



# Dreaming in VR

PROJECT FOUR, SUMMER 2016

Fall 2013 nc state  
Graphic Design  
Summer Studio  
Helen Armstrong  
hsarmstr@ncsu.edu

**Demos/Discussions:**

- Virtual Reality discussion
- Google Cardboard demo
- Photo Sphere Viewer demo

**Supplies:**

- Google Cardboards and iPod touch
- Roll of kraft paper
- Sharpies, String, Duck tape
- 3 rolls of glow dot stickers and glow tape
- 50 sheets transparency paper
- 5 glow markers
- 5 large cardboard boxes
- 5 sets of headphones
- Hole punchers and reinforcers

**Prepared Materials:**

- Kraft paper mats
- Expose dot stickers and tape to sun ahead of time.

**For Further Exploration**

- Experiment with Photo Sphere Viewer demo: <https://sphcst.com/upload>
- Experiment with A-Frame: <https://aframe.io/>

**Free Sound Sources**

- <http://www.pacdvc.com/sounds/>
- [domestic\\_sounds.html](http://www.domestic_sounds.html)
- <http://www.partnersinrhyme.com/pir/>
- [PIRsfx.shtml](http://PIRsfx.shtml)

## OVERVIEW

As virtual reality moves mainstream, graphic designers are adding to their toolkits the creation of 3D immersive experiences. In this project students will work in small groups to build physical prototypes of a VR environment

“Dreams are never concerned with trivia.”

—Sigmund Freud, *The Interpretation of Dreams*

## OBJECTIVES

- Introduce designing for virtual reality
- Explore the communicative properties of simulated dimensional spaces through physical prototyping

## OUTCOMES

- Understand the importance of cohesive narrative in a VR Environment
- Familiarity with current platforms for creating and experiencing VR Environment

## PROCESS

**Project Ideation, Phase One:** In groups of four, describe to your peers your recurring dreams. These dreams could be an active part of your current dream life or they could have recurred for a short period of time in the past. Each group member should contribute at least one dream to the discussion. If one member has no memories of a recurring dream, he/she should describe a specific dream moment that impacted them upon waking. Sketch out **both images and words** associated with the dreams discussed. Spend 15 minutes on this.

**Project Ideation, Phase Two:** Select one dream to communicate and spend the next 15 minutes sketching out ideas for transforming that dream into a VR Environment. *Consider:* How will a participant move through your dreamscape? What experiential qualities will your dreamscape convey? How will your VR environment impact the participant with the emotional force that real dreams deliver?

**Build:** Using the materials provided, construct your VR prototype.

## KEY GOALS

**1. Cohesive Narrative:**

Your environment encompasses all of your surroundings (sides, top and bottom). **Pay attention to how the sides relate to one another.** Create one space that makes sense to exist within.

—You can draw **shapes in perspective** to support the illusion of depth or **use actual 3D objects** like a crumpled ball of paper.

**2. Illusion of Depth:** Create the illusion of 3D

—Objects that are closer draw our attention first. The **scale** of an object is affected by the placement within the environment. An object that is closer will appear larger.

**3. Add Motion and/or Interaction:** Use your **physical bodies and stickers** to add elements in motion and/or some element of interactivity to your environment.

**4. Add Sound:**

Select sounds that **support your environment** rather than distract from it. (see links at left or use your own.)