

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:

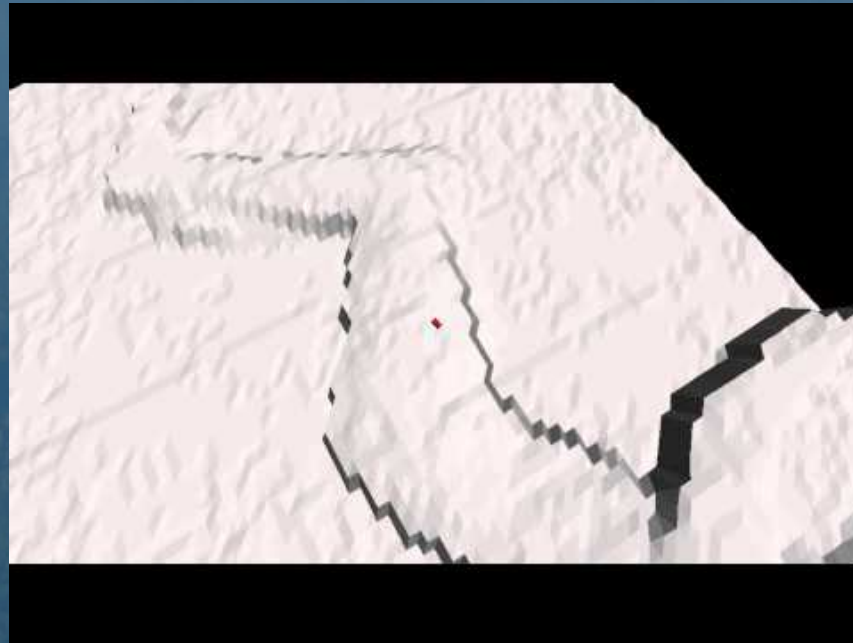
Björk's *Jóga*



directed by Michel Gondry (1997)

Prototype body island

with simple navigation and camera control:



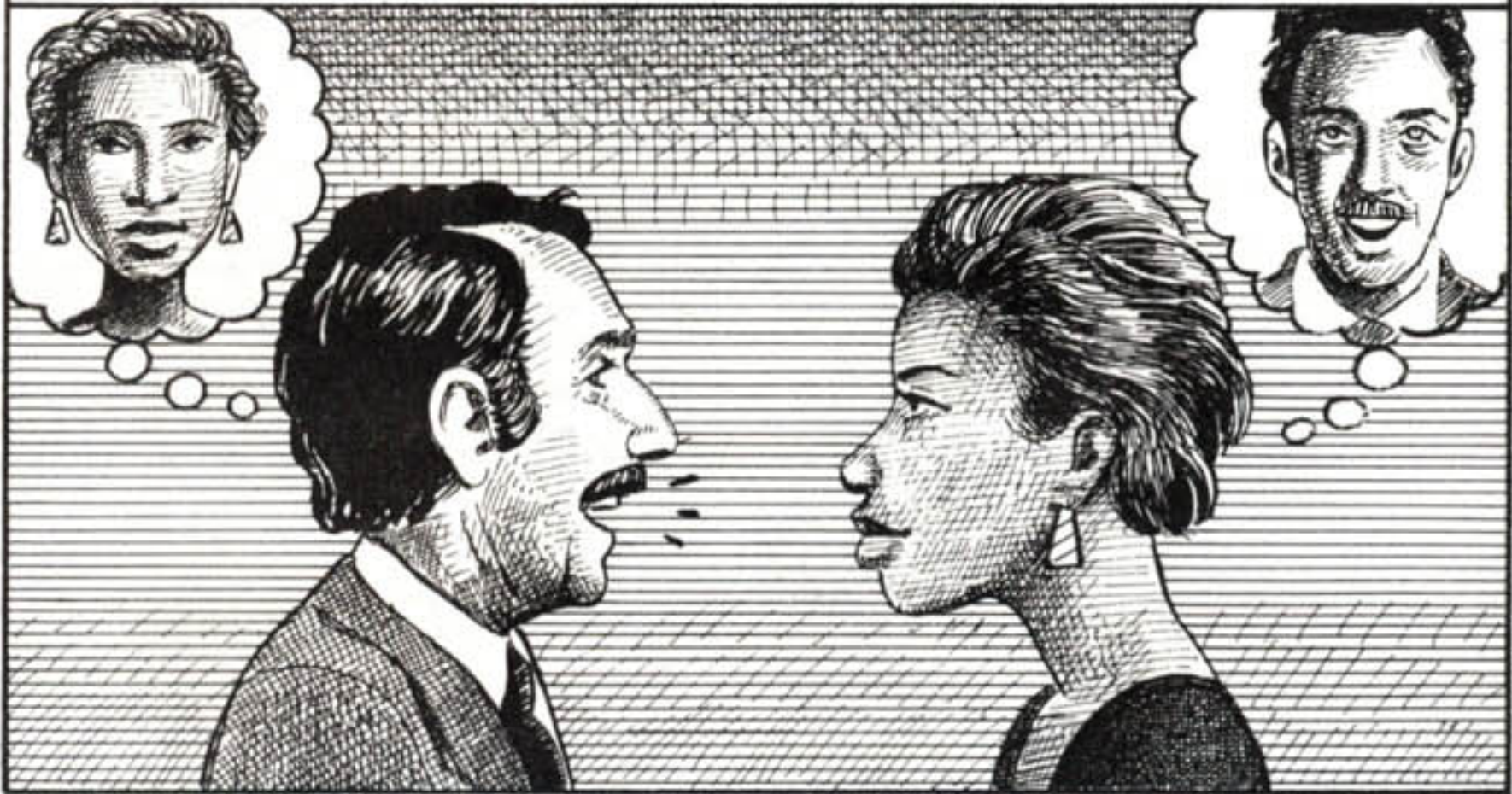
<http://www.youtube.com/watch?v=Q7FzgYsK3mA>

