
The Departure
Lounge

Agenda

- The team
- Synopsis
- Chosen scene
- Moodboard
- Interaction
- Navigation
- Challenges & Solutions

THE DEPARTURE LOUNGE is a collaboration between MA VR, 3D computer animation and VFX students along with staff and external partners to develop an immersive VR experience that engages users with the reality of global warming in their immediate environment.

The experience consists of traveling through reminiscences in a post-apocalyptic world allowing the viewers to go back to their native planet which all of us were forced to leave at the end of the 21st century.

The team

VR

Alexa Donahue

An Zhou

Yazhe (Ria) Li

3D Computer Animation

Gloria

Veronika

VFX

Jess

Martyna

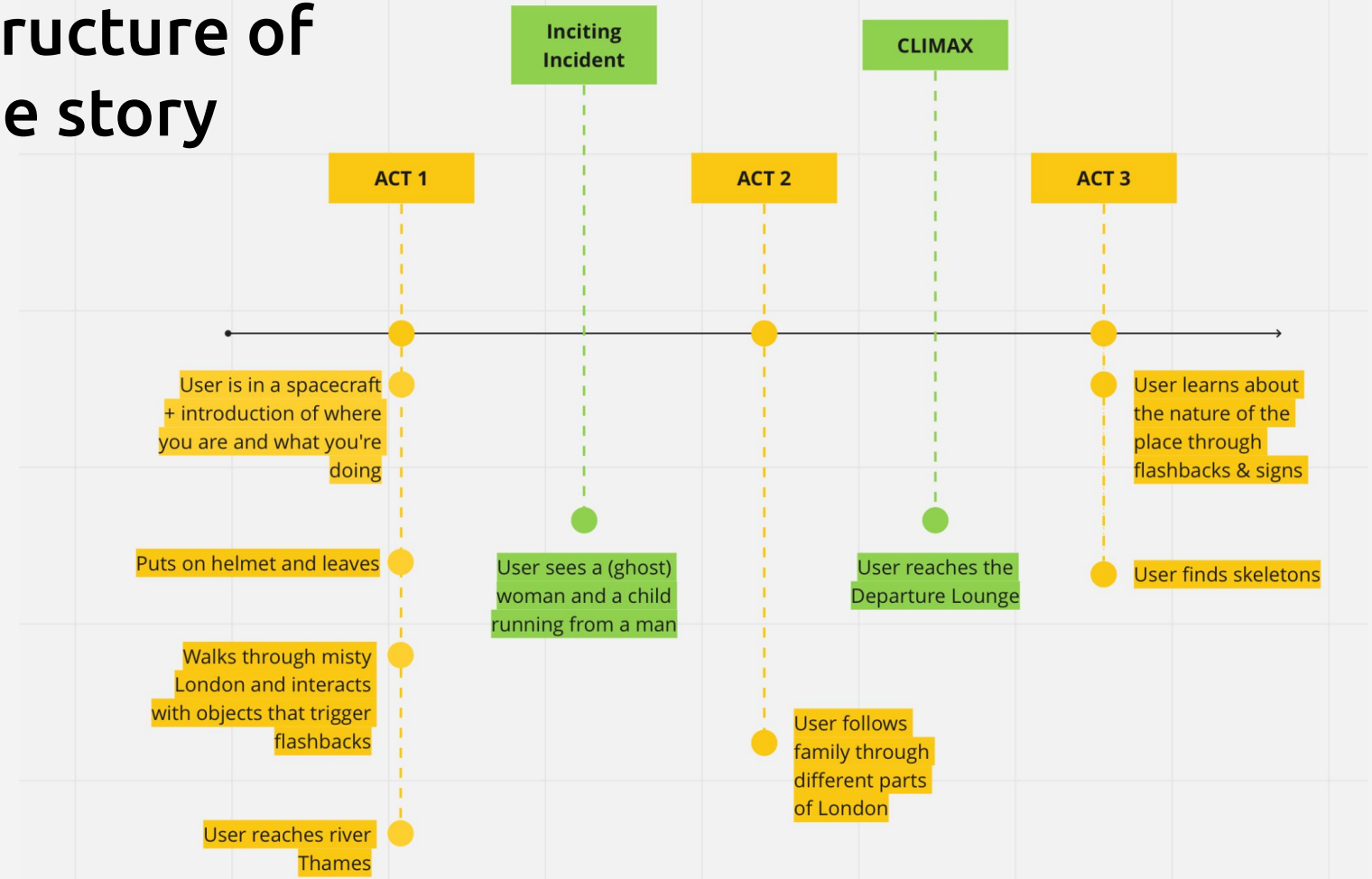
Nira

Synopsis

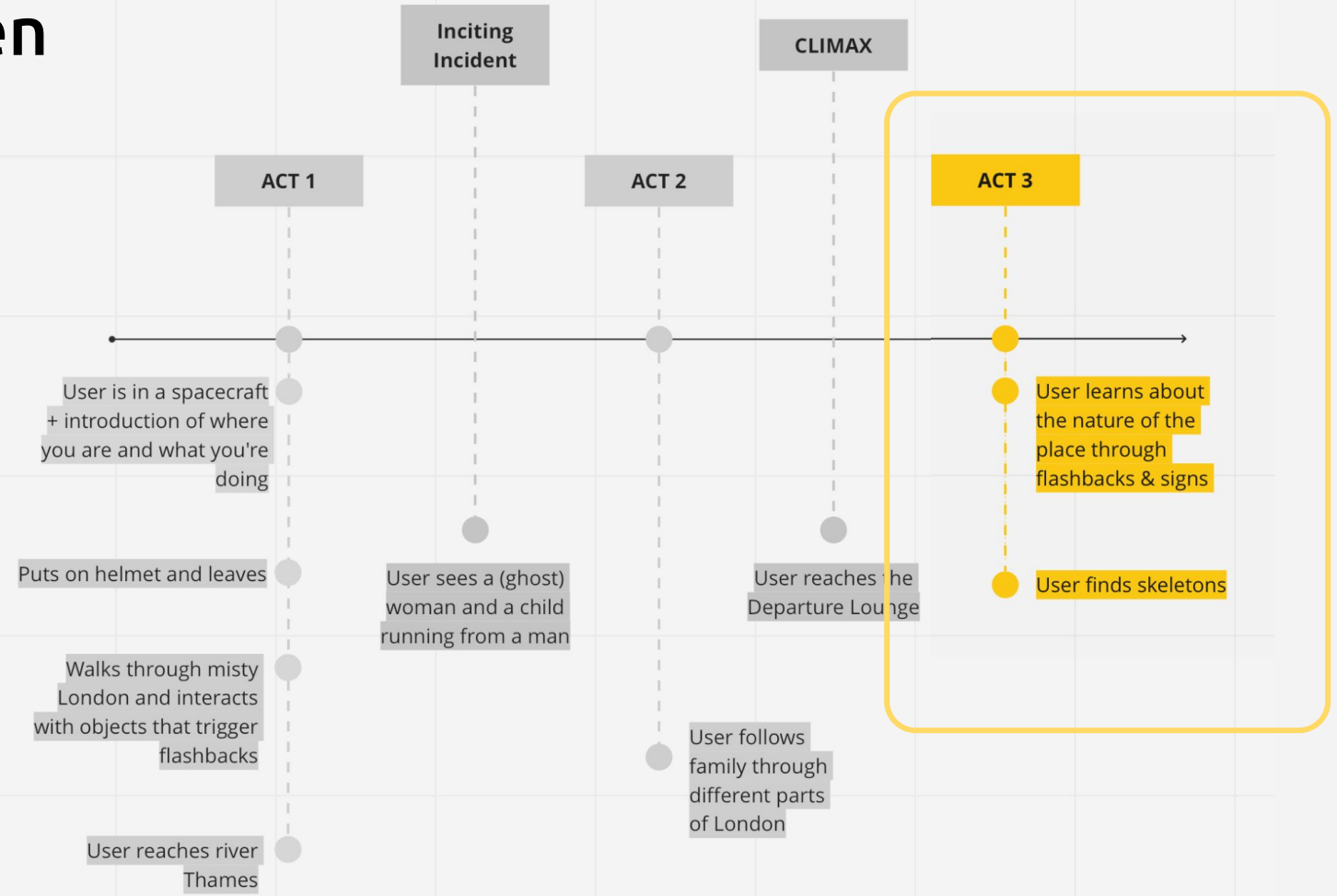
A familiar location such as Battersea Power Station, is rendered in the future present - it's structure crumbling, partially submerged by the Thames, swollen beyond recognition, in a landscape stripped of flora and fauna. But everywhere there are signs of a past civilisation and ghostly voices and memories linger - clues to a planetary trauma.

