



VR Project
2BGD Bellecour Ecole

Team

BBB STUDIO

Ambre
Mantzaridès
Jouffret



3D Modeling
Texturing
Level Design

Eva Zenss



Management

Hippolyte
Azalbert



Programming
Integration

Hugo
Reymondet



Level Design
Sound Design

Leo Sztulzaft



Narration
Character Design

WITH THE HELP OF

Gwenaëlle
Orfila



Voice
Actress

Constraints

- 8 weeks
- 5 Game Design students
 - Unreal Engine
 - VR Only
 - 90 fps
 - “Instinct”

Pitch

- You are trapped alone in a strange dark room, without any visible way to escape.
 - Suddenly, a gentle voice can be heard through a speaker.
 - They appear to be trapped and claim that only you can save them.

OVERVIEW



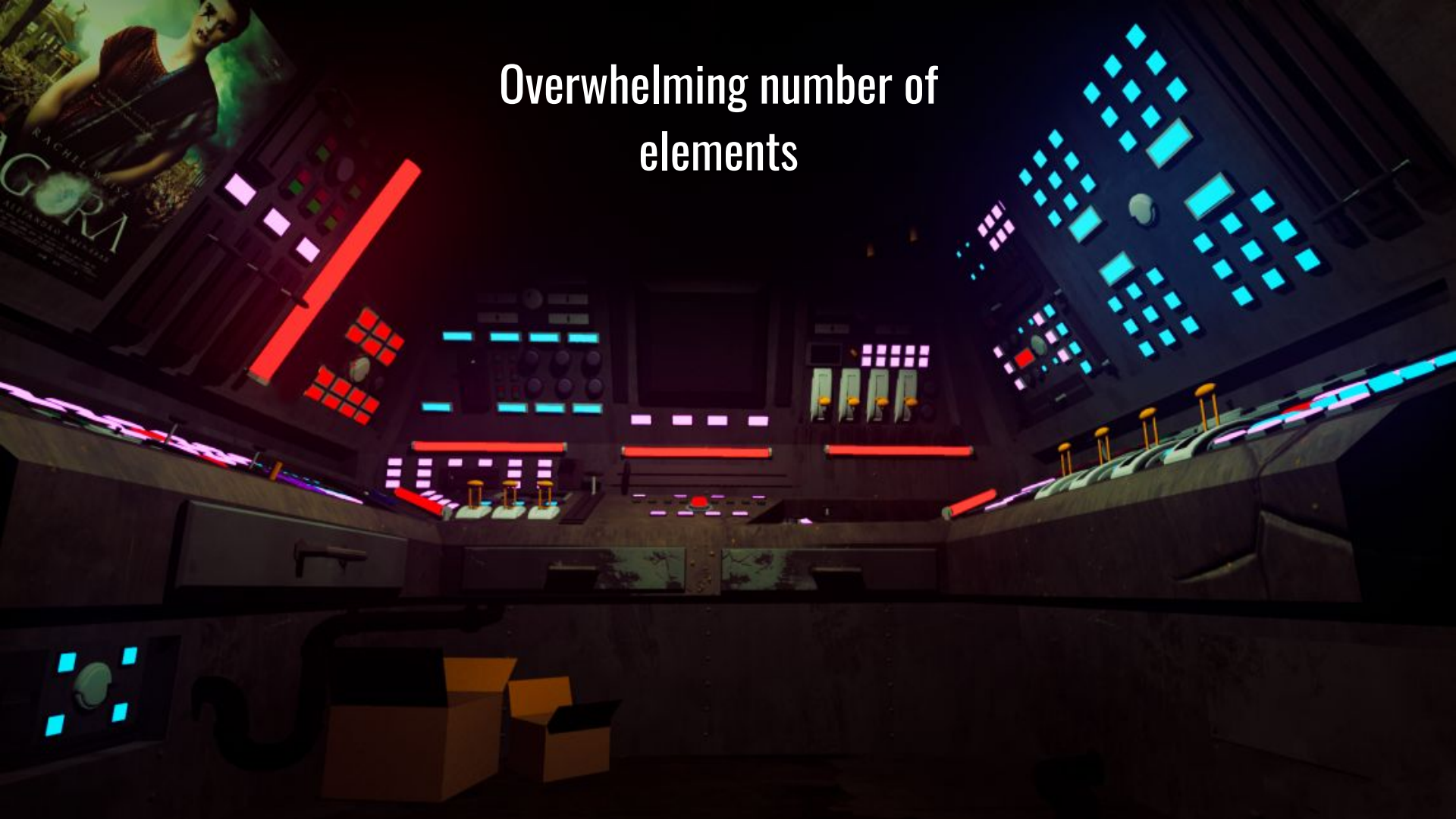
Overview

- Interactive horror Experience
- VR headset (made with HTC Vive)
 - Made with Unreal Engine
- 25-30 yo, psychological horror enthusiasts



