

Little Walk

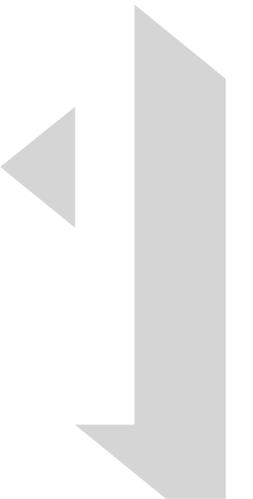
Game based Virtual Reality Space, 2021-... *(On going project)*

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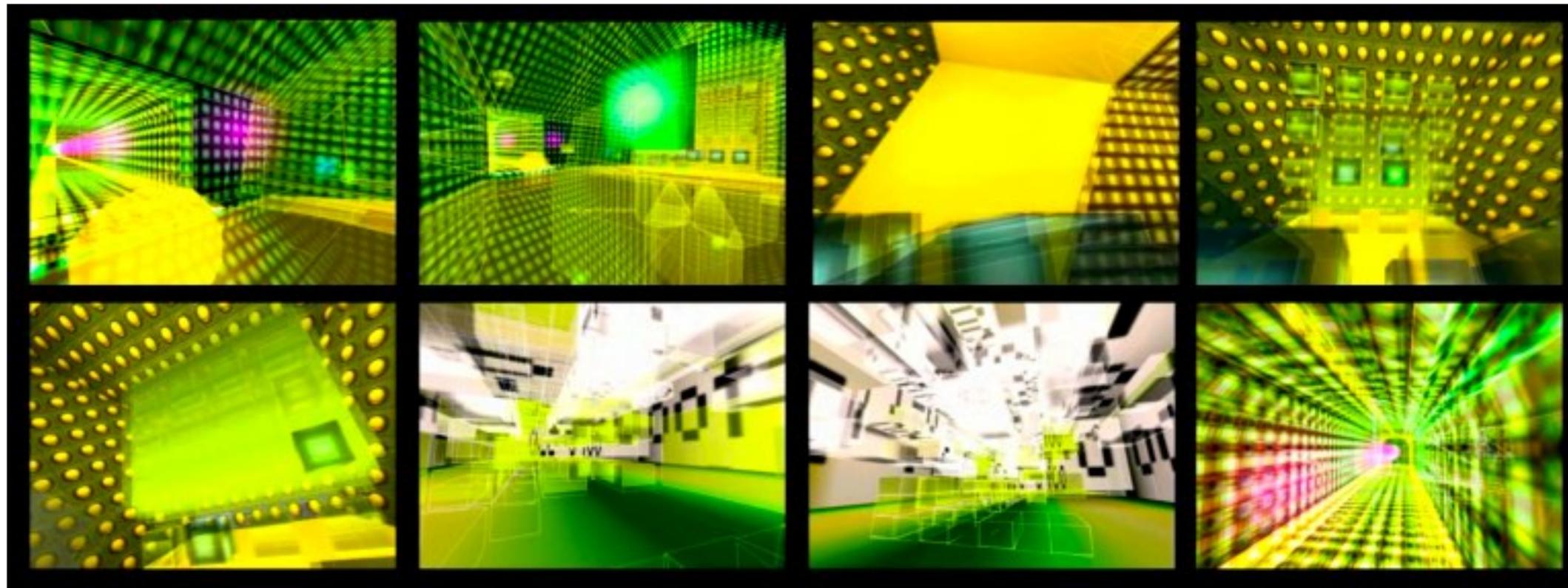


Before I start telling about my project, I must say that because of this complex period that we all go through, this project has constantly changed, developed, stagnated and evolved in different places since the day I started. Because of the pace of this change, I chose to use my project as a research area for my future work rather than a result-oriented project.



Research

As I mentioned in the introduction, the perception of reality can be removed as easily as it can be reframed. *Quilted Thought Organ* aka *qthoth*, the virtual world of Julian Oliver built with geometric architecture, is one of the examples that creates a kind of meditative and suspending abstract reality. This work had a great impact on the foundation of my project because I think all the emotions I want to evoke in the space I want to produce are perfectly placed and well conveyed to the audience. However, I want to capture a more modernized and spacious aesthetic instead of Russian structuralism aesthetics in *qthoth*. The reason for this is that the place itself will be full of different* items, so I just wanted to draw the attention to the items themselves.



