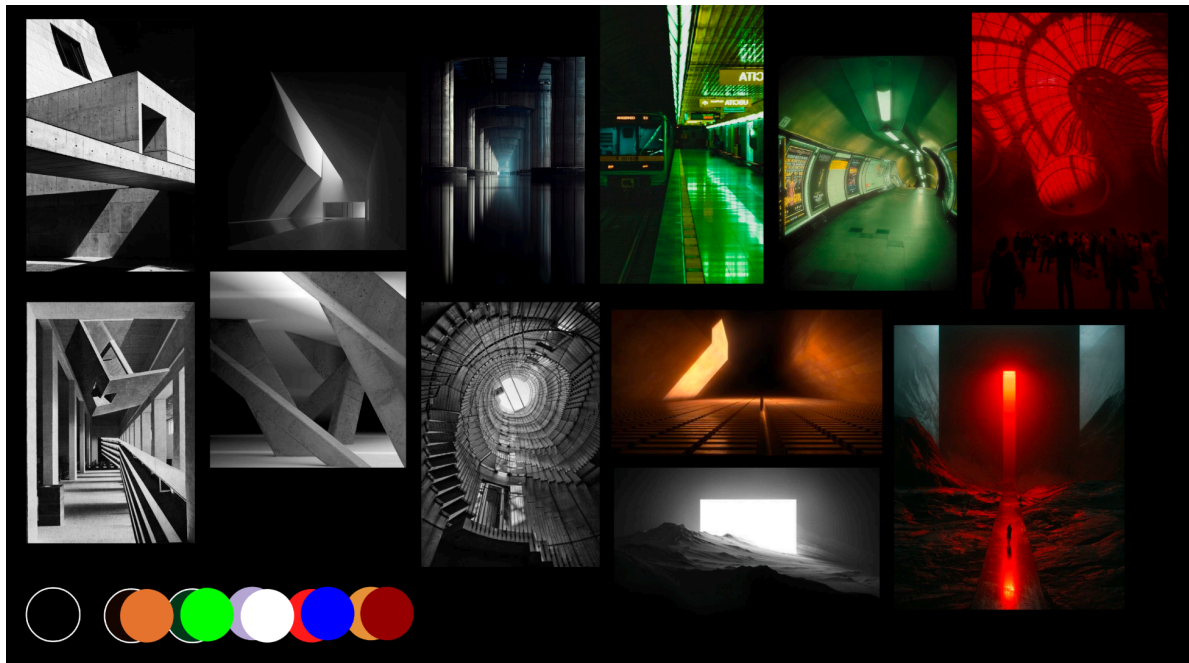


Concept Proposal

For this project, our goal is to craft a dreamlike world where each scene unfolds like a new chapter in a book. As characters journey through this ethereal landscape, they grapple with their inner conflicts and uncertainties. Time appears suspended, reality becomes fluid, and the lines between consciousness and subconsciousness blur, revealing only the poignant beauty of the unknown.

To bring this vision to life, we'll harness the power of Unity and Blender to construct immersive scenes that transport the audience into our dreamscape. Our focus will be on leveraging lighting and soundscapes to cultivate a surreal atmosphere. In each scene, we want to incorporate diverse soundscapes, blending natural sounds with original electronic music to create a surreal, darkly tranquil ambiance infused with haunting undertones and a profound sense of loss. Through meticulous attention to detail, we aim to create an experience that resonates deeply with viewers, inviting them to explore the depths of their own psyche within this mesmerizing realm.



Color plans:

Different colors for each scenes

- S1 (initial screen): glowing door, surrounded by darkness
- S2 (infinite rooms/doors): gold + black (transition from previous scene)
- S3 (SUBWAY): cool colors (fluorescent green + dark green)
- S4 (tunnel): bright/psychedelic colors
- S5 (ocean): the color of the sea is red and the door is a glowing color
- S6 (church): misty/warm colors of light

Music plans:

Overlaying background music with scenes

Theme of nature + electronic music

- S1 (initial screen): bells
- S2 (infinite rooms/doors): echoing bells (effect)
- S3 (SUBWAY): bells (background) + reverberation (reduced) + wind + subway sounds
- S4 (tunnel): bells + wind speed up
- S5 (ocean): bell (background) + echo + wind + wave sound
- S6 (church): church hymn (solemn/holy/fearful)

Camera/ Users Movement

- S1 (initial screen): maybe text first (guide), find the door
- S2 (infinite rooms/doors): choice the doors
- S3 (SUBWAY): stand on the platform, wait for the train inboard(animation), go on
- —————Dark —————
- S4 (tunnel): keep falling down/ until on the ground, choice the doors
- S5 (ocean): find the doors
- S6 (church): go straight on the stage, Tentacles appear in the mist (Cthulhu elements) / as the camera closes in
- —————Light —————

Storyline

In this interactive narrative experience, users will be given the opportunity to choose their path by selecting which door to explore. There are two possible paths to choose from, each leading to a different sequence of scenes.

Upon entering the hallway scene, users will be presented with the choice of opening either door 1 or door 2. If they choose door 1, they will find themselves transported to the subway scene. From there, they will journey to the ocean scene and then the church scene.

