

# Helicopter House Project.

An interactive narrative VR project specifically designed for CAVE installations.

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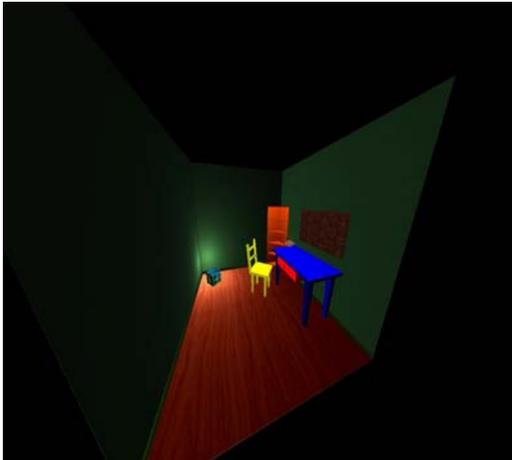
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Production

**FOURNOS Centre for Art and New Technologies**

**CICV Pierre Schaeffer**

**Foundation of the Hellenic World**



## Short user guide:

**To run it, edit the "run" file to the point where your copy of the Helicopter House is installed. Then type "run All.scene".**

The required OS is IRIX.

The system must have at least OpenGL Performer 2.5 and CAVELib installed. To experience the adventure fully, Head and Wand tracking should be available. A 3-button joystick device is also required.

The adventure can also be run for testing purposes on a desktop system, setting up the simulator option in the config files of CAVELib.

System recommendation:

CAVE with Head and Wand tracking and a 3-button joystick device.  
Sound availability.  
Stereo rendering enabled.  
Onyx2, 4-pipe IR2 system or better.

Initially 2 floating boxes are presented.

They are used to select which language version (English, Greek) to execute. Pressing the middle button while pointing at any of the boxes starts the adventure in the selected language version.

For interaction with the various objects, only the middle button is needed. To interact with any object, the middle button should be pressed while pointing at the object.

In certain scenes of the adventure, navigation is also required. To navigate, point in the desired direction of navigation and press the joystick to move towards that direction.

Turning left/right is also done pressing the joystick left/right respectively.

At any point in the adventure, the program can be forced to reset, starting again at the language selection boxes, by pressing the left and right buttons simultaneously.

Advice:

It is essential to relax and listen to the narrative of the adventure, in order to understand what action should be performed.  
Do not just point and click at random!

Enjoy!

## Helicopter House project



Text for the VR part of the project

*He had imagined a house that flies  
That could go everywhere or nowhere  
A house with a propeller, lots of floors and everything he and his friends might  
need  
Or absolutely nothing because nothing is everywhere*

*There was another viewpoint as well, as long as there was even one person who  
wanted to visit his world and to listen to the narrative carefully ... otherwise he'd  
be in an empty space!  
It's not easy to find what you want  
Or to want what you find  
In reality he hadn't found anything  
All he had was an ordinary, a very ordinary room...  
There everything begins or ends.*

>>The **Helicopter House project** is a special treatment of visual reality and in particular of the Cave system. It is a **combination** of **virtual reality** and **literature**. It is not based so much on the striking effects of three-dimensional models as on the "power" of an **interactive narrative** that "**traps**" the "**visitor**".

>>There is room for just **one visitor** in the Cave space that becomes transformed into an **ordinary child's room**. Outside the room, on the contrary, **people sitting on chairs** and wearing stereoscope glasses **can watch** the visitor's adventure.

>>A voice starts **narrating the hero's adventure guiding** him through the structures of the work's architecture, and at the same time **commenting on his movements** creating a **psychological atmosphere**. The hero is **trapped in a fantasy** that **raises problems** in relation to **his personality** and especially in relation to **his choices**. In other respects, the hero **finds** nothing else but **himself**.

>>He has two choices: being in a **city** or on a **planet** like that of the Little Prince. The adventure ends and the **myth** is resolved on his **return to the room** in which he began. In the end, **it is not the room** itself that is important, but **the knowledge derived from the voyage**.

The **VR Helicopter House** is part of a larger **project in progress** that started in 1999 when the artist's then **five-year-old son** asked his father to build a **helicopter house** for **him and his friends**. Since then, the artist and his son Yiannis have been working **together** on the project. The **CICV centre** undertook part of its production. In 1999 a **NET project** with the same title appeared on the **CICV site**; in 2000 another **interactive work** called "**My Window**" was presented at the **CICV Interference Festival**, accompanied by a **letter from the artist and his son** that was sent to **Bill Gates** and to the **Festival mailing list** asking Bill to give them the **da Vinci drawings for Helicopter House**.

After various **adventures** with a great deal of **different material** that had to do with **memory** and **desires** (in the **Helicopter House** net project there were **100 rooms**, each with a different **thought** or **desire**) the project has taken on its **simplest** and **clearest** form **through Cave**... And there's more to come...

Manthos Yanniss and Eleanna in HELICOPTER HOUSE