Julian Oliver, Quilted Thought Organ ('QTHOTH'), Game based performance environment, 1998/1999



In my search I come across game called *Katamari Damacy* directed by Keita Takashi. *Katamari Damacy*'s story, characters, and settings are bizarre and heavily stylized, rarely attempting any semblance of realism, though the brands and items used are based on those current in Japan during the game's production. Visualisation of this game influenced my project very much.

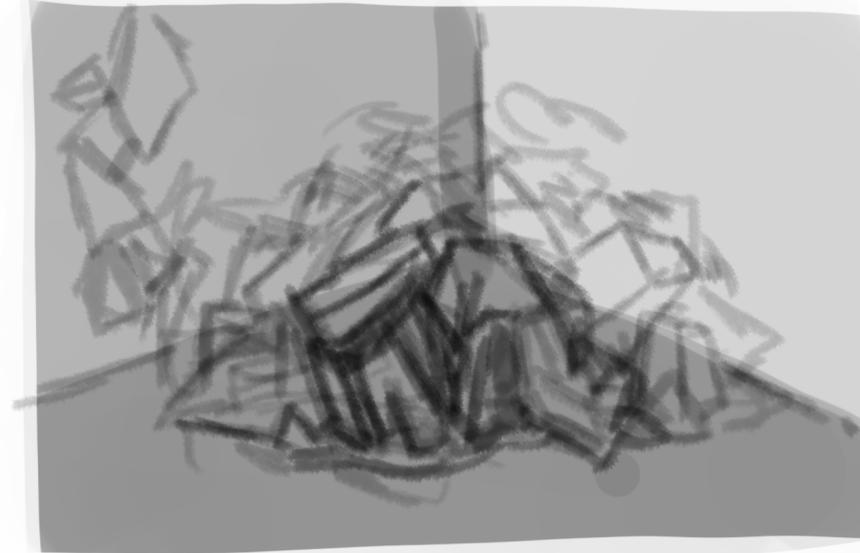
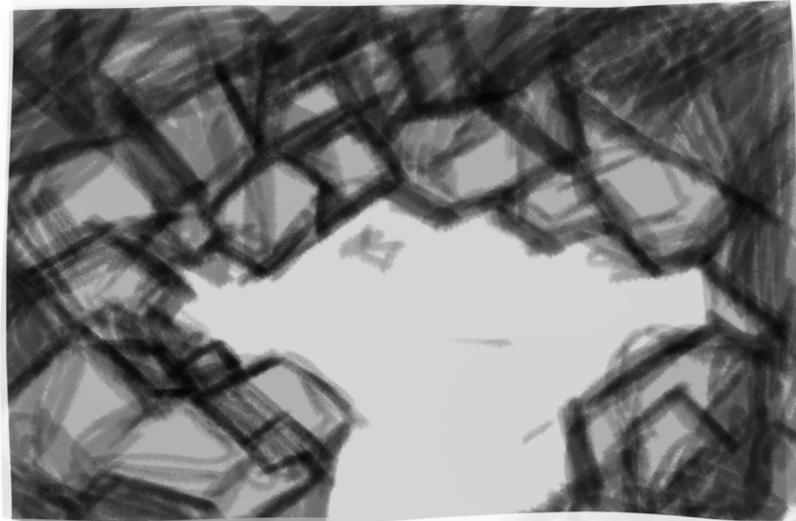


Katamari Damacy, Third-person puzzle-action video game, NAMCO Entertainment, 2004



First Idea

My first idea for this project was to build game environment that to stack with free 3D objects I found on the Internet. Reason that, I wanted to make enormous sculpture cities with these objects so that, the audience can wander through the streets of this city and forgetting the contexts of the found objects and attribute new meanings. Players can arrange and combine these found objects however they want and create new objects or new spaces for themselves. Yet, playing with them is entirely up to the player's initiative.



