

Trains project Asset mood board

Our plan is to create a theatrical VR experience wherein an audience member is taken through a choose your adventure esque narrator driven mindfulness experience. The audience can deviate from the narrator's set path in a few ways, but because of the setting we're going for these will not be as vast as something like the Stanley Parable.

<https://sketchfab.com/3d-models/mbta-orange-line-subway-e88e429df6324d53a60f2834ee142fa1h>
<https://sketchfab.com/evan.hiltz><https://assetstore.unity.com/packages/3d/environments/roadways/subway-station-interior-train-props-186081>

<https://assetstore.unity.com/packages/3d/props/train-interior-75297>

<https://assetstore.unity.com/packages/3d/environments/urban/cafe-69-neon-realism-152256>

<https://assetstore.unity.com/packages/3d/props/interior/office-toilets-43582>

Here are some assets to outline the general art style we want to go for, somewhere in between realistic and low poly, kind of slap bang in the middle of that uncanny valley whereby if reality were to break down it wouldn't look too out of place compared to the environment.

Key term: Audience member = player (we have to sell it as a theatrical performance otherwise it might be difficult to pitch it to someone who would like to put on the performance.)

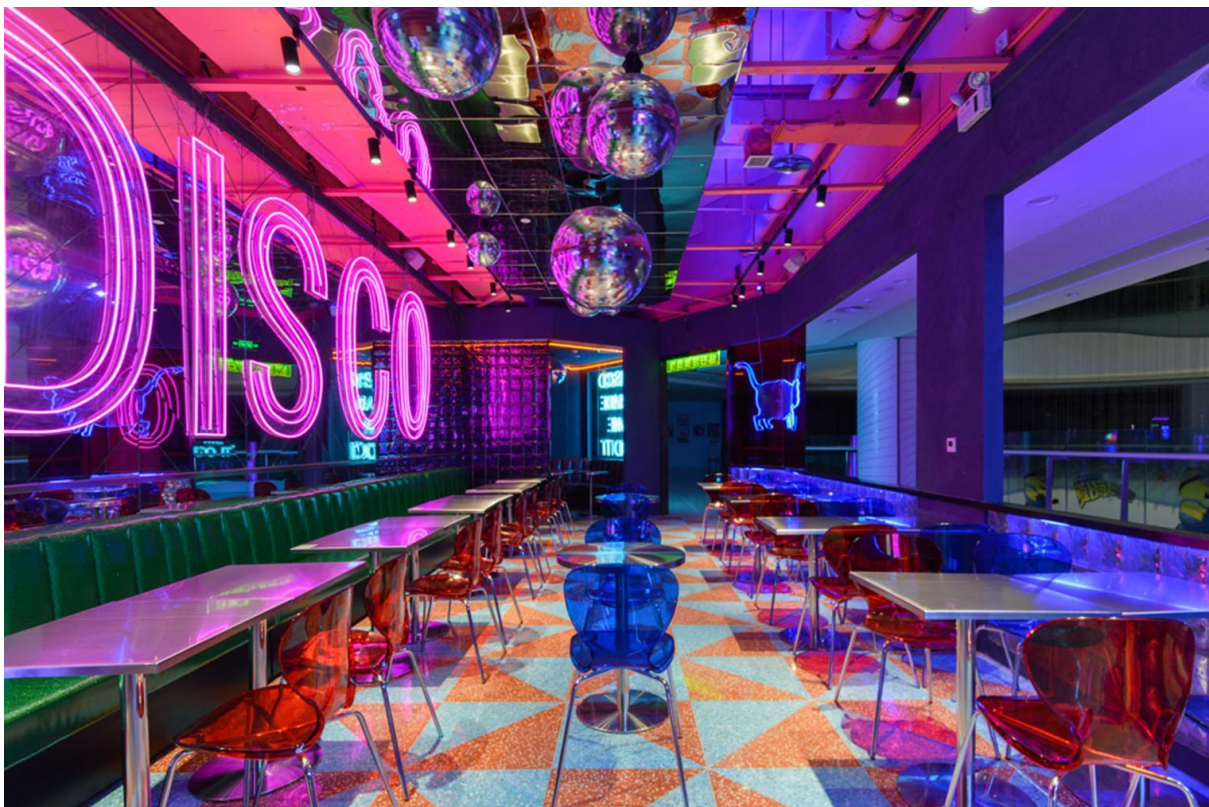
Environment Description:

The environment consists of a 4-carriage train waiting at a stationary platform, that leads out onto a small vibrant café (things placed in brackets are extra details that aren't entirely necessary for a proof of concept but would add a level of depth if you have the time)

The floor plan of the environment is as follows:

