



THE APPRENTICE'S BOOK OF MEMORY VALIDATION



PITCH DECK PRESENTED BY

DOPPEL REAL

SUPPORTED BY

MOIN Filmförderung
Hamburg
Schleswig-Holstein

LOGLINE

In a near future where personal memories are no longer private but commodified and manipulated, mega-corporations task "Memory Validators" with sanitizing 3D memory spaces and declare them system-ready for upload to the omni-net, an ever-present library of public data and memories.

SYNOPSIS

"Validation" is a dark comedy presented in VR, tackling power dynamics in a fictional world shaped by advanced late-stage capitalism, where even memories are traded and sponsored by the highest bidder. The project explores how this fundamental technological advancement impacts societal structures and individual self-perception.

The approximately 15-minute prototype introduces this narrative world by placing users in their new role as "Memory Validators" within a leading memory handling company. Their task is to sanitize and make 3D memory spaces compliant and presentable.

During the interactive training, users are challenged to recognize how the commodification of all aspects of our cultural lives leads to the erosion of spaces where one can dream and envision an alternative future.

SCOPE

The final narrative world of "Validation" is planned to be structurally similar to "The Twilight Zone," where standalone stories are presented episodically within a coherent universe. Thematic connections between episodes would be driven by the central motif of hauntology, extending into psychological and cosmic horror.

TITEL
Validation (Prototype)

DURATION
~15minute VR Experience

GENRE
Dark Comedy, Sci-fi

PLATFORM
Meta Quest (OpenXR)

TYPE
Realtime 3D

BUDGET PROTOTYPE
€65 000

COMPLETION PROTOTYPE
End of 4. Quarter 2024

COMPLETION FINAL
3. Quarter 2025

USER EXPERIENCE

Users are guided by a corporate guide through the Validator training program developed by a leading platform for memory management. The company is positioned as a kind of totalitarian Smithsonian Institute, an authoritative entity that oversees and strictly controls the dissemination of state-approved memories.



In this introductory episode of "Validation," memories must be altered according to the expectations of specific interest groups, ranging from corporations to lobbyists to politicians—all those who might have an interest in manipulating memories.

MAKE YOUR MEMORIES WORK FOR YOU.

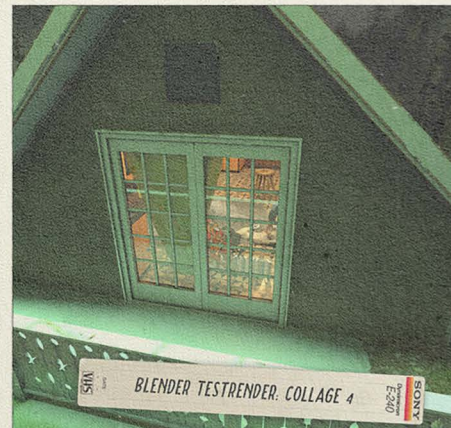
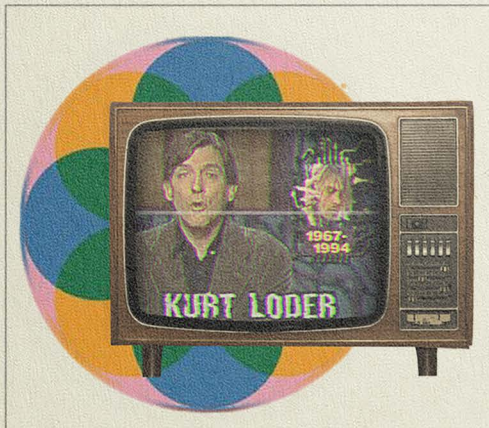
USER EXPERIENCE

The first memory where users can practice their manipulation skills is a vaguely familiar one from the companies socio-/pop-historical vault: we find ourselves in an abandoned greenhouse. This is not an autobio-graphical memory but a collective, half-remembered one. The temporal context is hard to grasp, but a dreamlike atmosphere pervades the ghostly lifelike scene. Soft, uneven light

penetrates through the heavy mist pressing against the large windows from outside. Burnt-in flickers traverse the surreal scene - brief, unexpected disturbances in the visual representation