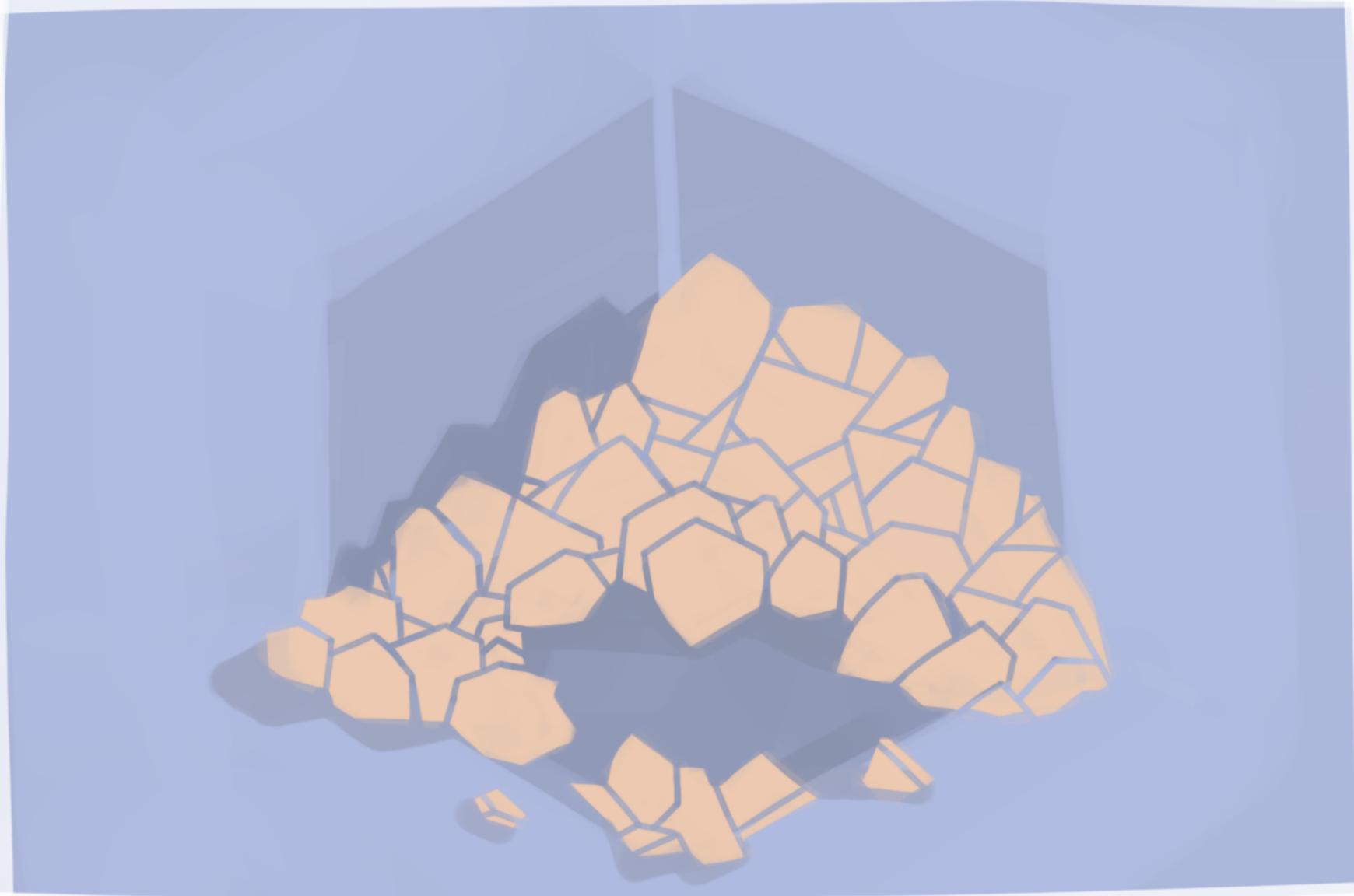
First sketches for the city



Interaction as playing is a key element for this project. Because, choosing between playing and not playing merely left to choice of the player and that's why impact of the player allow us to question definition of game and aesthetics of playing. Games are first and foremost about play. What would happened if we take out the playing feature from games? These unplayed games would turn to either interactive installation or walking simulations? Or neither, Would they evolve something like game-anti-game? I would like to discover the answers and new questions to these questions with this city.

