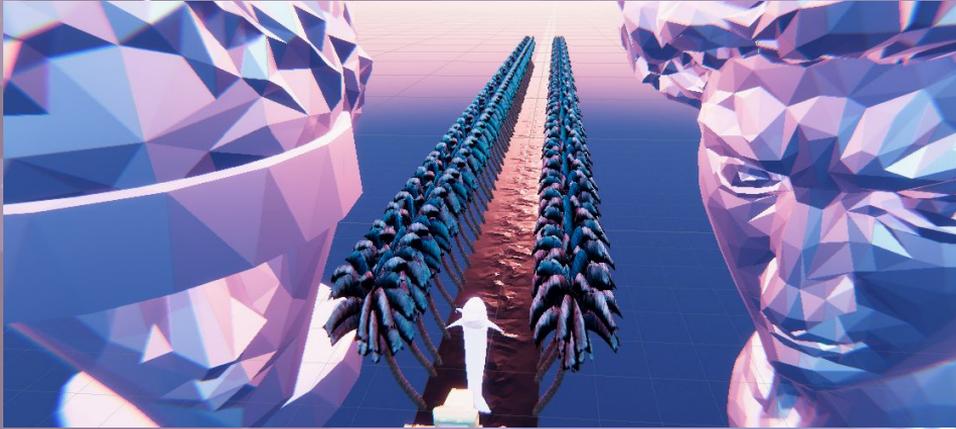


DESK

A VAPORWAVE EXPERIENCE

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Abstract



DESK, a VR experience showcasing the life of a former office worker packing up their most dearest, yet mundane, belongings with a VAPORWAVE twist.

DESK

A VAPORWAVE

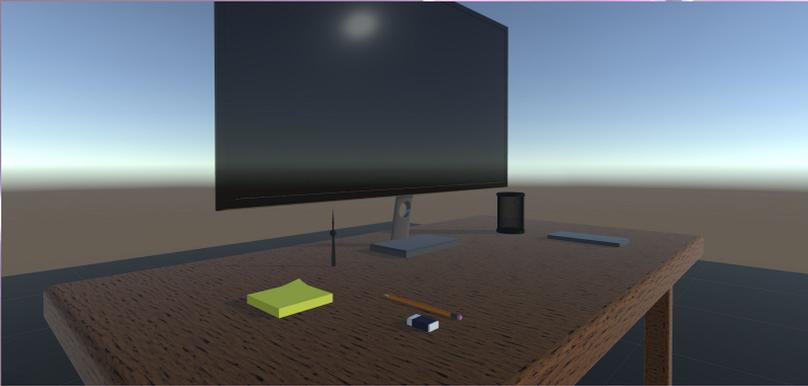
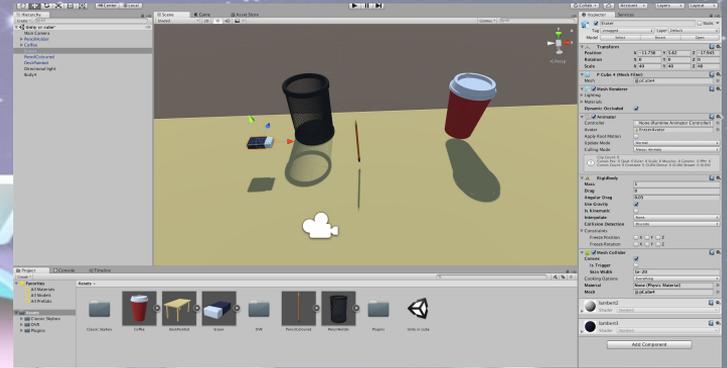


Original Concept

During the ideation of this project, we wanted to create a space in which the player is shrunk down to a tenth of the size in order to reveal the hidden meaning of the objects surrounding them.

