

Mapping  
The  
Local

# EXTERIOR SIMULATOR

*group 5*





# i n d e x

**Project concept**

**Methodology**

**Inspirations**

**Technical description of the elements**

**Group collaborators and school affiliation**







**01.**

**PROJECT  
CONCEPT**

## Project concept.

The concept of our project is based around the current situation with the COVID-19 in our society. Our proposal envisions a way to **escape reality** for those who can't go out due to Government restrictions and it's mainly geared towards people suffering from mental illnesses.

This will take shape in the form of a game where you can walk virtually through different locations and feel like you're no longer 'trapped' home.



## Project concept.

The game includes:

- **Routes** avoiding crowded places for people social distancing.
- A **natural landscape** for people unable to leave their homes due to self isolation or quarantine

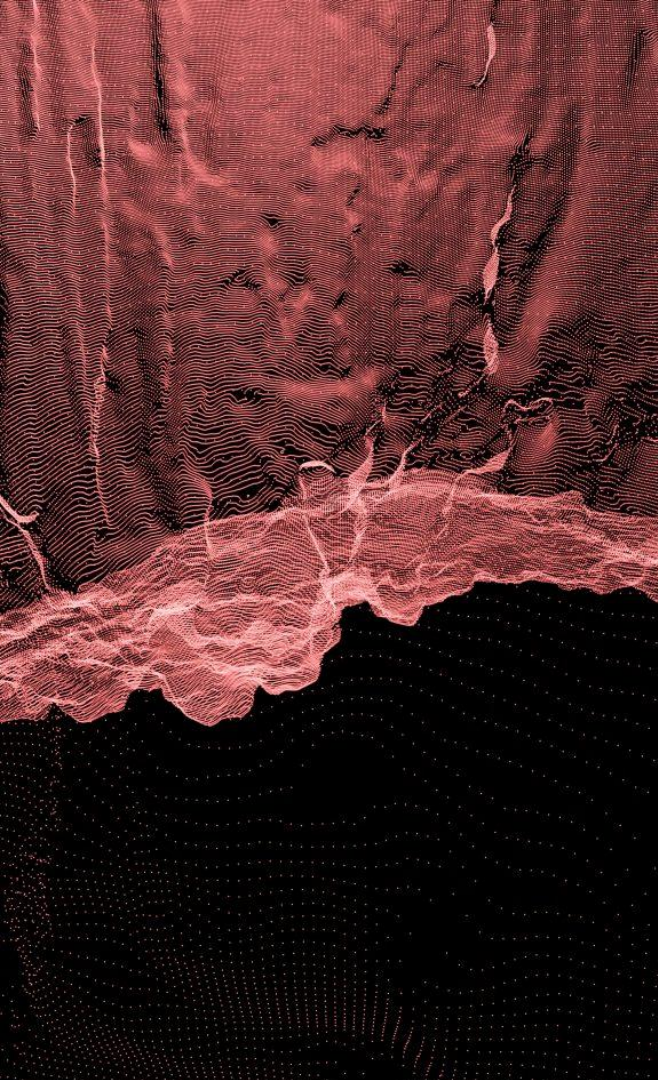


# 02.

## METHODOLOGY

Research process, methods for investigating the subject and ideas.





## Methodology.

**We are interested in creating a safe space for people to utilise during lockdown.**

- App that would plan the safest routes through the city
  - avoiding crowded places and as many people as possible.
  - similar to Google Maps and other GPS apps that track traffic and plan you the fastest routes.
  - difficult to keep updated, create controversy about privacy and security.
- Virtual landscape that would allow those in quarantine conditions to experience features of the outdoors while staying safe inside
  - would include samples of birdsong, running water and rain, alongside images and videos of nature.
  - Nunu Studio software to design this landscape
  - gathering the material we needed was problematic

## Research.

Most of our research came from looking at similar software and projects that already existed; seeing what we could do differently that would improve the experience and tailor it to be specifically for those having to stay in quarantine during the virus outbreak. This led us to the idea of an enjoyable outdoor simulation game.





A black and white photograph of a cityscape. In the foreground, a cobblestone path leads up a hillside, bordered by a metal railing. To the left, a row of traditional European-style houses with gabled roofs is visible. In the background, a large crane stands against a sky with scattered clouds. A prominent building with a tall, pointed tower sits atop the hill. A semi-transparent white rectangle is overlaid on the right side of the image, containing text.

