点亮迷宮

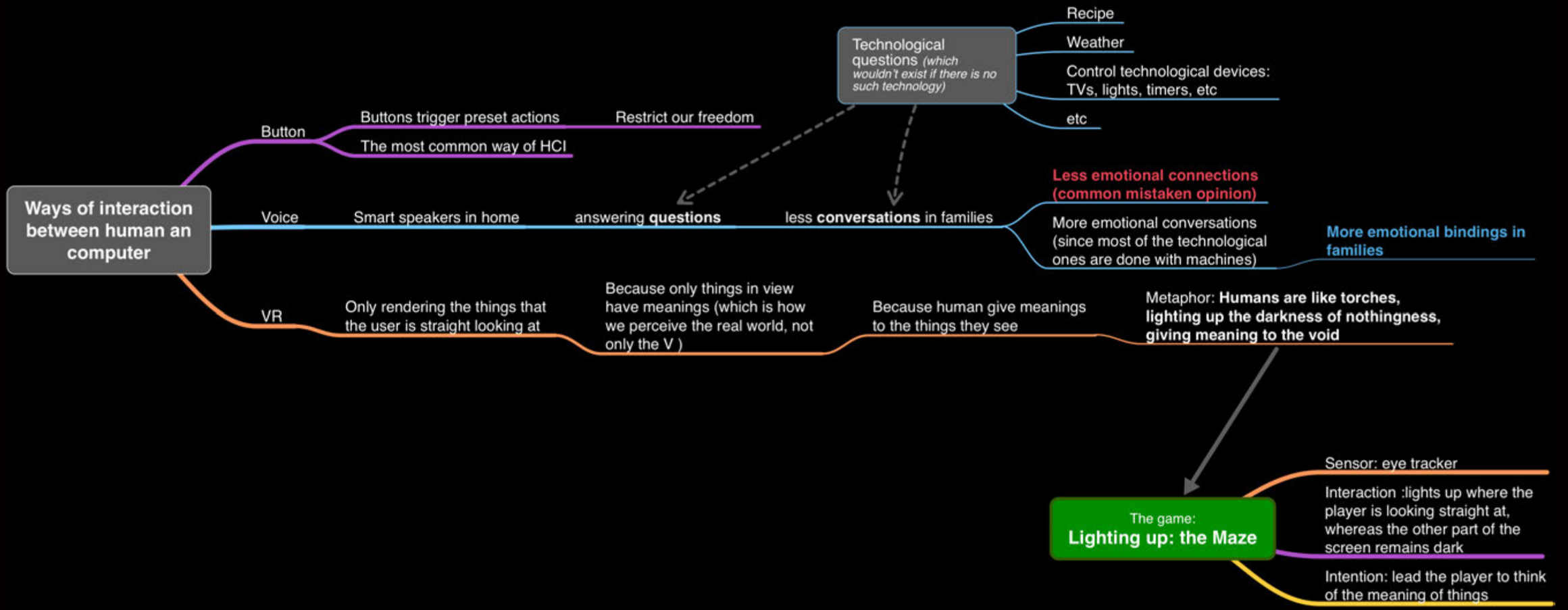
LIGHT UP THE MAZE

LIGHT UP

THE MAZE

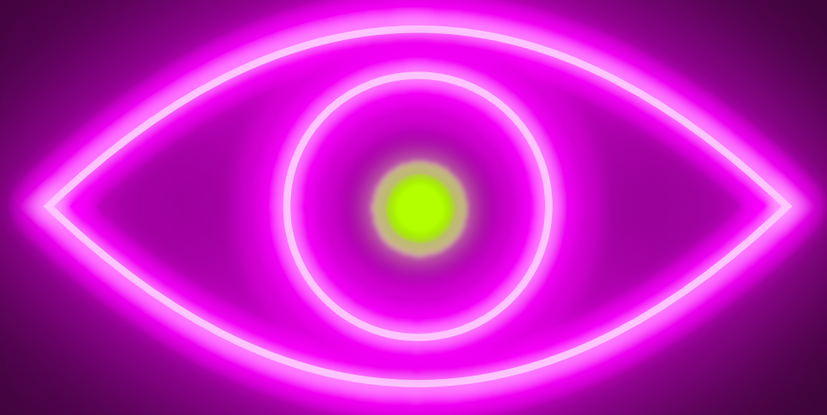
The project started with my reflection on VR headset. It is only the part of the virtual world which the user is looking at that shows on the screen inside the headset. For the rest of the world out of the user 's view, it shows nothing.