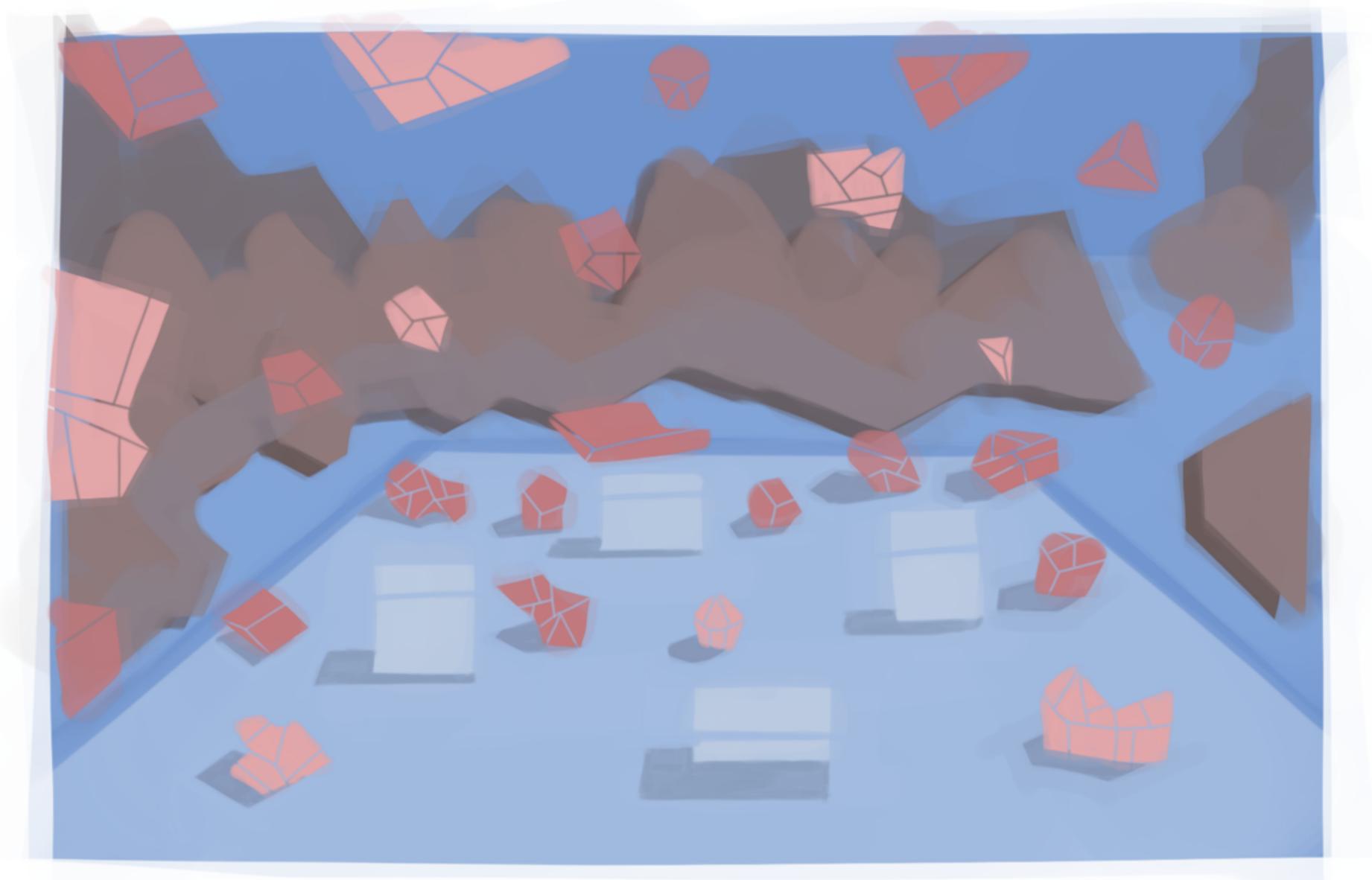
This city has three main mechanisms; The first is that the objects can be moved around. Second, objects can be combined and fused with other objects. Third, the city itself is constantly producing objects. There are two types of objects in this city. Static and dynamic objects. As it is understood from their names, static objects are objects that I placed in the city before. Dynamic is objects raining from the sky to random locations. Also, since the objects are constantly raining from the sky, even if the players do not change the location of any object, the mechanics itself constantly changes the structure of the city by overlapping the objects. In other words, the game can evolve and change on its own even if there is no external intervention and it could play by itself.





