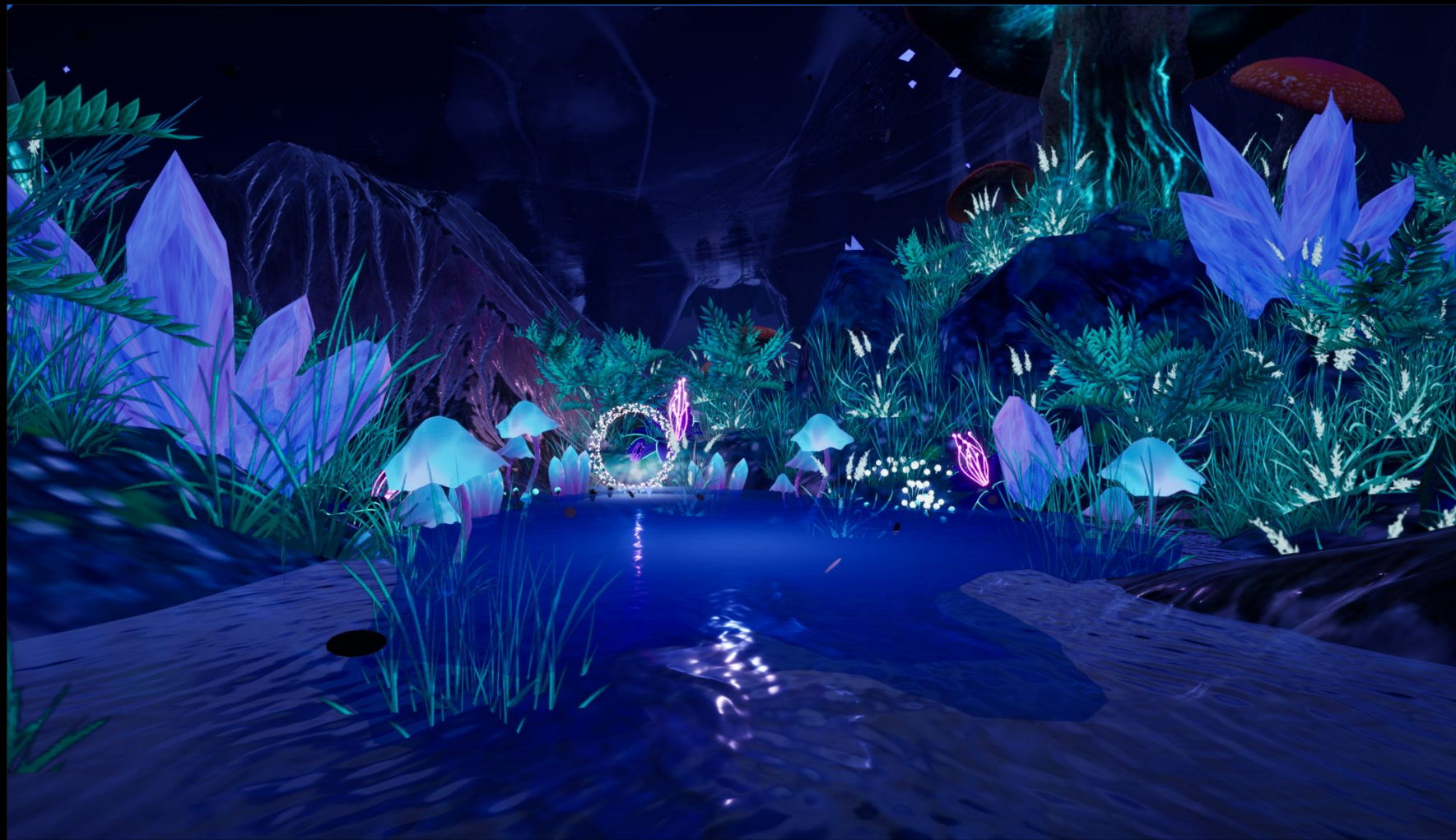


# Dream Scape

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DSGN 2200

# Final Project





Progress

# Concept Overview

Originally, my idea centered around an abstract concept: a player trapped in the hourglass of time, surrounded by floating clocks ticking away as they attempted to escape. I envisioned an eerie, surreal atmosphere where time itself felt like a physical force, constantly shifting and slipping away. However, as I started exploring the technical aspects of VR development—specifically asset integration and environmental design—I realized my focus naturally shifted toward immersive world-building rather than a narrative-driven experience.

I first experimented with an icy, barren landscape, crafting vast frozen expanses with towering ice structures. While visually striking, I found the lighting difficult to manage in a way that felt dynamic and engaging. This led me to pivot toward a darker, more unsettling environment—a ghostly, abandoned ship shrouded in fog, with looming shadows and distant, echoing whispers. The eerie atmosphere was effective, but I wanted the experience to be more inviting rather than purely unsettling.

