B.E. You in V.R.

Bible Experience for You in Virtual Reality

Project Title: B.E. You in V.R. (Bible Experience for You in Virtual Reality)

Keywords: Virtual Reality / UI & UX – User Interface and User Experience / 3D interactive Design / Game Logic / Storytelling / Game Art / Scenario / Player / Blender Game Engine / Xbox / Kinect device / Leap Motion Sensor device / Oculus Rift Head Tracking Vision / Goggle / Breakthrough

Abstract:

With the computer graphics and virtual-reality technology, nowadays we can make a virtual world and experience it through the computer system. Using Head up Display (HUD) device such as 'Oculus Rift Headset' and motion sensors like 'Kinect' or 'Leap motion', now we can create a virtual Bible world which we can experience and play like a computer game. For example, users can explore the Creation in Genesis with visual effects in virtual reality and even can play game-like missions being a character such as Moses or David in the Bible story. User also can experience lots of virtual tours in the Bible. I know there are audio Bibles and 3D tour programs but I believe this one is totally new.

Research: Tangible

As we all know, the Bible is the most popular book in the history. It is the account of God's action in the world and his purpose with all creation. The writing of the Bible took place over sixteen centuries and is the work of over forty human authors. It is a quite

amazing collection of 66 books with very different styles all containing the message God desired us to have.

While I was reading and studying Bible, I have always been thinking that the word in the Bible is too difficult to understand - it was because of interpretation (mainly too old words, especially in Korean language) so I thought it would be a great idea if we have different media of Bible so that we can understand it better.

I checked if there is a game-type 3D interactive Bible experience products. The result was I could not find any product on the market. However, media type of Bible is existed. For example,

Audio Bible - http://www.biblegateway.com/resources/audio/

Media Bible - http://www.globible.com/aninteractivebible/

Bible Board Game - http://www.familychristian.com/bible-challenge-game.html

Bible Flash Game - http://www.mybiblegames.com

It is a little different concept but I found there is Bible theme park in U.S.

(http://www.holylandexperience.com) and I believe that this virtual world basis Bible

experience can be very helpful with this kind of entertainment field.

Research: Philosophical

Article:

Living the Varieties of Virtual Experience By CHRISTOPHER R. BEHA (NY Times)

This article is mentioning the story of St. Paul on the road to Damascus. As you all know, the story is like this: On the Damascus Road, Saul (St. Paul) and his companions were struck down by a blinding light, 'brighter than the noonday sun'. Saul heard a voice say to him: "Saul, Saul, why do you persecute me?" (Acts 9:4, NIV). When Saul asked who was speaking to him, the voice replied, "I am Jesus, whom you are persecuting. Now get up and go into the city, and you will be told what you must do." (Acts 9:5-6, NIV)

The men with Saul heard the sound but did not see the vision of the risen Christ that Saul did. Saul was blinded. They led him by the hand into Damascus to a man named Judas, on Straight Street. For three days Saul was blind and did not eat or drink anything.

This article actually uses this Bible story just as an example of neural-science aspect, but I got attracted the sentence of "the 'peak' experiences commonly associated with

spiritual awakening" by stimulating his brain with "mild but complex electromagnetic impulses."

The main purpose of my project is to give a Bible experience to people who are not familiar with the Bible. Also this is for the people who are not being intrigued by the stories of Bible. If my 3D virtual game experience could give them a 'peak experience', it is going to be associated with their spiritual awakening. God used kind of visual-audio aid to change St. Paul's way of life. It worked well and hopefully my project also will do.

Full Project Description

"B.E. You" is 3D game in Virtual Reality world. The user can play the game as a character in the Bible story and experience the adventures and learn God's words at the same time. That is the goal of this project.

The target market for this product is churches and students and Bible theme parks. The benefit of it would be teaching the Bible events effectively and efficiently. Currently

there is no other Bible based 3D game in virtual reality system on the market. However,

many patents want to teach their children and this invention can be a great aid.

M0reover, existing 3D computer games usually contain very violent, mentally harmful

contents and this project could be a small good influence.

The graphic design will be created in Blender software. It is relatively easy to make a

game logic and 3D modeling in Blender. I would watch video tutorials for the project

such as these.

