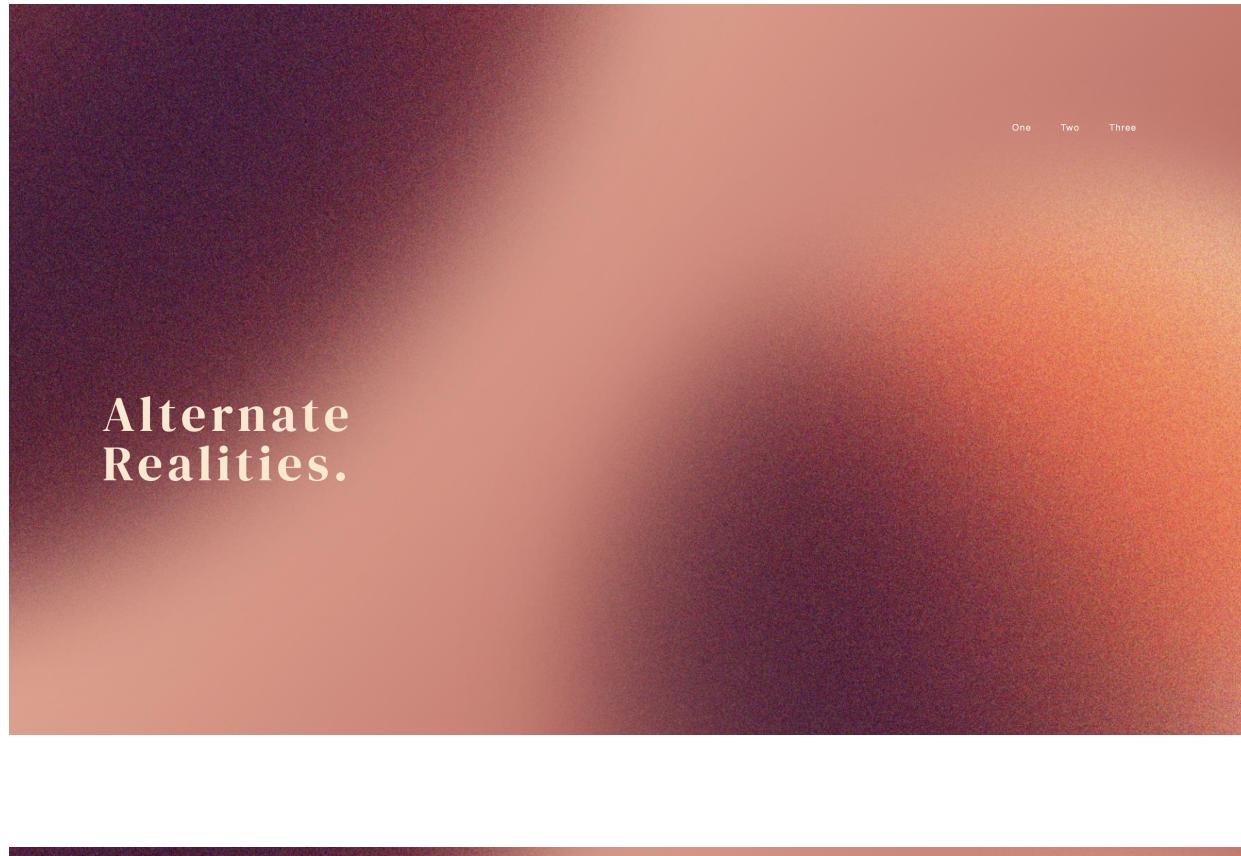


Documentation



Alternate Realities.

One Two Three

One | Giant Planet

1.1 – Inspiration and Direction

The environment which I tried to create for this assignment was centered around the theme of disproportionate objects. Primarily inspired by the works of the Russian surrealist, Vitaly Urzhumov, I wanted to create a landscape composed of objects that were either bigger or smaller than their average size. Through the abnormal sizes of the objects, I wanted to initially provoke a sense of confusion for the user. However, as seen in Urzhumov's works, although the sizes are not normal, he makes sure to maintain balance in all other aspects of the work such as the side-objects (the tree in the first work, the man and cloud in the second, the mountains in the third), the lighting, the landscape, etc. He does this to set the emphasis on the few objects that are out of proportion. If he were to make everything disproportionate, there would be no focal point and the world will not be visually appealing to the eye of the viewer. I was inspired by these particular aspects of Urzhumov's work.

1.2 – Environment and Identity

Environment: Surreal Landscape consisting of Disproportionate Everyday Objects

Identity: The identity of the user is a person who stumbles across this landscape. To achieve this, I made sure to avoid making the user the obvious center of the terrain. The user was placed under a shaded area, behind a few trees. The main scene of the space is the portal and skeletons, illuminated with green light. This ensures that the user does not feel like the world was created for them – rather, they have coincidentally stumbled across an already existing scene.

Working on this project made me realize the lack of limitations in using VR as a medium of implementing my vision. As it gives the developer to customize a 360 view of a scene, it is very similar to the way in which we view the real world. The act of looking around alone is a significant part of what makes VR an immersive and powerful tool for creating a place. Due to the 3 dimensional nature of the space, compared to 2D space, it seemed to have many more possibilities. Especially since my project dealt with size, more specifically the alteration of it, the extra z-axis contributed significantly in providing a larger surface to place and move around objects. The specific incorporation of sound into objects was another key component to increasing presence to the scene. Even in a very quiet room, there is always sound at low frequency. It is rare to come across a completely noiseless scene. For my scene, I incorporated the sound of an empty room, and a portal sound to add to the atmosphere. Even with the lack of movement and interaction, except looking around the 360 degree view, it seemed, there were enough properties – lighting, proportion, colors, depth, etc – to create a presence. Through this project, I learnt that it is not necessarily the complexity that matters as much as perfecting these fundamental properties in constructing a place – something to keep in mind moving forward with future projects. I also realized through the process of having more than one build, the importance of having enough time and flexibility to alter ideas in between builds as these changes in development process are equally important and significant. Many of the changes and additions I made in between builds have become an integral part of the scene – the portal, skeleton, color change, etc. This taught me a lot about the nature of the development process and to always give myself more time than planned to work on the project to allow these changes.