Small oppressive room

Overwhelming number of
elements





Dark, old and rusty visuals

Stressful sound design





Increasing difficulty and pace

Unique Selling Points

- **Strong personal connection**
- **Quick and seamless immersion**

A 3D-rendered office space with desks, chairs, and glowing screens, featuring the text "CREATIVE PROCESS" in large, stylized letters. The scene is illuminated with vibrant colors like purple, blue, and green, creating a futuristic and creative atmosphere. The desks are equipped with various tools and equipment, and the overall design is modern and dynamic.

CREATIVE PROCESS

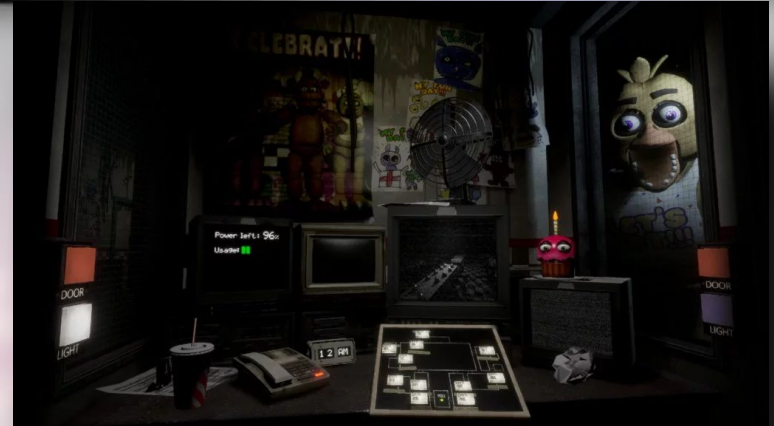
Creative Process

- **References**

- “Please, don't touch anything”
- “Five nights at Freddy's”
- “Keep talking and nobody explodes”

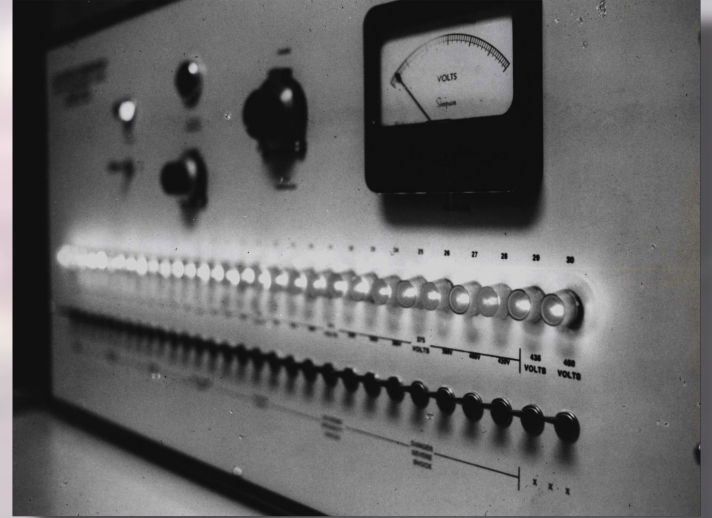
- **We took inspiration from those for :**