Removing the VR headset will leave users in an abundant present where catastrophe has yet to destroy everything we cherish. In this sense the experiences can be at once educational, moving, haunting and galvanising with the experiences leaving time tourists with a sense of what may be preserved, rather than one of inevitable devastation.

Structure of the story



Chosen scene



Why act 3?

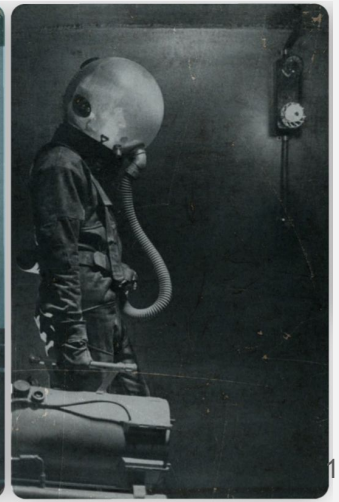
- We will be able to establish main visuals of a singular environment.
- The possible interactions with the environment, will challenge us to create the transition between the reality and the flashbacks.
- We will be able to create lead characters (a mother and a child) as well as various side characters (apparitions from other memories).

Moodboard

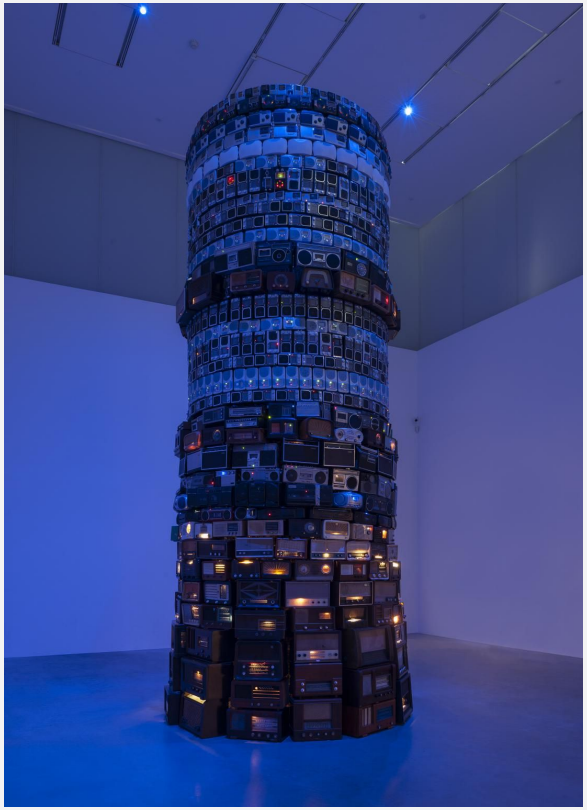
Characters

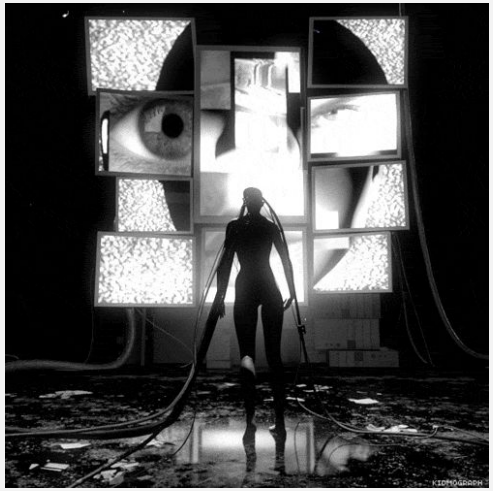
Ghosts

The main character



Control room





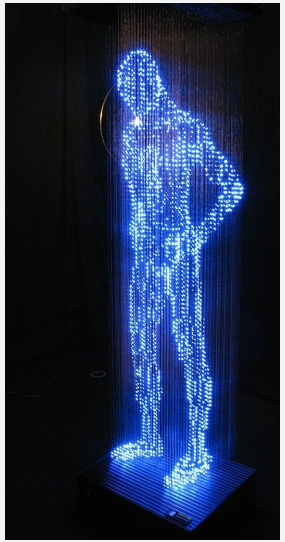
Possible interactions

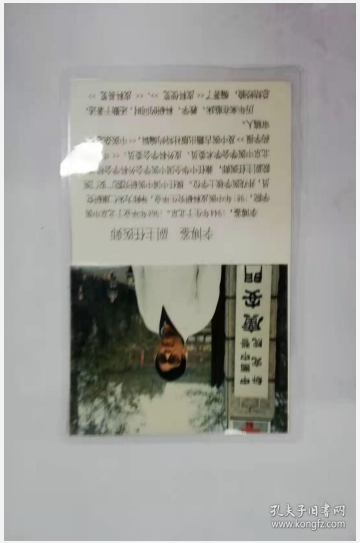
Touching objects
Memory will be shown on Hologram

Trigger by location
Once user reaches a certain place, a memory will appear (main characters)

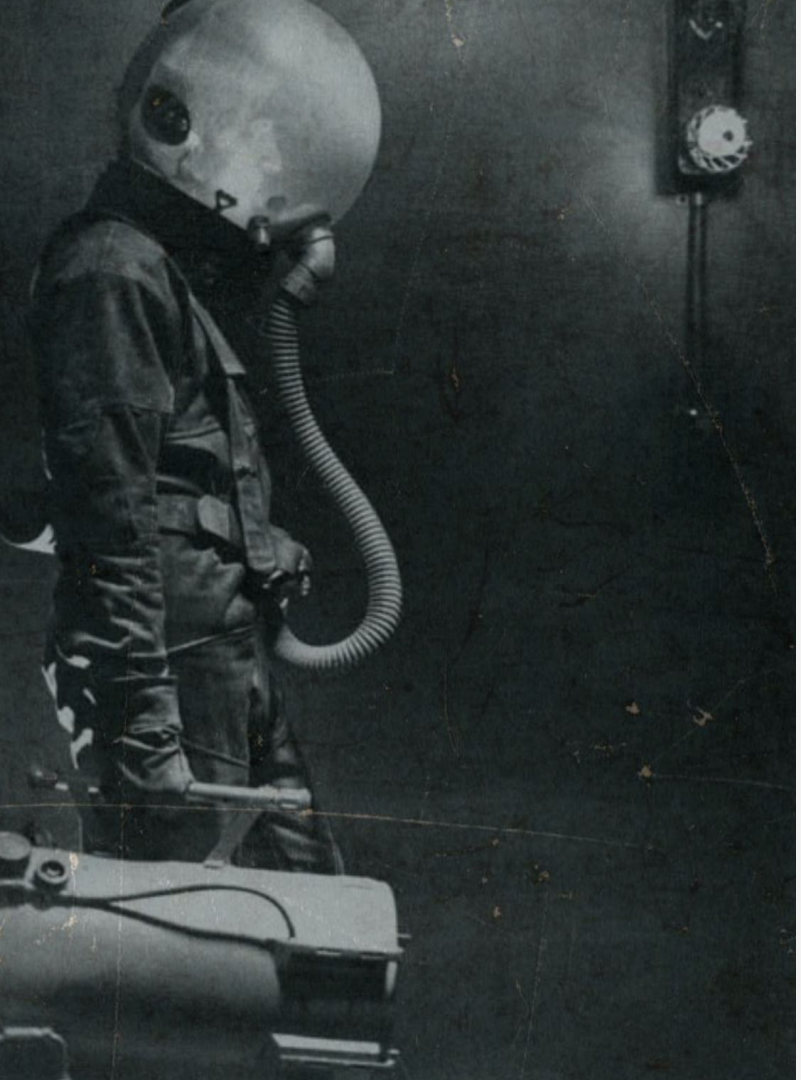
Interactive media
Recordings, pictures and other durable media can be scanned and reproduced by suit.

