For my project, I intend to make a simulation that recreates the events that take place within the black lodge in the final episode of Twin Peaks. Given the extent to which the audience of the show has impacted its narrative progression, I feel that it would make for an interesting experience to embody Cooper, a character whose original purpose was to embody the audience itself.

This line of thinking refers to the theory that the season two finale was in many ways a response to the forced reveal of Laura's killer, a mystery which Lynch has repeatedly stated that he never wanted to resolve. If we accept that Cooper stands in for the audience of Twin Peaks (which for the purposes of this document I won't get into), his failure to confront the black lodge with 'perfect courage' reflects the audience's desire to conclude Laura's mystery so as to discard it and move on. This cycle of consumption predicated upon murder mystery as entertainment was one that both Frost and Lynch felt diminished the nature of the violence it depicted. To keep Laura's mystery alive was to keep Laura alive, though no one at the time of the show's airing seemed to recognize this. Instead of upholding her mystery, the show ironically fell victim to the very tendency it was attempting to speak out against and as a result, Lynch decided to depict its symbol for the audience as having been corrupted.

On one hand, Twin Peaks was very much a product of both its time and the collective reach of television. On the other hand, it was incredibly forward thinking when it came to envisioning how media could interact with and be connected to those who it engaged. This is why I have chosen to represent this moment from the show in an interactive program. I would ultimately like to explore how the world of Twin Peaks could be experienced at an individual level as opposed to on a collective scale and how this might alter its meaning.

Aside from just being held in the black lodge, there are a couple ways in which I could see this happening. One of the approaches I'm considering is to have a more direct narrative, almost like an rpg. It would take place in a long, black lodge-esque corridor where at certain points along its length, dialogue events would be triggered from different characters. The emphasis would be on narrative conveyed through text with the emergence of the user taking the form of their ability to respond to the narrative, in spite of their restricted movement. Conversely, the other approach I'm considering is to focus on

movement entirely and how Cooper finds his way through the black lodge. In this model, the lodge would be generated as a maze the user navigates through and eventually back from as they discover Cooper's doppelganger. At the occurrence of this event, a race between the doppelganger and the user would ensue to determine who escapes the lodge.

The first idea would definitely be computationally easier. This is because the curtains are generated with perlin noise, meaning that I could have the user progress through noise values and have it seem like they are progressing through an infinitely long corridor. Making a maze would be comparatively difficult in that it would entail an actually large amount of curtains, which already seems to drag the frame rate down due to the amount of lines it takes to draw them. The approach I end up taking will likely be based upon whether I can find a way to more efficiently render curtains and floor tiles.
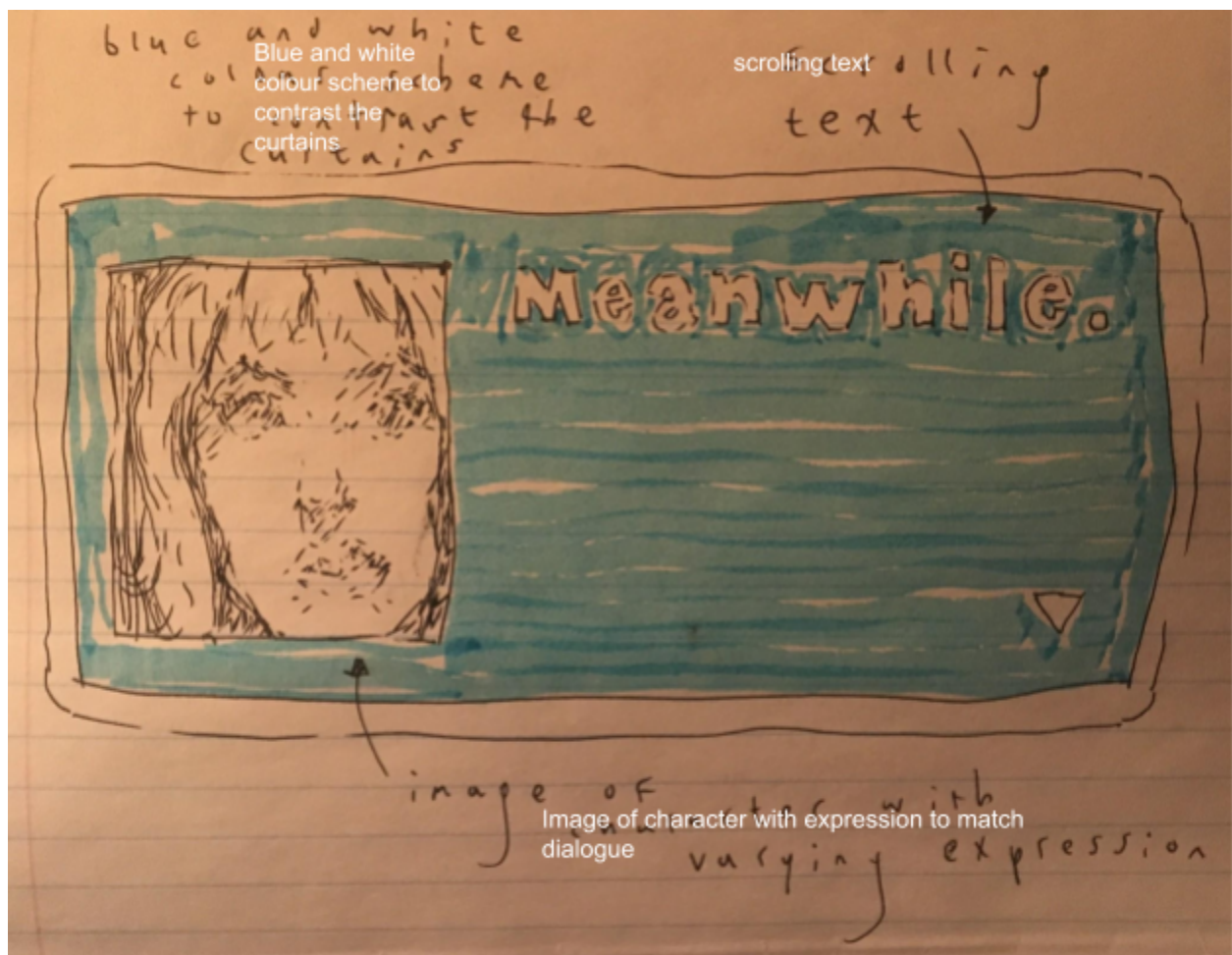
- aerial view of what the recursively generated lodge maze might look like
- ovals represent places in which "character events" might spawn
- evil coop could be one of them though I'm also thinking about having a screaming laura that kills you if you look at her for too long?
- I basically would like to implement moments from the episode that seem doable given that its p5