Blender Game Tutorial (2.6): Building a 3D Game - Part 1/2

http://www.youtube.com/watch?v=5Wi23L3KI1U

http://www.youtube.com/watch?NR=1&v=ioz2V94Sq2I&feature=fvwp

For the control, I will use sensor device such as Microsoft Kinect

(http://en.wikipedia.org/wiki/Kinect) or Leap Motion (https://www.leapmotion.com/).

The first chapter of the game will be the crossing Red sea of Moses. The player has to do

the specific motion in what says in the Bible while game playing in order to clear the

level. Player also can get a hint by using an option of praying to God and then help

window is pop-up so that player can learn about the actual events in the Bible.

Timeline of Your Tasks for Remainder of Semester

4/5 - Game Story/scenario complete

4/15 - Art / Character / Game logic complete

5/1 - 3D works with Blender Game Engine

5/8 - preparation for final presentation

5/22 - Final prototype complete

Description of Deliverables

My final prototype will be a playable 3D game with Blender player. I do not think I can use some kind of head-up display device such as Oculus Rift, but at least I want to make working 3D game with my own graphic images and game logic.

Assets:
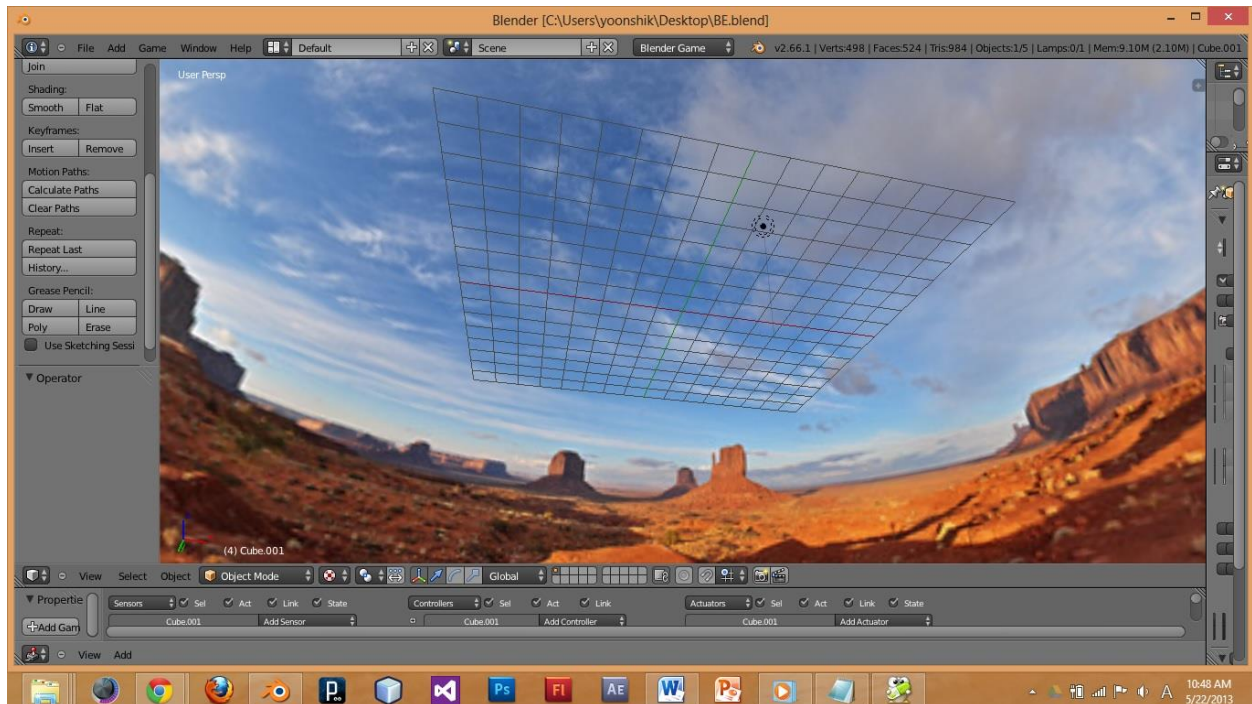
Actual game design capture in Blender software.