Interaction - Different types of memory





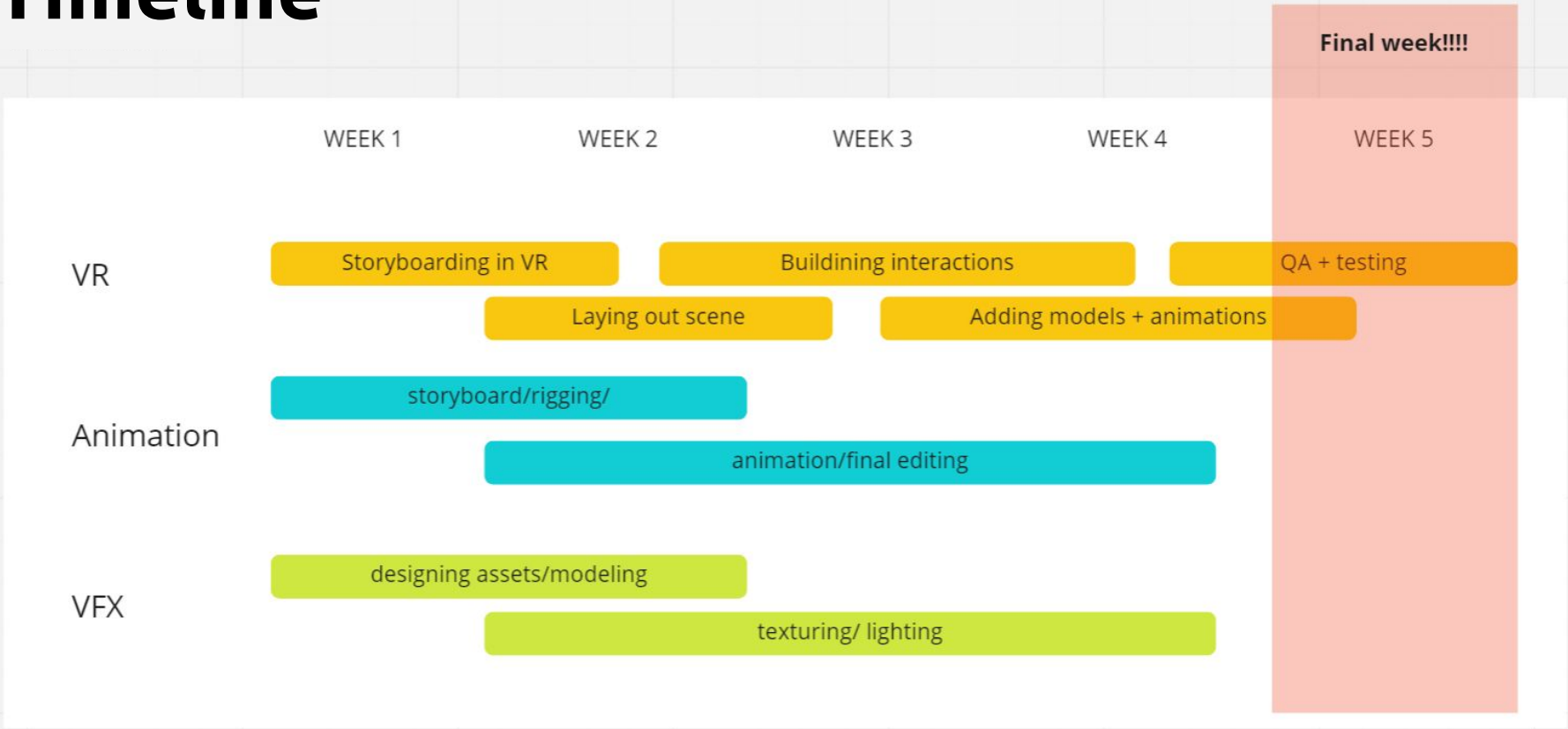
- holograms attached on objects
- cutscenes/flashbacks showing glitching characters
- preserved still images
- voice records
- videos triggered by player