The Dream Avatar

How should we render the representation of the dreamer?



WHEN TWO PEOPLE INTERACT, THEY USUALLY LOOK DIRECTLY
AT ONE ANOTHER, SEEING THEIR PARTNER'S FEATURES IN
VIVID DETAIL.



EACH ONE *ALSO* SUSTAINS A CONSTANT AWARENESS OF HIS OR HER *OWN* FACE, BUT *THIS* MIND-PICTURE IS NOT NEARLY SO VIVID; JUST A SKETCHY ARRANGEMENT... A SENSE OF SHAPE,... A SENSE OF *GENERAL PLACEMENT*.



SOMETHING
AS *SIMPLE*
AND AS
BASIC--



--AS A
CARTOON.

THIS, WHEN YOU
LOOK AT A PHOTO OR
REALISTIC DRAWING
OF A FACE--



--YOU SEE IT
AS THE FACE
OF *ANOTHER*.

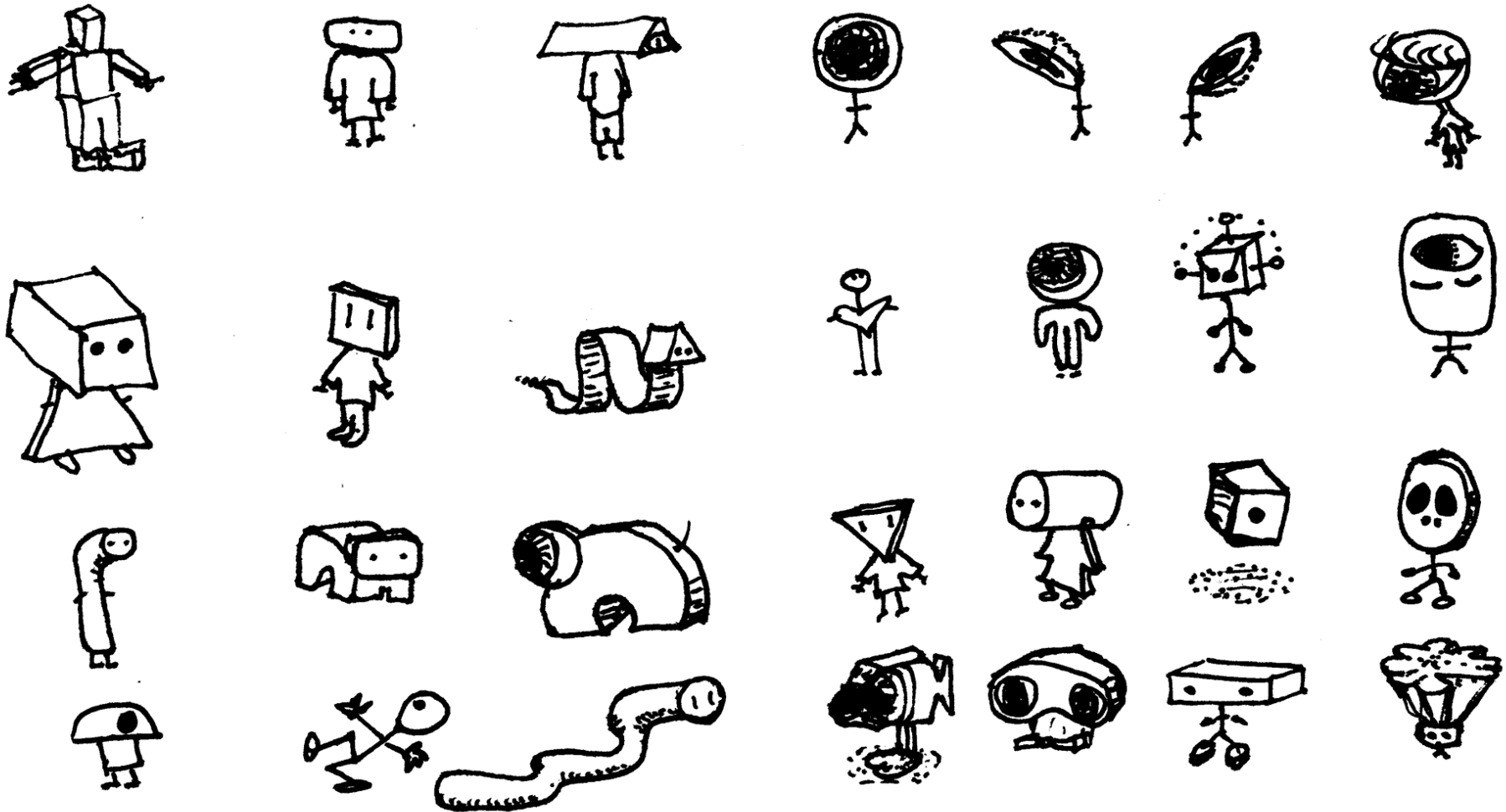
BUT WHEN YOU
ENTER THE WORLD
OF THE *CARTOON*--