Ultimately, I settled on a magical, fantasy-inspired world filled with glowing flora, bioluminescent crystals, and soft ambient lighting. The goal was to create a calming, dreamlike space where the user could explore freely, surrounded by a visually rich environment. To enhance the user experience, I integrated spatial audio with gentle, ethereal music to reinforce a sense of tranquility. The interactive element—a floating crystal—serves as a focal point, standing out through a surrounding portal effect. This small yet purposeful interaction adds a touch of mystery and discovery to the experience.

Through this process, I learned the importance of iteration in VR design. While my initial idea was compelling, the shift towards environmental storytelling allowed me to craft a more immersive and polished experience. The final scene invites users to step into a serene, fantastical world where they can momentarily escape reality and embrace a sense of wonder.







THING NEEDS TO BE REBUILT (43 unbuilt objects)  
console command 'DumpUnbuiltLightInteractions' to see what is unbuilt







Original Idea

# Original Concept

The immersive VR scene places the user inside a massive hourglass, surrounded by countless ticking clocks. The hourglass represents the passage of time, with sand slowly pulling the user downward. As they sink, clocks of varying sizes encircle them, their ticking sounds growing louder, reinforcing the feeling of time slipping away.

At the start, the user stands at the top of the hourglass, gazing at a seemingly endless expanse of floating clocks suspended in midair. The space is surreal—timepieces of different styles and eras hover in every direction, their hands moving at inconsistent speeds. Some clocks speed up, others slow down, and a few move backward, creating an unsettling atmosphere.

As the user begins to sink, the grains of sand shift beneath their feet, dragging them into the lower chamber. The transition feels inevitable and inescapable. The ticking becomes more erratic, creating tension. The lower half of the hourglass is more chaotic—sand piles up around the user as clocks fall and get buried, yet they keep ticking from underneath.

This scene creates a deep sense of urgency and existential reflection. It visualizes the unstoppable passage of time while immersing the user in a world where they cannot control the forces around them. The experience invites contemplation: **What happens when time runs out?**







# Key Elements & Features

## Materials, Textures, and Lighting

- **Glass Walls:** Transparent but slightly warped glass, reflecting distorted images of the clocks.
- **Clocks:** Mixture of antique wooden clocks, modern digital displays, and surreal melted clocks (like Dalí's "The Persistence of Memory").
- **Sand:** Fine-grain, shifts dynamically.
- **Lighting:** A soft, dim glow emanates from the clocks, casting eerie shadows on the sand.

## Soundscape & Interactive Audio

- **Clock Ticking:** Layered sounds of different ticking speeds, growing louder as the user sinks.
- **Sand Shifting:** A soft, cascading sound as grains move.
- **Distant Chimes:** Occasional echoes of clock bells at different intervals.

## Interactions & Reactive Features

- **Sinking Movement:** The user gradually descends, giving the illusion of being pulled downward.
- **Clock Interactions:** Users can tap or touch some floating clocks, triggering changes in the ticking speed or revealing hidden symbols.
- **Final Drop:** As the user reaches the bottom, they pass through the sand and enter a void of darkness—symbolizing time running out.

## Essential Assets & Objects

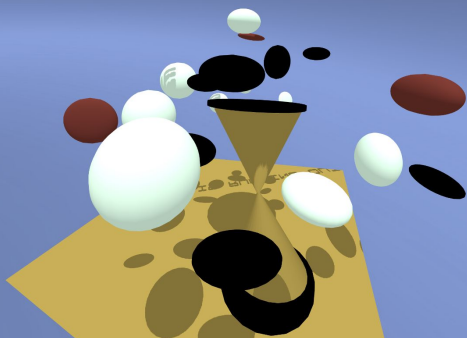
- **Hourglass structure** (gigantic, enclosing the user)
- **Floating clocks** (varying designs, suspended in mid-air)
- **Sand particles** (interactive and shifting)
- **Dim ambient lighting** (enhancing the surreal quality)
- **Ticking sound effects** (layered for immersion)
- **Gravity effect** (simulating the sinking motion)

TIME IS RUNNING OUT

Clocks →

← Hourglass

TIME IS RUNNING OUT



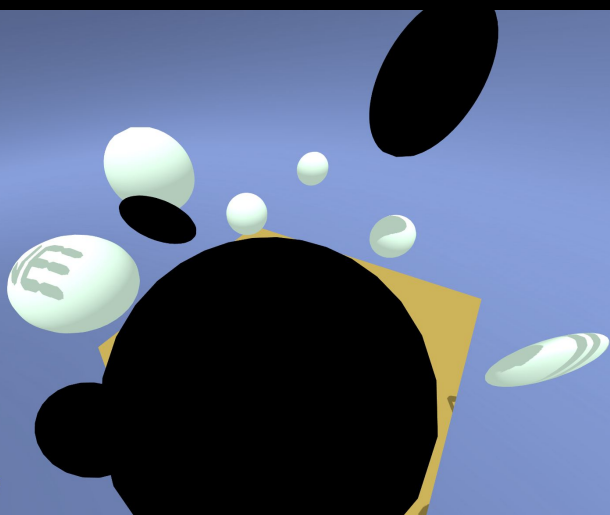
gravity sketch

TIME IS RUNNING OUT



gravity sketch

TIME IS RUNNING OUT



gravity sketch

gravity sketch