**03.**

## **INSPIRATIONS**

Inspiration that influenced our research

**Online exhibitions**

**New media and intermedia artworks**

**Sculpture parks like Louisiana Museum  
(Copenhagen)**

**Formafantasma: Quercus, 2020**





New York Civil Liberties Union  
1998 Surveillance Census

Manhattan, NY

2400 Cameras Identified



## The Institute for Applied Autonomy and iSee

*[iSee - The Institute for Applied Autonomy on Vimeo](#)*

*<https://www.wired.com/2001/11/routes-of-least-surveillance/>*

*<http://www.digiart21.org/art/iSee>*

Track and avoid CCTV in  
New York City and Amsterdam

Allows you to travel  
through the city avoiding  
as many surveillance  
cameras as possible

However, the path of  
least surveillance, like  
water's path of least  
resistance, is long  
winded.





# You are not here.

[You Are Not Here](#)

Urban tourism

Download the map to your phone, go for a walk and see the streets of the other city through your phone. Tourist hotspots are marked by stickers. Calling the number on the sticker will allow you to experience a guided telephone tour of the tourist spot.

## 4K virtual hikes.

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Lots of virtual walks already exist on YouTube.

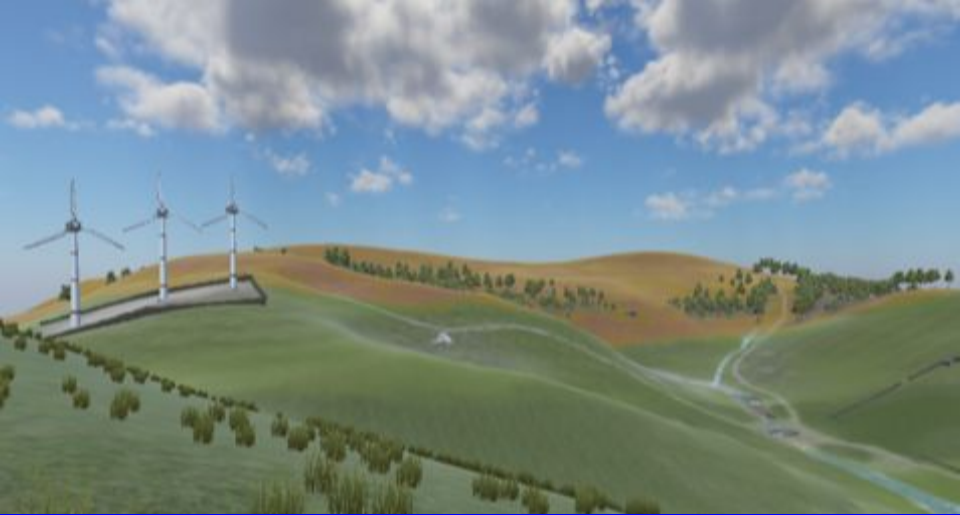
<https://www.youtube.com/watch?v=kSVqPAN1nCM>

1hr 4K walk through tropical forest.

<https://www.youtube.com/watch?v=weoiGgAexP8>

1hr40 forest walk.





## University of Leeds

The University of Leeds have some virtual landscapes that you can walk through, with realistic footsteps and sounds of the area; like the ocean, seagulls and sheep in this Lighthouse Bay world

<http://www.see.leeds.ac.uk/virtual-landscapes/schools/>





# 04.

## ELEMENTS

Technical description of the elements we will use to create our project and budget.

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### **Character customization.**

creates a strong connection with the character. The gamer can choose from different avatars, it doesn't have to be human, you can choose to be an animal, a fictional character, or just you can stretch the limits of the human body.

### **Choose your environment.**

depending on your mood you can choose the environment you would like to roam in: a forest, a city park, a nice farm with animals, an urban environment, or nature, water or sky.

### **Choose your company.**

you can choose if you'd like to meet others or want to be alone, maybe have an animal friend by your side. The most important thing is to feel safe and comfortable.

### **Choose your route.**

there are different options. You can discover new environments by choosing a randomly generated trip depending on your mood.

To start your trip in a randomly generated environment you have to give some specific information like your mood at the moment, if you want to meet others or not, how do you want to feel yourself after the trip, and so on.

**Choose a season and the day period.**

winter, spring, summer, autumn, daytime or nighttime.

**Rewarding system.**

you can unlock new features and upgrade your avatar and environment.

For example if the gamer has social anxiety and he/she makes 2 human interaction in one game he or she can unlock a new route, environment, character.

**Awards.**

they can unlock new animals, or they can change their environment by planting a flower or tree.

**The game can be played on a normal computer or on consoles, or with VR glasses for a more realistic experience.**



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