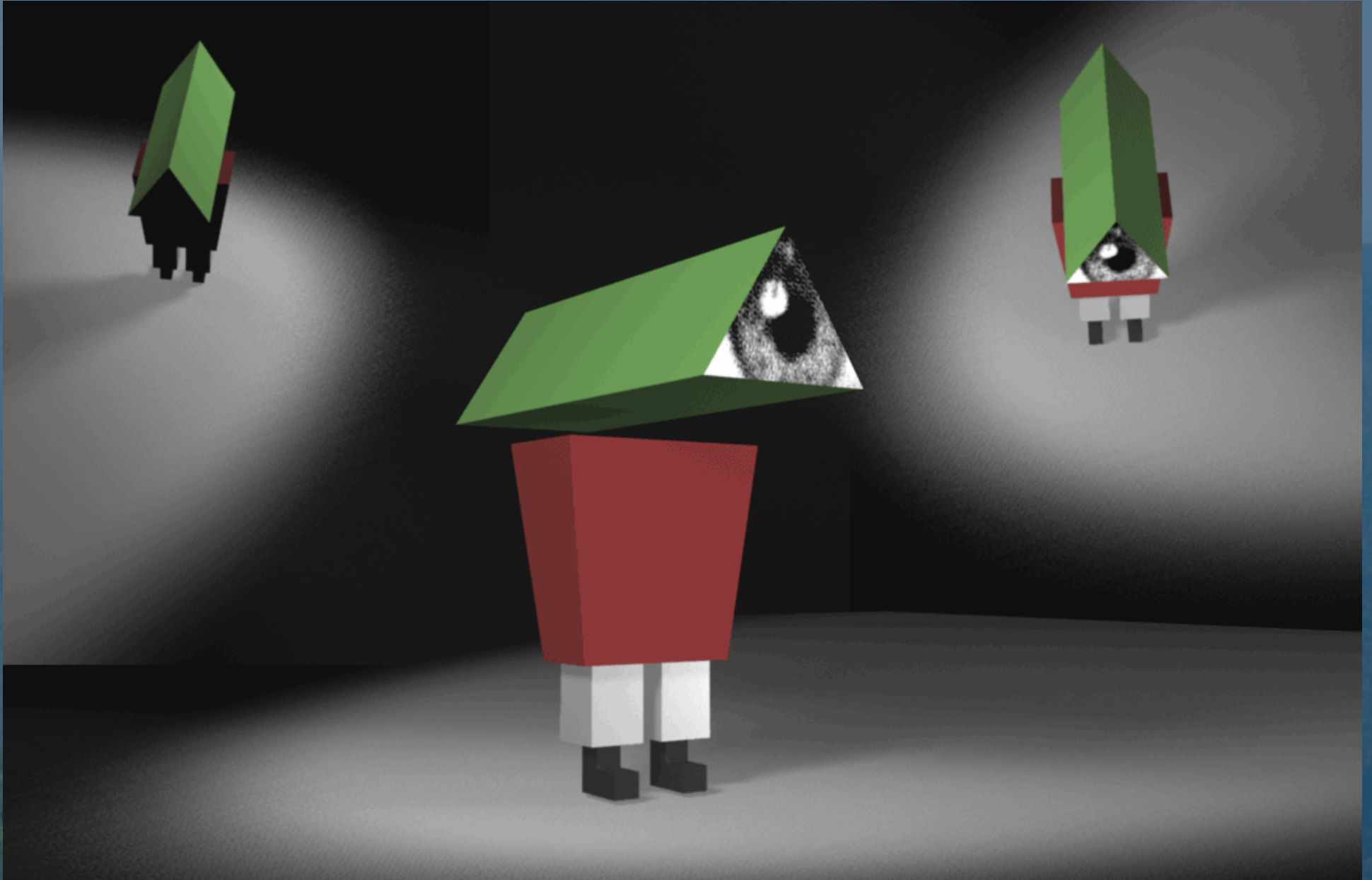
--YOU SEE
YOURSELF.