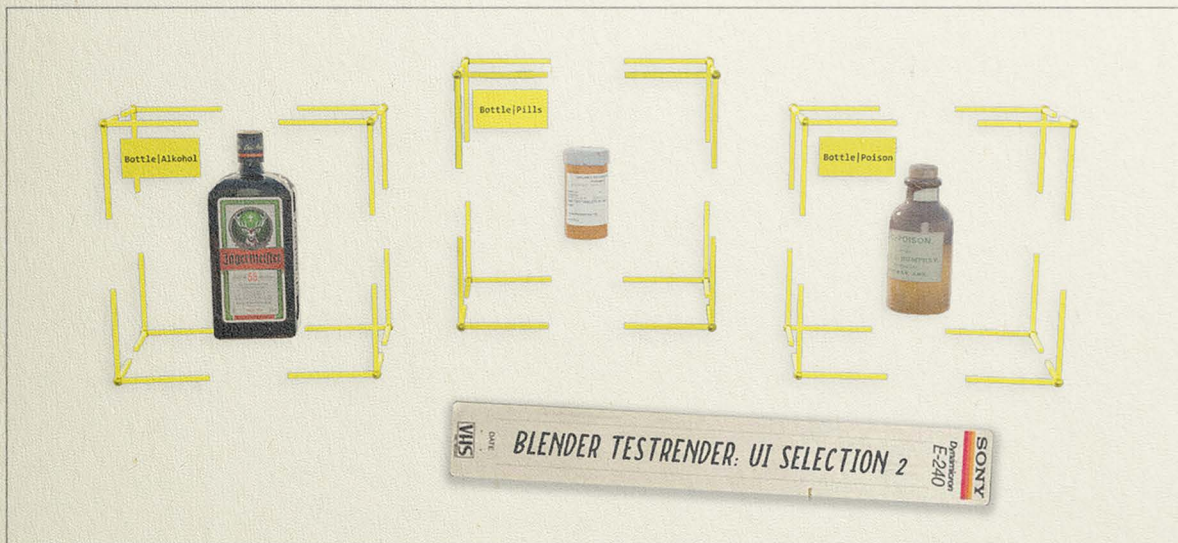


that distort the image as if reality itself is wavering; as if we've accidentally slipped into a backroom where an old television endlessly plays fleeting, barely recognizable images.



USER EXPERIENCE

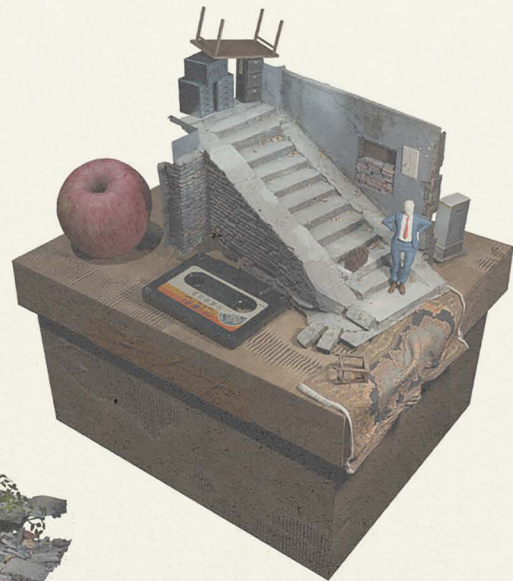
Our task seems simple: this memory must be sanitized and validated to meet system and ideological requirements. To this end, the Validator is confronted with pop-up options at key points in the greenhouse, including company-sponsored choices. The Validator must select from these prompts to decide which version of the memory will be considered valid and entered into the MEMport database. These programmatically randomly generated prompts offer a wide range of options, from "neutral" to grotesquely sponsored ones. For example, this place once haunted by generational trauma could, through the selection of a sponsored prompt from the (fictional) "Association for Rifle Management and Ethical Disarmament" (ARMED), be repurposed in the collective memory as an advertisement for the latest semi-automatic shotgun.



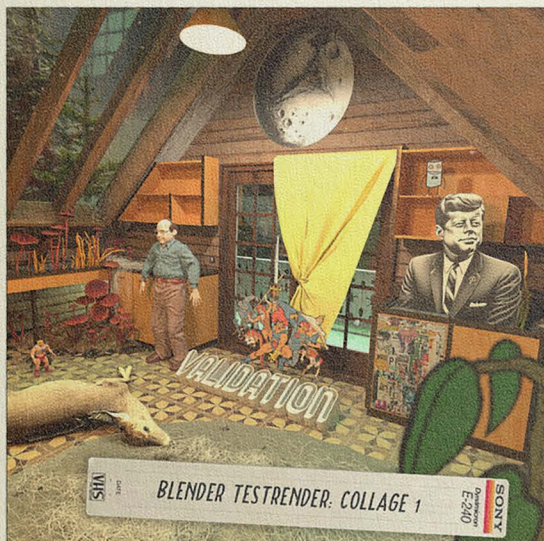
The development of key plot points of the episode is woven into the interactive environment. As users explore the memory space, significant plot advancements are subtly triggered by natural interactions within the world, including tracking when the audience looks at certain objects or moves towards specific areas of interest. The provision of contextual information includes strategically embedded audio clips and animated objects. The more the space is validated—i.e., commercialized—the less frequent the flickers and glitches become, pushing spectral figures out of immediate view. For now.

STYLE

The visual style for "Validation" is a blend of modern digital art and vintage aesthetics, that combines the stark, clinical look of corporate control with surreal, dreamlike elements that evoke the fluidity and fragility of memories.



The memories to be validated are presented as hyperrealistic, diorama-style collages, blending scanned with modelled environments, also including photographs as well as hand-drawn elements to create a layered and textured look. Analog distortions, like screen tearing, static noise and color bleeding create a sense of temporal dislocation and unease.