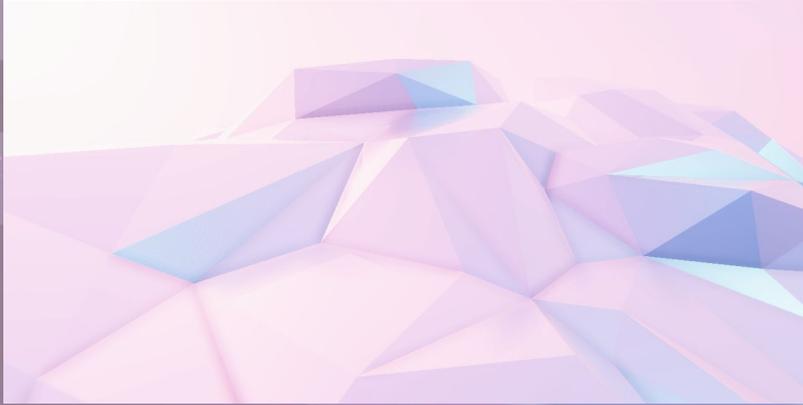
DESIGN

VAPORWAVE EXPERIENCE



We soon realized after multiple attempts to fill the space by adding objects of different meanings that there needed to be some sort of connecting theme or cohesion to the scene. Queue the Vaporwave.

Concept



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We developed this VR experiment after deconstructing the human experience we call nostalgia. This feeling needs a host, whether its an object, aesthetics or art piece, in order to remain meaningful over time. The team was inspired by the lo-fi or “vaporwave” aesthetic. This internet subculture uses nostalgia as a tool to evoke satirical melancholy, combining 80s and 90s imagery with current trends, events and technology.

Concept Cont.

The idea of reminiscing about the past with an existentially neutral perspective seems more appealing than living through our painful realities. Nostalgia has the power to take us back to a moment in time, and even make us say “those were the good times”. Combining this concept with VR technology allowed us to construct a paradigm-shifting interpretation of this unlucky, yet relatable, event. Vaporwave is dead, long live vaporwave.



A VAPOR

Aesthetics and Inspiration

To summarize the origin and characteristics of this aesthetic, we have attached this micro-documentary outlining the most relevant aspects of Vaporwave.

This served as a guideline for the development of our game.

DE

A VA



Game Mechanics



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The game mechanics involved grabbing and throwing objects using the Oculus controllers. In the videos above we show the user experience as well as the presentation at the art show. We asked players to sit down and use the joysticks for movement to limit any possible sensor problems with the Oculus's cameras. Controls involved moving, jumping and grabbing.

Testing/Troubleshooting

We utilized a systematic approach to as of how we would collectively create and prototype our progress, which involved condensing all of our assets and game mechanics into separate packages.



DESK

The nature of VR is very demanding with regard to graphical processing, and as a result we were only able to prototype the project when we were allotted time with the school rigs. Therefore, everything we were developing independently was not confirmed working until we had access.



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But, with the time we had with the machine, we uploaded our package to the computers and tested our game mechanics and assets to perfection.



TSV



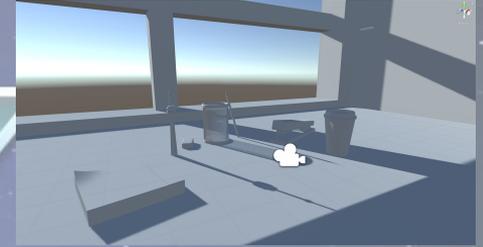
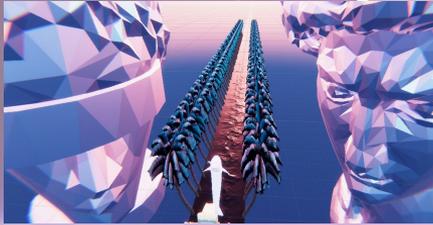
Progression

PHASE 1 - Ideation

We began with the idea to be at an extremely mundane office space in a 1/10th scale, and began to think about implementing features to move around the space and pick up objects and let them speak for themselves to tell a story about the person who owns the desk.

PHASE 2 - Realization

Upon colouring of the desk items and implementing our aesthetical changes to assets, we realized that the experience was not that awestruckening and that we were not utilizing the full potential of placing the user into a surreal state.



PHASE 3 - Implementation

We came to the collective agreement to stylize the entire experience with the popular internet subculture aesthetic of VAPORWAVE. We ultimately revamped the entire office space and initially rid of the regular office space.

PHASE 4 - Final

To seal the complete experience, we decided to add the original scene we had been working with and made it so that you fall into the VAPORWAVE experience.



Builds

For Mac OS -

<https://drive.google.com/drive/folders/1h7kU6JpFlgyHbduo3fFudYjpP2NdmbOs?usp=sharing>

For Windows -

https://drive.google.com/drive/folders/11E51uer6qKqco_F5yDzqwO1ymumEY-M1?usp=sharing