Avatar sketches

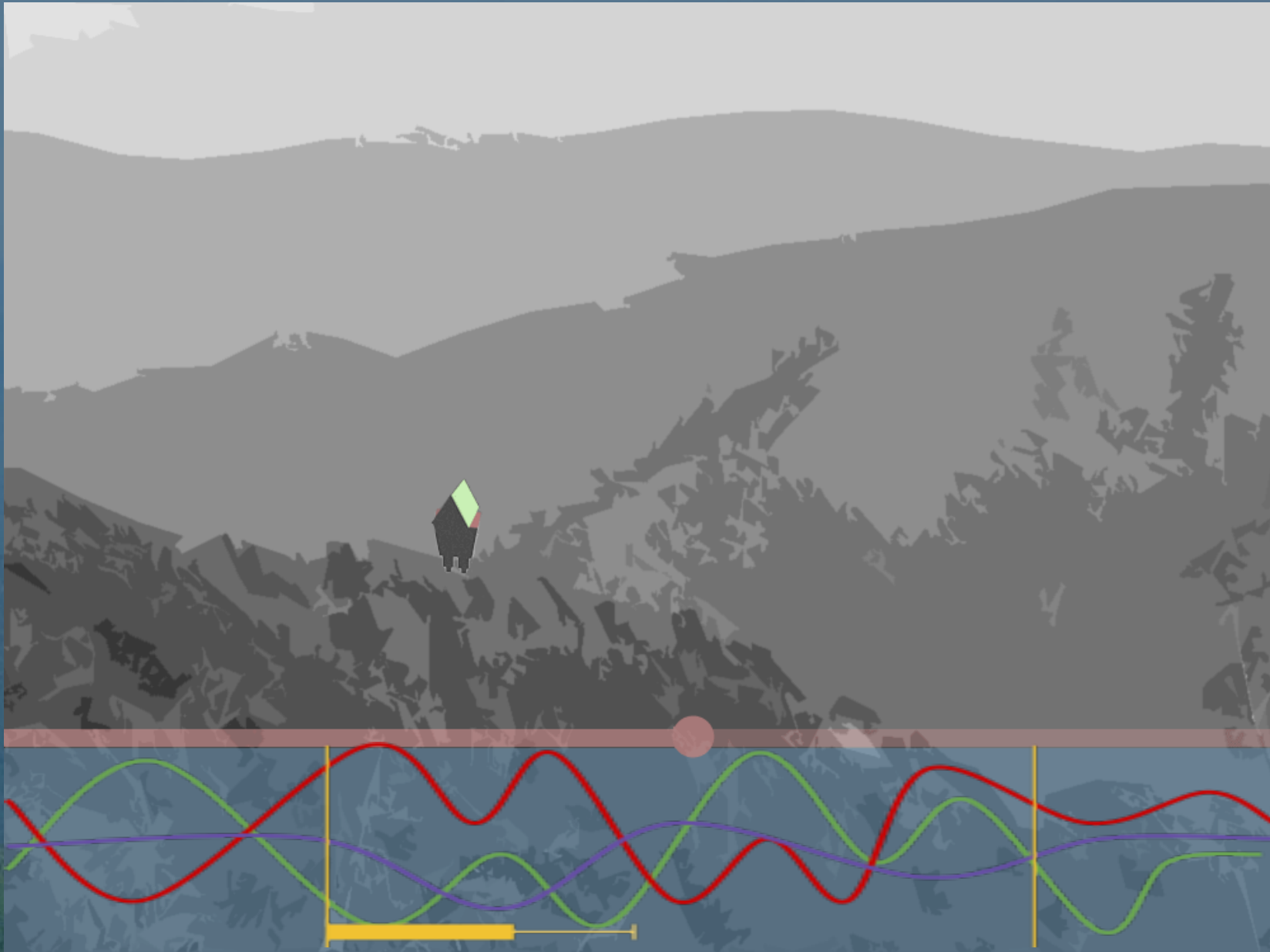
- Simple over realistic
- Easy to see head movement
- Could be generative and change based on dream data



