

Between the Two Bedrooms in Arles: A Brief History of Van Gogh

Team 3

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Our VR recreation of
'The Bedroom' by Van
Gogh.



Our project, *Between Two Bedrooms in Arles*, is about the time period in between Vincent Van Gogh painting his first and second version of his famous 'The Bedroom' painting in the Yellow House. The purpose of this project is to explore the history of an important time in Vincent Van Gogh's life and to gain insight into his personality, life, and motivations behind his art and his art style.

The way this was conveyed is by allowing the user to explore some of Van Gogh's paintings while reading actual letters that detail the events that relate to the painting the user is exploring. A user begins their journey in the first version of the 'The Bedroom', akin to Van Gogh, who was looking to create a new beginning as he moved into the Yellow House. A user can read letters left behind from Van Gogh at this time, or they may simply enjoy and be immersed in the painting, as we strove to create an accurate rendition of his paintings by mapping textures of Van Gogh's paint strokes to the appropriate models.



'Reading letter'
interactions in the VR
environment.

The rest of the house is also created using paint textures in the bright colors and distinctive strokes of Van Gogh to keep the theme consistent, each room representing significant parts of Van Gogh's life.

Following the first 'The Bedroom' painting, the user enters a room that represents the painting called 'Paul Gauguin's Chair' by Van Gogh, and there, the user may read letters that detail the relationship between Van Gogh and Paul Gauguin, a fellow artist and housemate.



Our recreation of 'Paul Gauguin's Chair' by Van Gogh.

The user would then come into a hallway with red painted floors and Van Gogh's ear upon it, where they can learn through letters about the infamous story of the time he cut off his ear and how it led to him being admitted into a mental asylum. That asylum is the subsequent room that the user visits, and it is where a user may learn more about his mental state, his determination to continue painting, and his success, or lack thereof, as an artist thus far.



Recreation of the Saint Paul asylum room that Van Gogh had stayed in.

Lastly, the user goes into the second rendition of the *'The Bedroom'* and learns why he repainted it and his love for the bedroom, and there, they can also spot differences on how it is different from the first version.

Although Van Gogh's art was not very appreciated in his lifetime, we hope that, although most people who could experience our project may deeply enjoy and respect his art, could now have an immersive experience of it and learn more about the great and troubled man behind it.



Recreation of *'The Bedroom'* original by Van Gogh.

Jacob Behling was responsible for creating the first and second Van Gogh room scenes, UV mapping textures from the original Van Gogh paintings, and creating the video for the project documentation.

Jeff Torres was also responsible for creating the first and second Van Gogh room scenes, UV mapping textures from the original Van Gogh paintings, the Paul Gauguin's chair scene, and choosing the representative image.

Dania Azhari was responsible for the Asylum Room scene, obtaining letter content for each room, and the scripts that make the letters spin and pop up when the user walks near a letter, as well as editing the project description and styling the document.

Matthew Krumwiede was responsible for the Hallway with Van Gogh's ear scene, the teleportation scripts, combining all the individual scenes into one project, and writing the project description.

Resources:

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9. *Vincent Van Gogh to Theo Van Gogh : c. 10-15 May 1889*, www.webexhibits.org/vangogh/letter/20/591.htm?qp=health.