For the VR headset, only the world in view makes sense, and the world out of view is pointless. Isn’t that exactly the same as our real reality? Only when people perceive it does it has its meaning. **Humans are like torches, lighting up the darkness of nothingness, giving meaning to the void.** ***Lighting up: the Maze*** is based on this conception. Using the data of the eye tracker, the game lights up where the player is looking straight at, whereas the other part of the screen remains dark. The author tries to lead the player to think of the meaning of things.


Ways of interaction between human an computer
Button
Buttons trigger preset actions
Restrict our freedom
The most common way of HCI
Voice
Smart speakers in home
answering questions
less conversations in families
Technological questions (which wouldn't exist if there is no such technology)
Recipe
Weather
Control technological devices: TVs, lights, timers, etc
etc
Less emotional connections (common mistaken opinion)
More emotional conversations (since most of the technological ones are done with machines)
More emotional bindings in families
VR
Only rendering the things that the user is straight looking at
Because only things in view have meanings (which is how we perceive the real world, not only the V)
Because human give meanings to the things they see
Metaphor: Humans are like torches, lighting up the darkness of nothingness, giving meaning to the void
The game:
Lighting up: the Maze
Sensor: eye tracker
Interaction :lights up where the player is looking straight at, whereas the other part of the screen remains dark
Intention: lead the player to think of the meaning of things

Gaze is the most simple and fondational way of people inter-acting with the world. With gazing, you do not even have to make an actual movement or voice and you take the raw pointless data from the world and pour meaning into it.

WHY EYE TRAKING?

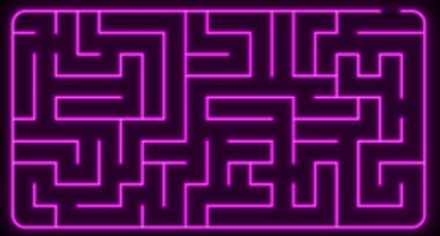


Device in Use: Tobii 4C

GAME DESIGN

LIGHT EFFECT &
CHARACTER

MAP



START SCREEN

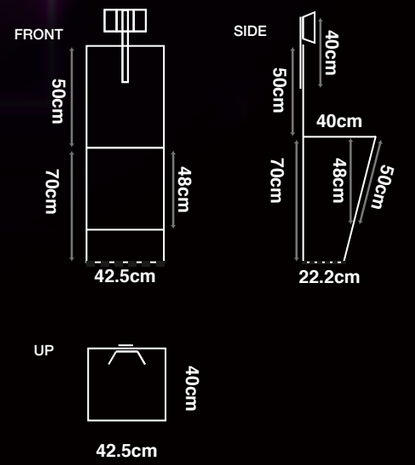
```
ass TEST : MonoBehaviour

c TextAsset asset;

Start()

dgeCollider2D[] oldEc2 = GetComponents<EdgeCollider2D>();
oreach (var ec2 in oldEc2)

   DestroyImmediate(ec2);
   //Debug.Log("deleted");


tring svg = asset.text;

ar sceneInfo = SVGParser.ImportSVG(new StringReader(svg));
```

```
string svg = asset.text;

var sceneInfo = SVGParser.ImportSVG(new StringReader(svg));

int c = 0, e = 0;
foreach (var _child in sceneInfo.Scene.Root.Children)
{
    c++;
    List<Vector2> _v = new List<Vector2>();
    try{
        foreach (var _drawable in _child.Drawables)
        {
            try
            {
                if (_drawable is Unity.VectorGraphics.Path)
                {
                    Unity.VectorGraphics.Path _path = (Unity.VectorGraphics.Path)_drawable;
                    foreach (var _seg in _path.Contour.Segments)
                    {
                        if (_seg.P0.x + _seg.P0.y != 0) _v.Add(_seg.P0);
                        if (_seg.P1.x + _seg.P1.y != 0) _v.Add(_seg.P1);
                        if (_seg.P2.x + _seg.P2.y != 0) _v.Add(_seg.P2);

                    }
                }
            }
                    }
                }

                else
                {
                    Unity.VectorGraphics.Shape _path = (Unity.VectorGraphics.Shape
                    foreach (var _con in _path.Contours)
                    {
                        fo    h (v    g in _con.Segments)
                        {
                    D    g("    ");
                        if (_seg.P0.x + _seg.P0.y != 0) _v.Add(_seg.P0);
                        if (_seg.P1.x + _seg.P1.y != 0) _v.Add(_seg.P1);
```

Since unity does not support generate colliders in 2D from vetors, I have to create a custom edge colliders generator for the walls in the map.

UNITY CUSTOM COLLIDERS GENERATOER

EXHIBITION AT GVRC



INSTALLATION CONCEPT