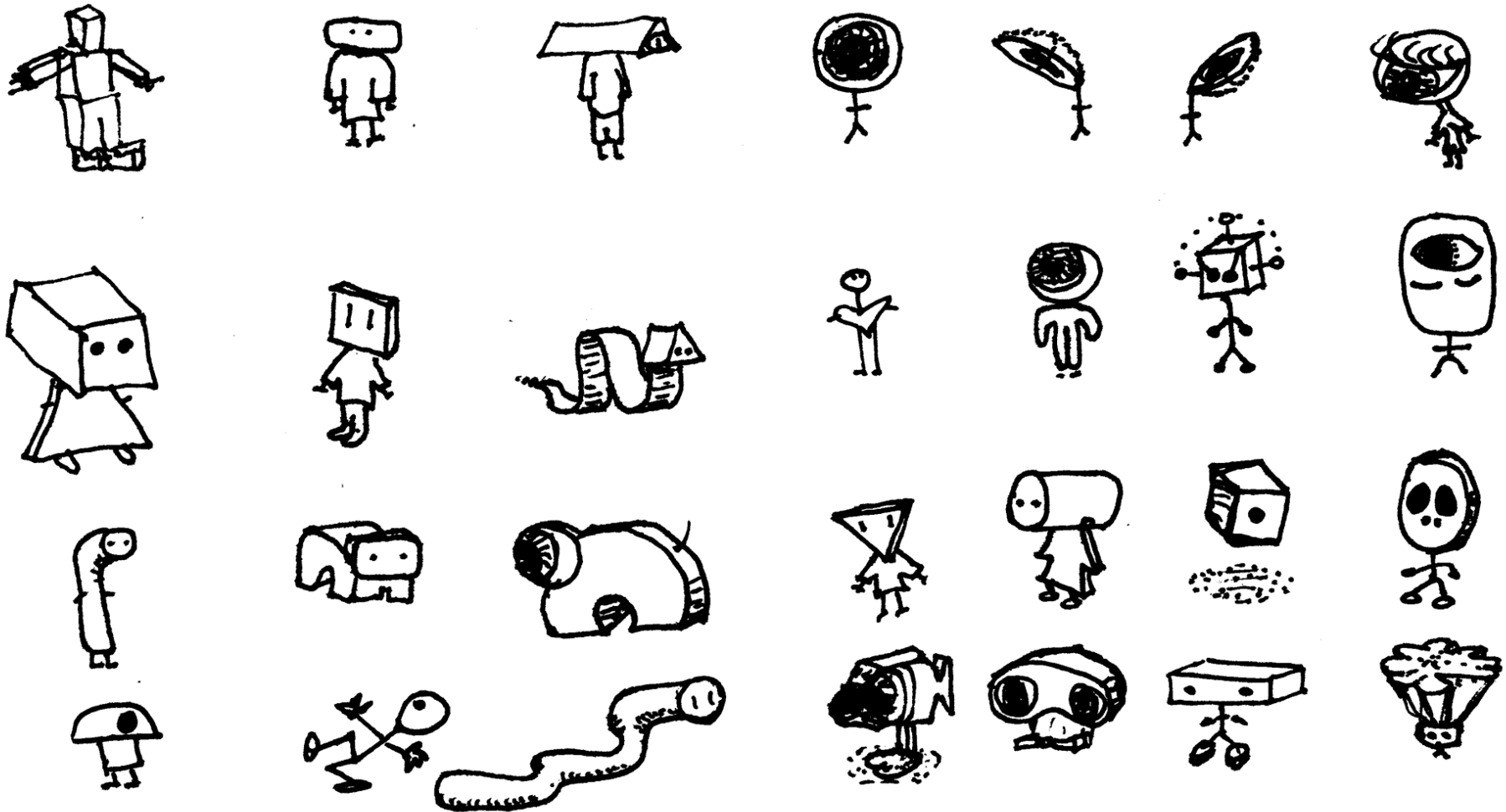
Avatar concept rendering

Mockup of night's data

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Scene and island geography timelapse until dreaming, then real-time.

Playhead

Heart-rate graph
Breath
Eye movement
Body movement

Audio shifted to lucid "dreammark," shows when recorded during waking period