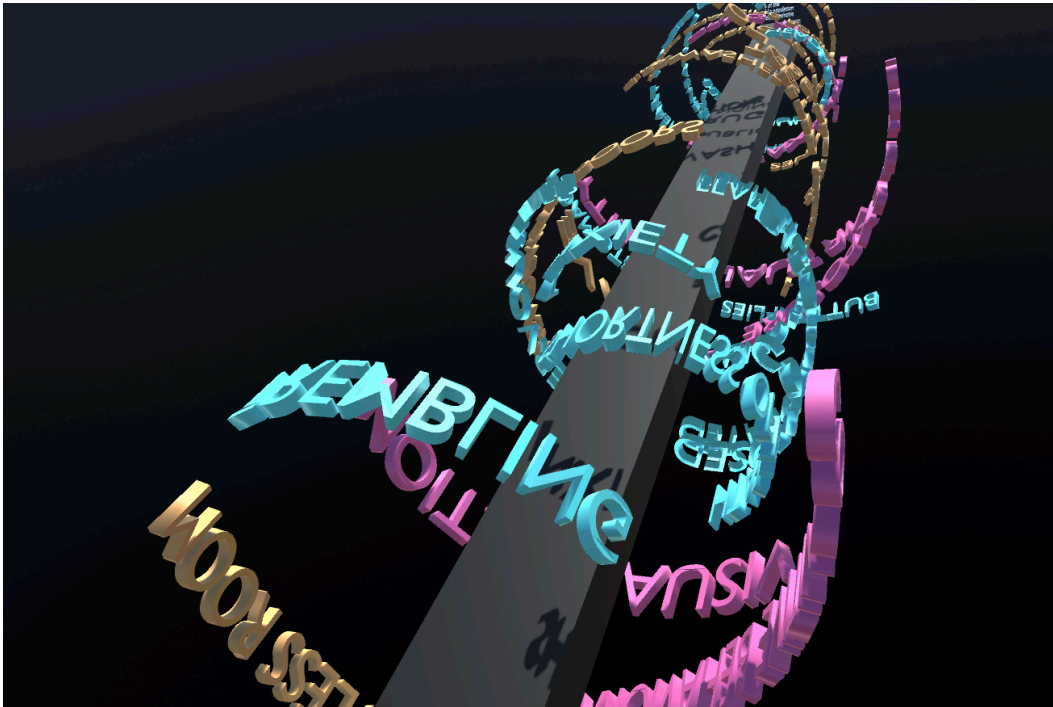# The Claustrophobia Tunnel

Brooke Smith

The Overhead view of *The Claustrophobia Tunnel*

The Claustrophobia Tunnel is a VR project where users can travel through this tunnel and interact with the 3D typography that makes up the tunnel. The goal is to inform or educate the viewer about claustrophobia.

Claustrophobia is one of the most common phobias today, and by definition, it is the fear of tight or enclosed spaces. I focused on the creation of an abstract tunnel that is accessible only by a narrow platform which is set in a dark environment, in order to create the feeling of being trapped because according to MedicalNewsToday that is

the root of the problem for people with this phobia. Ideally this will help connect the viewer with people who have claustrophobia. The tunnel is made up of kinetic typography that can be divided into three categories. These categories consist of examples of certain environments that may trigger claustrophobia, the mental and physical symptoms that claustrophobia can cause, and the treatments that are available today if one wishes to treat or cure this phobia.

Interactions

The abstract tunnel before any interactions

Before the viewer is able to enter the tunnel they will first be introduced to the topic of this project. While traveling

through this interactive 3D tunnel by means of the narrow platform the viewer will have a chance to observe the kinetic text from multiple angles and will be able to know which group the text falls into by using a couple of "keyboard" interactions that will differentiate the 3 categories by a distinct color change and the speed of the rotation of the kinetic text. Throughout this VR experience the user will be able to hear subtle noises in the
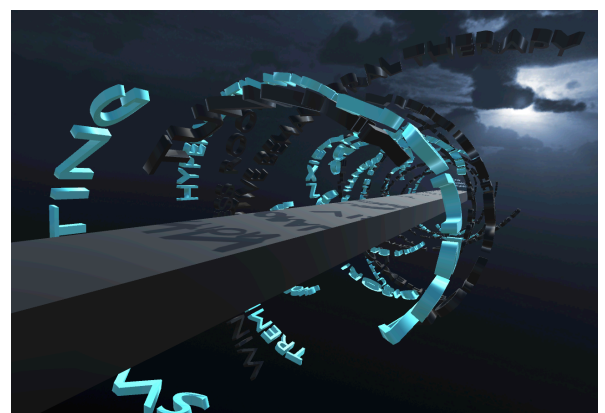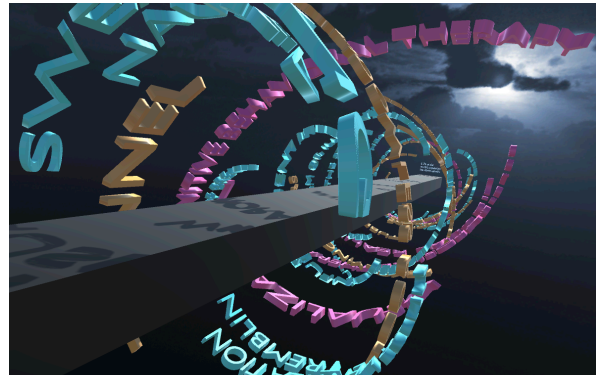

After the letter "P" on the keyboard has been pressed

After the letter "C" on the keyboard has been pressed
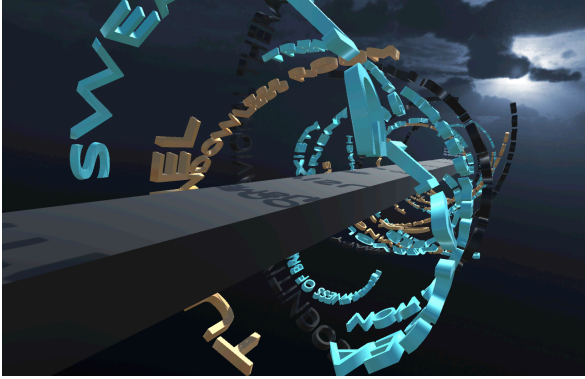
background that will replicate noises or sounds one might hear if traveling through a cave, this is to further help connect the user to the scene when traveling through this tunnel. The viewer will conclude their experience by exiting the tunnel and will be stuck at the end of the platform with a statistic summing up how common claustrophobia is.

After the letter "T" on the keyboard has been pressed

References

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