

DREAMATORIUM

Peter Hanula

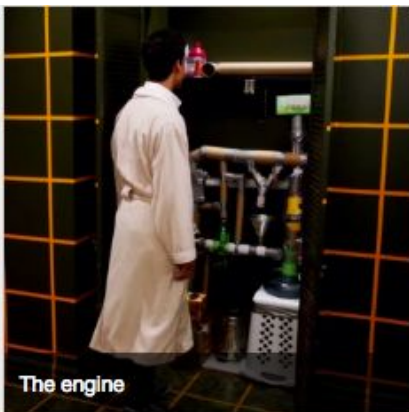
Motivation

“The Dreamatorium is more important than any of us.” - Abed

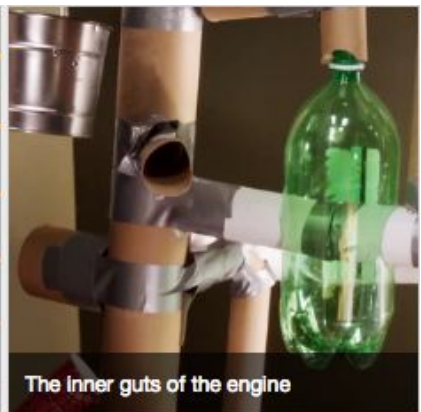
In the television sitcom *Community*, characters Abed and Troy moved into an apartment together, where they turned a spare bedroom into the Dreamatorium. The walls, ceiling, and floors are dark green with a yellow/orange grid taped on. There is no furniture, only a control panel on a wall made out of cardboard with the controls drawn onto it. The only window in the room is covered with more cardboard, and there is a small closet that houses the “engine” that powers the Dreamatorium. Abed describes the Dreamatorium as “a space we reserved for virtual adventures, like a playroom, but it only works in our minds.” Essentially, it’s a VR playroom with no VR equipment. For Abed, however, it gets more complex, as he also uses the room to run simulations based on real-life experiences, and as a bridge between timelines. Going even deeper, as the show progresses, we discover that Abed’s simulations are nothing more than anxieties; he is afraid he doesn’t fit in, he is afraid he will be alone.



The control panel to the Dreamatorium



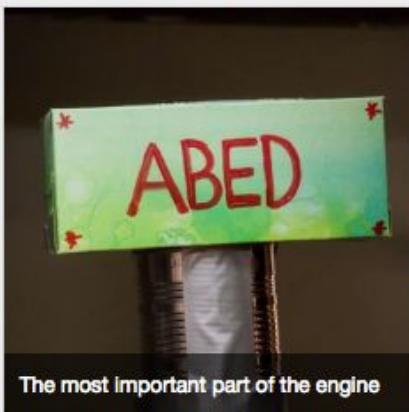
The engine



The inner guts of the engine



Too sophisticated for others.



The most important part of the engine



The less important part of the engine

<http://community-sitcom.wikia.com/wiki/Dreamatorium>

Fun Fact: The Dreamatorium is a homage to the Holodeck in *Star Trek: The Next Generation*, borrowing both its look and purpose.

Proposal

For this CAVE2 application, the idea is to extend the Dreamatorium, giving the user the ability to use Hybrid Reality, instead of their mind, to experience virtual adventures. There are two main components:

(1) Modeling the Dreamatorium

- it needs to be as detailed and accurate as possible
- this is where the user will start
- there will be simple interaction between the user and objects within the room
 - selecting location to “dream”, pressing buttons on control panel, etc.

(2) Transporting the user from the Dreamatorium to a “dream” (virtual adventure)

- initially, a “dream” is defined as a 360 photo sphere, or dream sphere
 - multiple sources, primarily Google street view photo spheres
 - 2D vs 3D photospheres?
 - will test 360 video as well
 - it's important to keep the photorealistic element
 - maybe add a particle dream effect between user and scene
- initially, “dreams” will be curated
 - I'll try to pick the most interesting and unique photo spheres
 - depending on progress, the user will have the ability to enter any location to be transported to

Desktop Environment



CAVE2 Environment