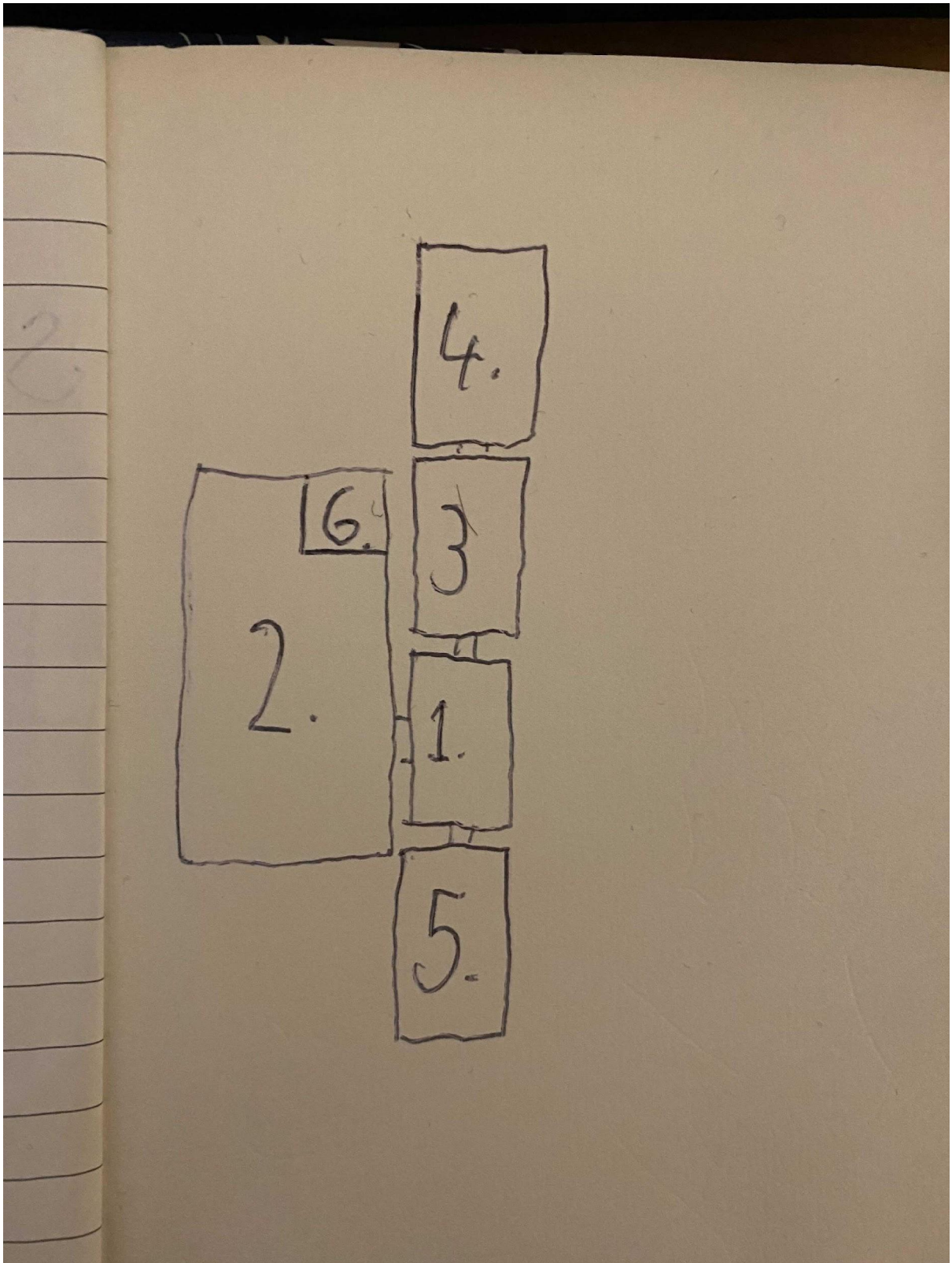
1. The starting point for the audience member, this carriage can be as basic as possible, seats, windows, nothing fancy. Just establishing that we're on a train and starting from a seated position. (The idea being that they are looking at a small screen across from them depicting an avatar creation scene, this doesn't need to be fully functional, just the image of one on the small screen will be perfect.)
2. The pumpkin café, this place is built into the platform and is designed to entice the player to leave the train, the idea being that if they leave the train, they are punished by the narrator for not following the 'rules' (perhaps if the audience member steps out then the train will leave them behind? Basically just chuck a massive pumpkin outside with a café inside it)
3. 'The Quiet Carriage', this is basically like if you've ever been on a plane at night, except it's a train. Shutters down, low lights (thinking purple?) that run up the gangway (recliner seats?) until the end of the carriage.
4. Front of the train, the engine. Just needs a bay window, a seat for where the driver should be, and for now just a big red stop button at the end. (The idea being that if the red button is pressed, reality breaks down and essentially breaks the experience)
5. The disco carriage. In the narrative, the player is prompted to only move forward in the carriage, but if the player looks behind them and enters the other carriage, there is a disco ball with some club lighting effects. (We also planned to allow the audience member to get on top of the train via a ladder at the back of the train, with a sequence break via a tunnel that swipes them off the top of the train, prompting a reset back to carriage 1 with a snappy "I told you so" line from the narrator, prompting them to move forward with the narrative)

6. Toilet with mirror (we want to make an imposter styled narrative where the reflection of the audience member steals their train ticket, but again we're just looking for a proof of concept here rather than the final thing since we are still figuring it out for ourselves)





(Front of train does not need to be this complex, it's the only image I could find of the front engine of a train)



Here's the floor plan, just to give a sense of scale and location.