Alternatively, if users choose door 2, they will find themselves in the tunnel scene, where they will be presented with another decision point: to either continue their journey or return to the hallway scene. If they choose to keep on going, they will ultimately follow the same path as door 1, encountering the subway, ocean, and church scenes.

This narrative structure allows users to have more freedom to choose their own paths, which shapes their experience while ensuring a cohesive storyline.

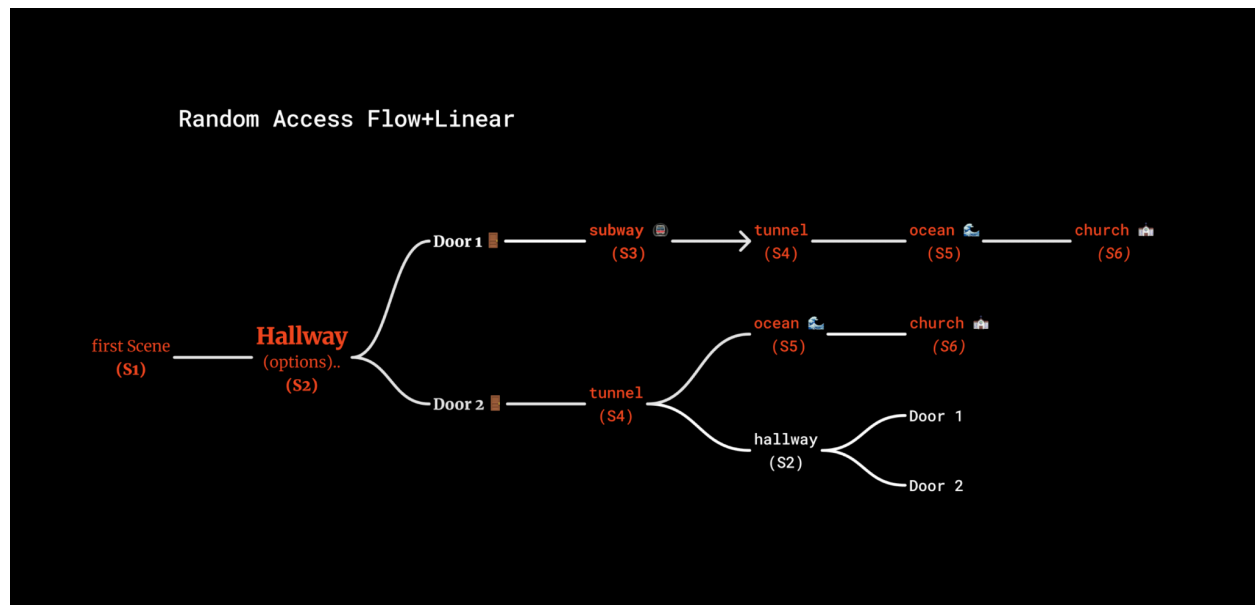
Initial Choice: The user selects a door to open, leading to either Door 1 or Door 2 path.

Hallway Scene: After the first scene, the user enters a hallway where they can make their choice.

- Door 1 Path: If the user chooses Door 1, they are transported to the Subway Scene, followed by the Ocean Scene, and then the Church Scene.
- Door 2 Path: If the user chooses Door 2, they are transported to the Tunnel Scene.

Tunnel Scene: In the Tunnel Scene, the user is presented with another choice:

- Continue the Journey: If the user decides to continue, they follow the same path as Door 1, leading to the Subway, Ocean, and Church Scenes.
- Return to Hallway: If the user chooses to return, they are taken back to the Hallway Scene to potentially explore the other door or make different choices.



The first scene will be the prelude of the entire story, towering geometric columns overlooking the user. These giant, simple geometric columns will juxtapose with the scale of the user, creating a dramatic contrast in scale and evoking a sense of restraint and dignity. The atmosphere is dark and oppressive, imbued with a sense of order and solemnity. At the center of these columns lies a door, symbolizing new opportunities, the transition between past and future.

Upon passing through the door, the user is transported to the hallway scene, which is an infinite endless corridor lined with countless doors, this will leave the user with the strangeness of the unknown. The user is enveloped in mystery and intrigue, inviting exploration into the unknown.

The subway scene starts with a rush of motion as a train charges towards the user. and stops slowly in front of them. The opening subway doors reveal a surreal environment, the camera pivots, offering the user a panoramic view of their surroundings, capturing the unspoken emotions lingering within the surroundings. The user is also given the opportunity to return to the hallway to further immerse themselves in the setting.

After entering the subway door, the user falls into a vast tunnel facing down, after this unexpected turn, and about a few seconds later, the user finally reaches the ground, and a door reveals that leads to the next scene which is the ocean scene.

The ocean scene will be a room filled with scarlet sea, which gives the user a sense of surrealism and timelessness. At the center of the sea stands a faintly glowing door, which leads to the final scene—the church scene.

The church scene is the end of the story, the path will extend toward the end, lined with sets of pews, which fill with mannequins with no faces, as the user approaches to the end of the room, the mannequins will turn their heads, that seem to watch the user's every move. At the end of the church, there will be a sacred altar, and a Cthulhu/evil god figure will be revealed, giving the user a sense of solemnity and deep fear.