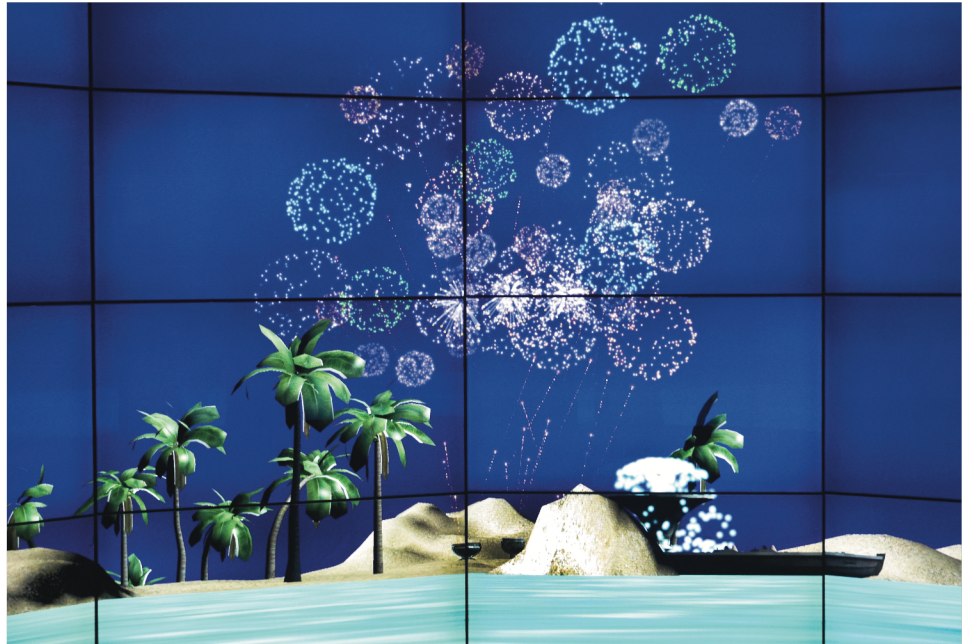# The Island of Dream

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The Island of Dream is an interactive virtual experience wherein the user can explore the virtual world designed to imitate the landscape of a dream. Often times our dreams are symbolic representations of our daily lives, abstracted away to uncover our hopes, emotions, fears, and ambitions. Fireworks is the embodiment of all of these ideas and more.

On the outset the user finds themselves on a boat within a vast sea as far as the eye can see. In the center of this vast ocean is an island and from its center an explosion of color can be seen. As if through a will of it's own the boat guides the user towards the island, offer the chance at uncovering its secrets.

Throughout the island the user encounters a collection of 'moments'. The first of these moments is the embodiment of youth and hope, which is visualized as a fountain, a fountain of youth. Approaching the fountain brings it to life, and the sound of youthful laughter and joy. For some this is a promise of hope and new life, for others a sad reminder of what was but is now lost. The experience embodies the variance of a dream, for some the experience is profoundly engaging and uplifting, for others it bears sadness and remembrance, yet still for others it inspire fear.

The next moment is display of magnificent fireworks exploding in the sky. Their bright colors and emboldens the user for the journey ahead and inspires them. To heighten the metaphor of a dream the user finds themselves untethered from
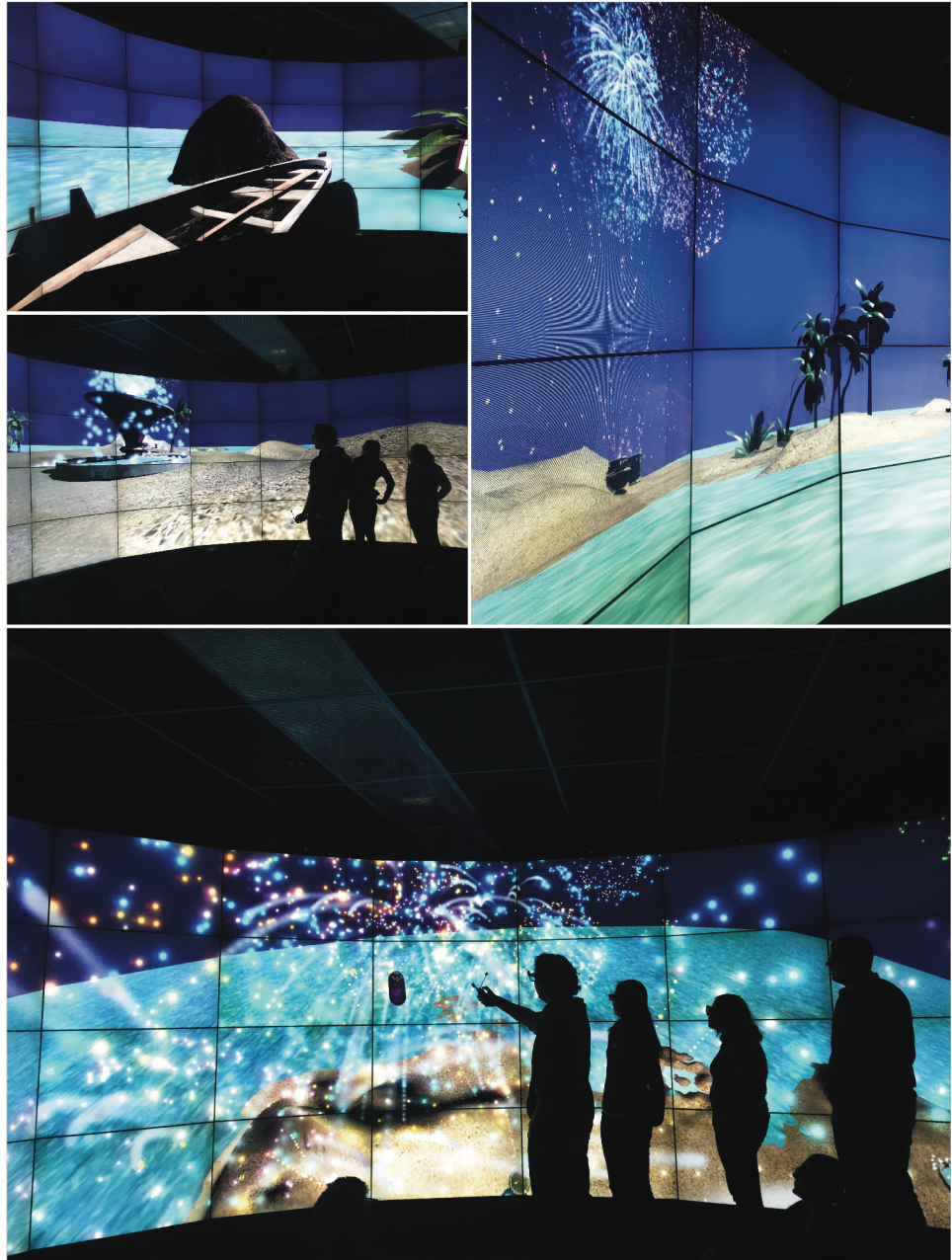
the oppressive shackles of Gravity and Physics, and allowed to fly up and into the fireworks themselves, fully immersing themselves in the metaphor of excitement and new beginnings. It is beautiful.

The remaining moments involves the exploration of the island itself. The user can traverse the landscape admiring its beauty and ambiance, or they may return to the boat and leave the place forever.

The island terrain and flora was produced by Beiruo He using Blender and Unity 5. Elizabeth Villarreal generated the boat asset using Blender and under the guidance of her teammate Kyle Almryde, developed the C# scripting logic behind its navigation. Kyle Almryde developed the Fireworks and particle effects of the Fountain, and developed the main backend logic of the installation.