Procopia

60-419, Fall 22

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Procopia is a virtual expressive environment inspired by the city of the same name from Italo Calvino’s Invisible Cites, along with two of the other “Continuous Cities,” Penthesilia and Trude. It is a dark, austere constructed interior of concrete and metal from the Brutalist school of design. Notably, all surfaces in the space are walkable, and the orientation of the world the city resides in is unclear. The space is unlit with the exception of windows where light spills in, throwing hard shadows and accentuating the angular nature of the space, and the denizens, which are all inhuman automaton like figures with lit light bulbs for heads. The NPCs occupy the space and mill about without any care for the player. They are also capable of walking on the walls or ceiling, relative to the player’s perspective. The city is made up of a seamless repeating room that can be walked through infinitely. The further “into” the city the player walks, the more crowded the room becomes, until the player is trapped and unable to walk due to the mass of NPCs crowding them.

# Speed Project

“One Room”

A plain cube that will serve as the starting point of the environment proposed above

Scratch Notes:

* Very blocky environment, irregular grid, lots of sharp angles
* Very dark, areas of pure darkness
* Hard shadows
* Bulb heads could make some weird noises?
* Maybe some glowing will-o-the-wisp type things floating around for some dynamic lighting
* Soft glowing particles floating around??
* Lots of stair cases going nowhere
  + Escher type stuff
* Can walk on all surfaces
  + Gentle camera transition animation
  + All designed to be ambiguous as to which way is “up”
  + Very disorienting
* Lots of tight claustrophobic spaces juxtaposed with open space that is mixed up and disorienting
* Tiled space that allows for infinite traversal
* Start in an empty iteration of the space or with one bulb head
  + More and more bulb heads crowd space as you move through it
  + In first room it shouldn’t be obvious that you can walk on the walls (bulb heads only on the same surface as you)
* Light spilling in through holes on all surfaces in a way that makes distinguishing where the sun is impossible/seemingly random
* Put it in VR????
* Low ominous hum/foreboding ambient soundtrack