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Changeling VR

Elouise Oyzon
Rochester Institute of Technology

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Changeling VR is an interactive virtual reality narrative game. As we progress through the game, each level is seen through the Point of View of a different character whose emotional core is expressed through different aesthetics, mechanics and interactions.

The playable demo has three distinct acts.

I. THE MIND PALACE

The player begins in the protagonists' "Mind Palace". This will be the hub where we will return in- between levels to digest the experiences of the characters we meet.

Aesthetically, it is a surrealistic floating representation of Aurelia's Brooklyn loft apartment. Bits of memory and the city fill her environment

Mechanically, this is where the player is onboarded for simple grasping, and movement.

II. THE DETECTIVE

The player moves from the mind palace to present day Brooklyn where she answers the

Fig. 1 Title Screen

Fig. 3 Memory

*Corresponding Author, Elouise Oyzon

call to help a family and their unresponsive baby. The player traverses from the office to the family home, meeting others along the way.

Aesthetically, reflecting a detective film noir style, the textures have a grainy black and white presentation.

Mechanically, the player is introduced to their ability to empathize and experience others thoughts and emotions via touch.

III. MOTHER'S LEVEL

We re-enter the mind palace and visit the Mother's room where we enter her level.

It is important that each character level reflect both aesthetically and mechanically their emotional core. The mother's primary feeling is fear of loss.

Aesthetically, the level is built with translucent watercolor. Mechanically, the objective is to gather her family who are floating away from her.

Fig. 3 Memory