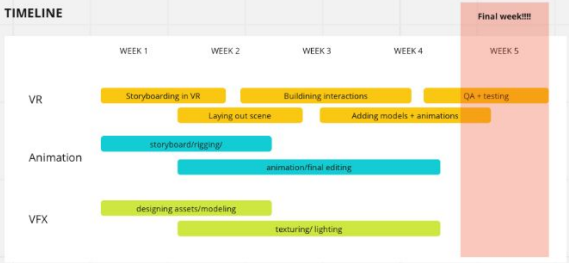
Navigation

- First person
- Body is visible through blurry reflections
- Hands (visible in user’s pov) in well-equipped and interactable suit
- User is wearing a helmet with animated overlays that bring additional information
- **Movement:** continuous and in slow pace (no running)

Timeline


Final week!!!!
WEEK 1
WEEK 2
WEEK 3
WEEK 4
WEEK 5
VR
Storyboarding in VR
Buildining interactions
QA + testing
Laying out scene
Adding models + animations
Animation
storyboard/rigging/
animation/final editing
VFX
designing assets/modeling
texturing/ lighting

TIMELINE



THINGS THAT WE NEED

List of 3D assets that we need

- Asset 1
- Asset 2
- Asset 3
- Assets 4

List of sounds that we need

- Sound 1
- Sound 2
- Sound 3
- Sound 4

VR TASKS

1- Figure out interaction types

2- Lay out project in one file

3- Think about main avatar & embodiment (just hands? body? clothing style?)

4- Think about UI style. What buttons do we need?

(Main menu / pause menu)

4- Look into how to make FOG in Unity

ANIMATION TASKS

1 - Working on a storyboard

2- Rigging

3- working on the animation

TECHNICAL THINGS TO LOOK INTO:

1- How to bring animations into Unity

2- Particle systems in Unity (Nuke/Houdini compatibility)

VFX TASKS

1- Environment design (including 3D modelling and/or HDRI)

2- Objects 3D modelling (assets)

3- Ghosts 3D modelling

4- Compositing and visual effects

USEFUL LINKS

Link to Trello

https://trello.com/invite/ruserworkspace25e82a9b5ea820a09c76af12b3b3f/ed1b4d7f12a2f31ec10f2f7f489a5622ce1433daf37f0861f

Link to Google Slides:

https://docs.google.com/presentation/d/1NAwtULtzBMMJa6MqaZCK1eDlnKC8K1uPf8qYgIHOVUXek/edit?usp=sharing

Presentation points

1. What are we doing
2. Description of scene
3. Roles
4. Moodboard
5. Plan/Schedule
6. List of priorities

TEAM MEMBERS

VFX

Jess
- 3D Modeller
- Modelling 3D assets
- Texturing/Lighting

Martyna
- 3D Modeller
- Modelling 3D assets
- Texturing/Lighting

Nira
- 3D Modeller
- Modelling 3D assets
- Texturing/Lighting

Anim ation

Gloria
- Animator
- basic rigging
- basic modeling

Veronika
- Animator
- Basic rigging
- Basic modeling

Name
- Role 1
- Role 2
- Role 3

VR

Name
- Role 1
- Role 2
- Role 3

Name
- Role 1
- Role 2
- Role 3

Name
- Role 1
- Role 2
- Role 3

IMPORTANT NOTES FOR THE WHOLE TEAM

All models/animations must be exported in:

- FBX (preferred)

- OBJ

All models/animations must have SIMPLE materials.

- color/reflections/etc
- no shaders

STORYBOARD/ MOOD BOARDS

Priorities & organization

Future Challenges

3D animators

Adding personalities to ghosts by animating them

Rigging human-like shapes (ghosts)

Animating the environment

3D modellers / VFX

Preparing models for animation and implementation in Unity (topology, texturing)

Decide on the complexity of the models

Creating visual effects and exporting them into Unity

VR

Ensuring user doesn’t miss parts of the story by looking a different way

Creating correct amount of tension in the environment

Managing a single file of Unity between multiple people in the team

Possible solutions

3D animators

Adding limited personalities based on ghost's previous lifes that would be shown in the "memories"

Simplifying ghost's rigs, as they don't need to have precise movement

3D modellers / VFX

Keeping the textures simple

Prioritising which models need to be made by us and which can be purchased

Communicating with all group members about technical requirements

VR

Leading user by precise use of lighting and sound

Creating fog, utilizing post production effects and match lighting to mood

Creating a controlled version in GitHub


Thank you