Starting point aka static room that "citizens" can explore





City Hall with raining objects

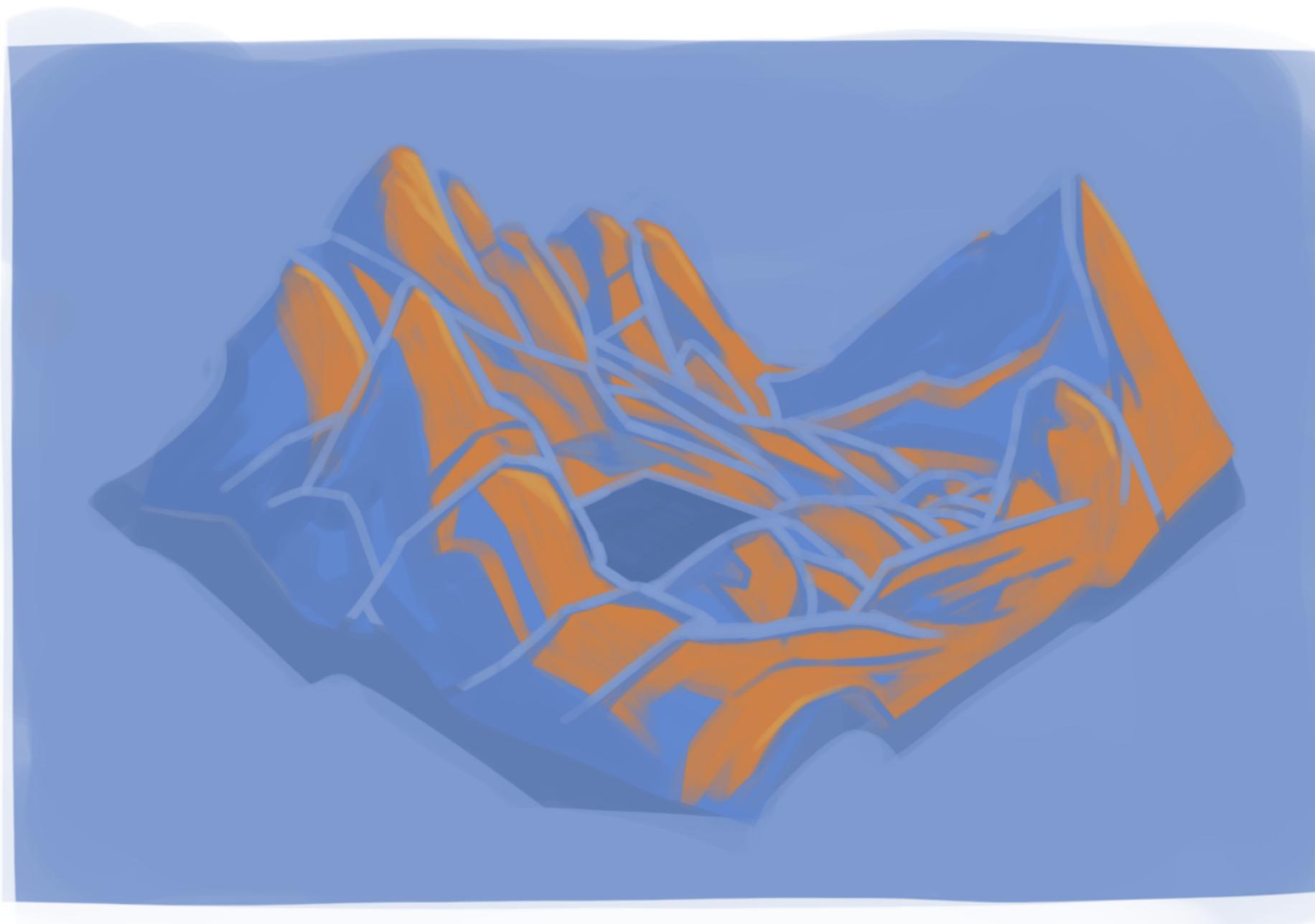


Little Walk, Game based Virtual Reality Space, 2021-... (ongoing project)

As I mentioned in previous slides, my first idea is fuelled by exploring and deepening the collective experience. However, since we cannot do a collective work these days, I decided to turn my project into a self-centred subject.

This project started with a very naive request if only I could get inside my computer so I wouldn't have to deal with another tool (interface computer) all the time. These days, my computer screen has become the interface for my simple daily activities such as studying, entertaining, socializing and improving myself, and it has transformed into my living space. During the time I spent in front of the screen, the reality of the 3D world around me became blurred and as time passed, I began to have difficulty understanding the reality of the world. I noticed my classmates when I didn't know them, except for their onscreen representation. This made me think of how fluid reality is and that my perception of reality is slowly changing or being reframed. However, in my relationship with virtual reality, the interface is disrupted my understanding of this reality completely. That's why I wanted to build a custom 3D space to grasp the reality of this virtual reality a little bit more.





