

Graduation Project Design Document

Project Name: El Nakba

Team: [List of 6 Team Members]

Initiative: Digital Egypt Pioneers Initiative (DEPI) **Track:** 3D Digital Arts

1. Project Overview

- **Project Type:** Immersive VR Experience / Virtual Museum Tour.
- **Logline:** An immersive VR experience that places the visitor on a symbolic architectural journey, inspired by the "philosophy of the Voids" from the Jewish Museum Berlin to document and convey the sense of suffering, fear, and disturbance experienced by the Palestinian people.
- **Core Objective:** To use environmental design and audio to convey an emotion and trigger an affective experience, rather than simply presenting information.

2. Artistic Vision

- **Art Style: Realistic.** The focus will be on photorealistic materials and lighting to maximize immersion.
- **Mood & Tone:** Disturbance, Horror, Anxiety, and Disorientation.
- **Philosophical & Architectural References:**
 - **Daniel Libeskind's Philosophy:** Using architecture itself as a tool for emotional storytelling.
 - **Key Visual References:** The Jewish Museum Berlin (analyses from ArchDaily and ByArchLens).
- **Artistic Execution (Key Visual Elements):**
 - **Lighting:** Dark and oppressive, relying on harsh, directed artificial lighting to create high contrast. Narrow "slits" of light will be used to pierce through walls, creating unease.
 - **Materials:** A focus on cold, unwelcoming materials: "**Bare Concrete**" and "Destroyed Walls" with exposed rebar, and cold metals.
 - **Architectural Design:**

- **Claustrophobic Corridors:** Narrow pathways with sloping or oppressive ceilings.
- **Sloping Floors:** Using slanted floors to give the visitor a physical sense of "instability" and disorientation.
- **Sharp Angles:** Employing a "Zig-Zag" layout for paths to increase visual tension.

3. Content & Experience

- **Core Experience:** A linear "Walking Simulator" through an oppressive architectural environment.
- **Museum Layout (User Journey):**
 - The structure will be a long primary corridor (or series of connected corridors).
 - This corridor is divided into several "Stations" or "Themes."
 - Each theme represents a different event, era, or emotion related to the core concept (e.g., a "Displacement" theme, a "Siege" theme, a "Resistance" theme).
- **Exhibits & Environmental Design:**
 - **Architecture as the Exhibit:** The primary "exhibit" is the environment itself (the destroyed walls, sloping floors, and cramped spaces).
 - **Symbolic Assets (Props):** The environment will be sparsely populated with highly symbolic 3D models focused on "items expressive of resistance" (e.g., keys of return, olive branches, stones).
- **Audio Design:**
 - Audio is a critical component for establishing the mood.
 - **Ambient Audio:** Dark, unsettling ambient music and the sound of wind whistling through corridors.
 - **Impact Sounds:** The strategic and deliberate use of "screams" in specific areas to amplify the experience of fear and torture.

4. Technical Plan

- **Engine: Unity** (For VR development, scene assembly, lighting, and audio integration).
- **Software Pipeline:**
 - **3D Modeling:** Blender, 3ds Max (For modeling the architectural environments and symbolic assets).
 - **Texturing:** Photoshop (For creating and editing realistic materials).
 - (*Substance Painter is recommended if available to the team to enhance realism*).
- **Target Platform:** PC VR Headsets.

5. Team Structure

- **Team Size:** 6 Members.
- **Team Structure:**
 - **Team Lead / Vision Holder (1 Member):** Responsible for maintaining the artistic and philosophical vision, managing the project scope, and making final design decisions.
 - **Production Team (5 Members):** Responsible for the full technical execution of the project. Their tasks (to be distributed internally) include:
 - 3D Modeling (Environment & Props).
 - Texturing & Materials.
 - VR Development, Lighting, and Scene Assembly in Unity.
 - Audio Integration.

6. project References

- <https://www.archdaily.com/91273/ad-classics-jewish-museum-berlin-daniel-libeskind>
- <https://byarchlens.com/the-jewish-museum-berlin-%D8%A7%D9%84%D9%85%D8%AA%D8%AD%D9%81-%D8%A7%D9%84%D9%8A%D9%87%D9%88%D8%AF%D9%8A/>