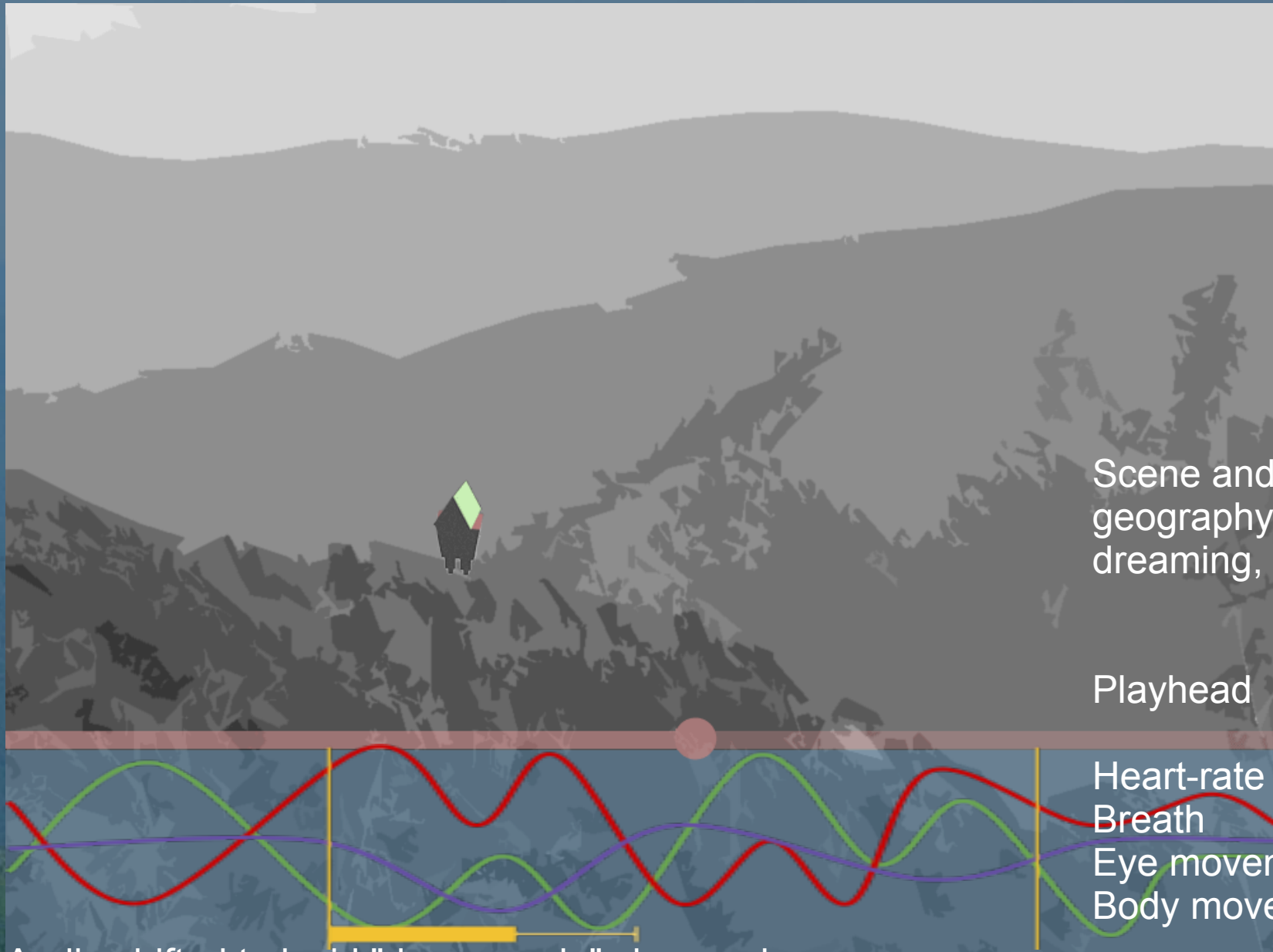
Avatar concept rendering



Mockup of night's data



Mockup of night's data



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