These digital artifacts, reminiscent of early computer graphics, are used to reinforce a retro-futuristic, yet eerily timeless atmosphere.

Figures in the scenes are represented as model train figures-come-to-live using stop-motion animations to give them a unique, uncanny movement.

THIS IS A TRAP. THIS IS NOWHERE, AND IT'S FOREVER.

PROJECT BACKGROUND

Following the completion of the concept development phase in June 2024, funded by MOIN Filmförderung, we are now in the prototype phase of production, which is also supported by MOIN Filmförderung.



Our goal is to complete the final prototype by November 2024, to present it at international XR festivals starting at the end of this year.

CURRENT PROTOTYPE DEVELOPMENT STATUS

- Complete 3D modeling and texturing, development of VR environments
- Complete programmig interactions
- Record voice acting
- Record preliminary Soundtrack
- Testing, debugging, final adjustments
- Crrreation of final marketing materials



MANIPULATE MEMORY, HAUNT HISTORY.

PROTOTYPE FUNDING STATUS

The current production has been made possible with support from MOIN Filmförderung HH/SH for both the previous concept development and the current prototyping phase.

For the prototyping phase, we have secured the necessary production funds.

However, we are seeking additional support for other essential aspects, such as travel and participation in festivals, to promote our prototype and gather valuable feedback.

ADDITIONAL SUPPORT NEEDED

Festival Attendance

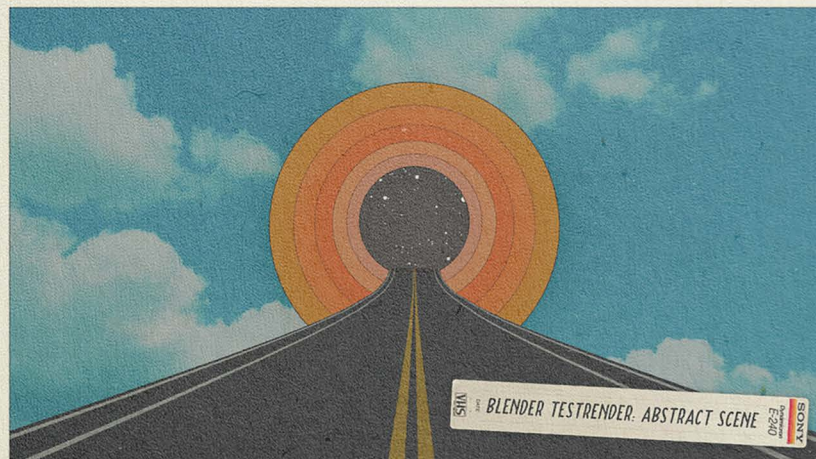
Support for travel and accommodation to attend international XR festivals. These events are crucial for showcasing our prototype, gaining exposure, and receiving feedback from industry experts and potential investors.

Marketing & Promotion

Assistance in creating promotional materials such as trailers, brochures and a dedicated website to effectively present the prototype to a wider audience.

Networking & Opportunities

Funding to attend industry networking events, which can provide opportunities for partnerships, collaborations, and further investment for the final version of "Validation".



GET VALIDATED NOW! WHILE STOCK LASTS!

TEAM

Doppel Real is a virtual reality production studio, founded by the digital artist duo Deborah and Dennis Reinmüller. Originally from Germany, they studied in Scotland before starting their collaborative practice exploring the intersection between art and technology in 2015. Since then, they have created award-winning XR applications for clients such as BBC Arts, the Scottish National Theatre and the Glasgow Short Film Festival. Their VR experience "Intern" was a finalist for Sundance New Frontier. As Artists in Residence, they contributed to Horizon 2020 and Meta funded research projects in XR at the University of Glasgow and Swansea University. Their artistic work has been exhibited in the UK, Germany, Denmark and Canada.

Deborah Reinmüller

Co-founder, Lead Programmer and Artist

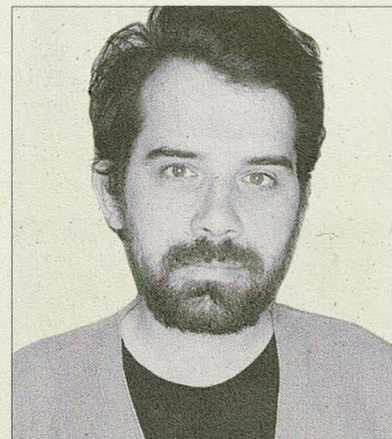
Expert in creating highly detailed and realistic, yet optimized, 3D models and textures for VR environments. Proficient in designing immersive virtual worlds and intuitive and interactive VR interfaces that enhance user experience and engagement.



Dennis Reinmüller

Co-founder, Lead Designer and Programmer

Expert in character animation and rigging, bringing virtual characters and objects to life. Skilled in designing immersive virtual worlds that captivate users and provide an engaging experience. Strong ability to conceptualize and execute creative visions that align with project goals and storytelling.





CONTACT INFORMATION

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