

Documentation



Three | Reflections

The environment of the space is a confined elliptical structured town composed of houses surrounding a central body of water, directly inspired by Keizersgracht in Amsterdam. The environment choice was taken with careful consideration, leading to a long ideation / brainstorming process. The setting of Amsterdam was chosen due to its capability to encompass our, more abstract, theme of reflection while providing more substance that helped us push the story forward.

The confined structure of the town acted as narrative guidance, leading us to question – why the town was confined in the first place? What existed beyond the town? Are the villagers aware of such an outside? – all of which inspired us to create a corrupted town in which the core tension underlying it stems from lack of awareness of the external world.

As such, the story is constructed around the central aim of bringing light to a phenomenon which occurs in the real world – deception. To communicate such an abstract concept in a tangible form, we had to design a space – composed of characters, speech, animation, environment, sound which all follow a central story. Also, the fictional aspects – the reflection, characters – all played a significant role in constructing a space capable of expressing such concept.

This project taught me a lot on how to develop a theme, through story, in a VR setting. More specifically, it made me recognize the limitless number of approaches the creator can take when attempting to convey a story in VR. Space being the main medium of VR, we had to reconstruct the way in which we told the story. It was not limited to purely text (ex. books), sound (ex. songs, podcasts), visuals (ex. movie), etc. It was an integration of all these components, which made it flexible but also very challenging. As such, I found that we drew a lot of inspiration from many forms of media and combined them. For example, the scenes and spotlight in the reflected scene was inspired from theater. The interaction with NPCs was inspired by the approach taken by many open world games.

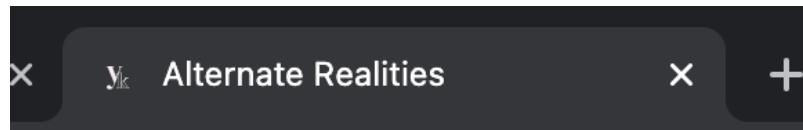
The final game, I think, achieved most of the goals intended for this project. The reason for feeling so has to do largely through constantly changing and adapting in the creation process. We made a lot of changes along the way to adapt to the VR interface, but made sure these changes did not take away the core message of the story.

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I ended up switching some of the design while coding the website. I created two columns for the text for a more pleasurable reading experience. For the images, I wanted to use javascript functions to make them more interactive, which I plan on implementing for next week's assignment. While setting up dimensions and sizes, I tried my best to use vh and vw (viewport height and viewport width) as the main dimensions to make the website responsive to different screen sizes.

Flexbox was used for the formatting of the website. Large padding was given around the body to create a margin for the entire page. Each project was a div which contained two divs inside (the project title and the project description). The project description was displayed in rows with a gap of 50px).

The font was imported directly from google fonts. And the styling of the components was done using classes only (not id).



I ended the design by integrating the logo as the icon on the top left corner of the tab and adding a footer at the bottom of the page.