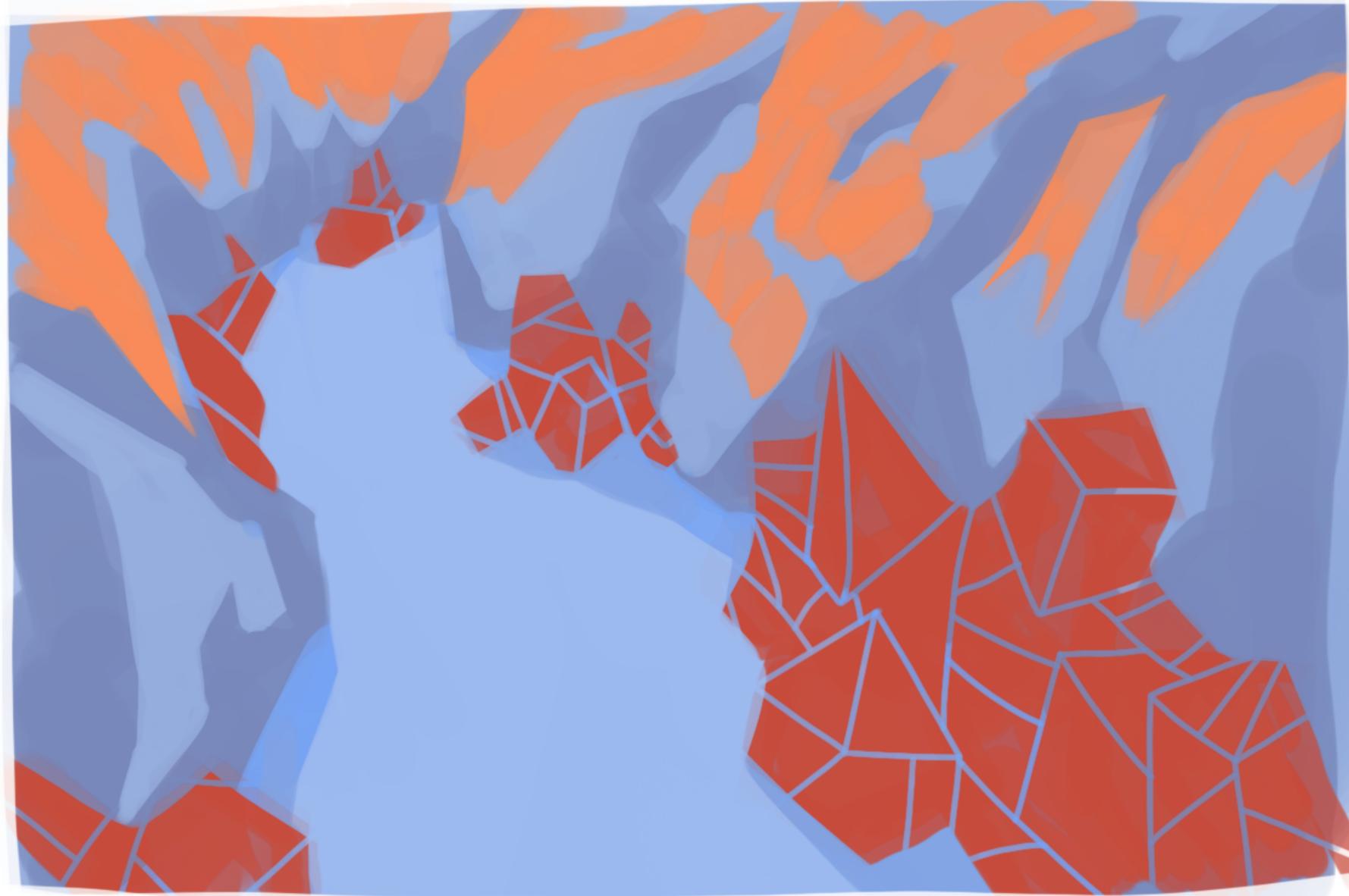
Environment inspired by my MacBook's screen





Falling objects





Stacked objects



Prototype

In the first prototype, I modelled the environment and added object generation. I used the cube object as an example. As a working mechanic, you can move objects and collect a limited number of objects. Also, I wanted to keep the interface very minimal and just add the real-time. Unfortunately, after a month of try my laptop couldn't match with oculus so prototype is not working on VR. However, I managed to add to my keyboard VR feature so I can use the keyboard like Oculus handlers.