- **Atmosphere**
- **Simple gameplay**
- **Overload of informations**



Creative Process

- **Side reference: Milgram Experience 1960-63**
 - Tendencies to follow orders and instructions
 - Resistance to empathy
- **Experimentation**
 - Reaction test to the voiceover in correlation with the milgram experiences and the game situation



Creative Process

● Art

- Inspiration comes from
 - Old machinery
 - The abandoned site of Chernobyl
 - More generally the Cold War aesthetics

● Level Design

- Amount of visual information given
- Feeling of confusion/panic
- Impression of chaos and urge

Creative Process



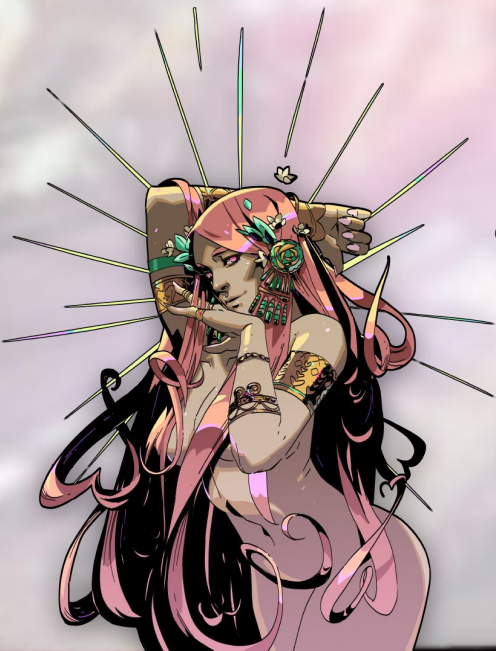
"UNDEIFY"

- Looking for inspiration
- Interesting spin
- Possibility on any voice actor



WORKING WITH OUR VOICE ACTRESS

- Multiple meetups
- Cooperation on text and character development
- Expertise on voice-acting



GAMEPLAY

A stylized, futuristic control room or cockpit. The scene is dominated by a large, glowing blue and white text overlay that reads "GAMEPLAY". The background features a complex array of control panels, buttons, and screens, all illuminated with vibrant colors like purple, blue, and green. On the left, a large screen displays a woman's face, possibly a character from a game. The overall aesthetic is high-tech and cinematic, suggesting a video game environment.

Gameplay

Pushing buttons and pulling levers as main basic interactions



Gameplay



Combined interactions



Patterns to memorize

PHASE 1



PHASE 2



PHASE 3



PHASE 4





POST MORTIEM

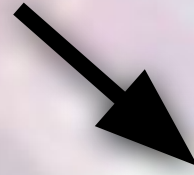
Post mortem

WHAT WENT WRONG

**Communication
issues**

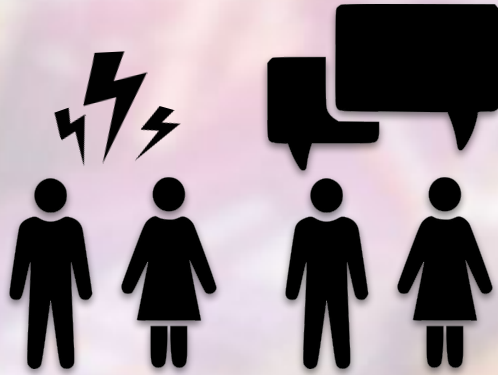


Incompatible Versions



Different visions of the Project

WHAT WE HAVE LEARNED



Handling tensions



Communicate between different fields

Special thanks

- Gwenaëlle Orfila
- Lisa Fontaine
- Samuel Do Nascimento Gonçalves
- The 2BGD Class

TRAILER PLAYTESTERS

- Cyprien Ravidat
- Rémi Dumas
- Mathias Gonot