

Restoration

Our Journey

Built in **Unity**, this immersive 3D audio-visual experience visualizes the psychological tension between digital information overload and mindful inner peace. The interactive journey unfolds across three chapters:

- Vacuity** (Chaos): Shattered debris and digital glitches simulate cognitive burnout.
- Tranquility** (Recovery): Interactive fluid walls and refractive glass symbolize emotional cleansing
- Ethereality** (Healing): Iridescent lights and sacred geometry represent the ultimate reconstruction of mental order.

To elevate the cinematic immersion, I independently composed an adaptive soundtrack using **Vertical Layering**. As players navigate, audio stems and environmental lighting dynamically pulse and assemble, transforming the digital anxiety into a therapeutic odyssey **from fragmentation to wholeness**.

Immersive Experience Design
Audio-Visual Interaction
Virtual Spatial Design
Creative Coding | Technical Art

Inspiration



Inspired by the psychological tension of the digital age, this work visualizes the modern struggle between the anxious chaos of information overload and the inner peace of mindful reflection.

By leveraging the Unity engine, I aim to create an immersive 3D experience that manifests this mental transition.

Conceptually, the experience naturally unfolds in three distinct phases: Chaos, Recovery, and Healing.

Design References

Chaos



James Turrell's installations greatly inspired my scene design. I drew from his structured interiors, restrained color palettes, and emphasis on light and shadow. The result is **minimalist** yet **visually striking**.

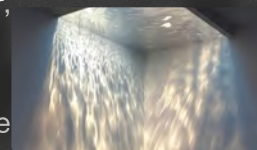


Kid A Mnesiaic Exhibition is an outstanding audio-visual experience featuring highly immersive, chaotic environments. It perfectly blends fragmented electronic **soundscapes** with a sense of weightless space.

Recovery

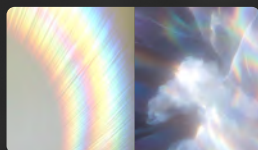


For the "Recovery" phase, I incorporated the element of **water**, which symbolizes cleansing and free flow. Its natural downward movement perfectly represents the psychological process of "**letting go**."

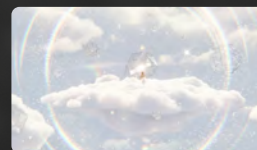


Glass and water are a natural pairing, offering transparency and iridescent refractions. Their clean textures break the visual heaviness, while the soft lighting and flowing dynamics convey a sense of **calm and recovery**.

Healing



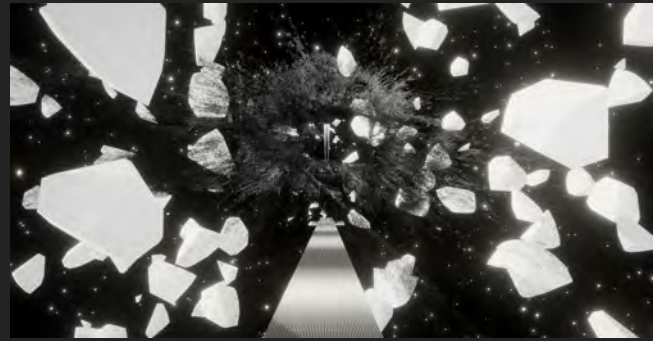
Following the prior refractions through water and glass, **iridescence** naturally emerges in the final scene. It serves as a **visual climax** for the healing process.



I also incorporated the imagery of a "**Cloud Island**" into this final environment. It is a classic motif often used in **mindfulness therapy**.

Design Concept

Vacuity Scene



Vacuity symbolizes the **mental disorder** and anxiety caused by information overload in the digital age. The weightless, shattered fragments represent our **fractured attention**, while the oppressive, dark vortex at the center visualizes cognitive chaos and **mental burnout**. The lonely, glowing path leading into the void reflects the individual's involuntary descent into the overwhelming digital torrent.

Tranquility Scene



Tranquility embodies the psychological process of **mental cleansing** and emotional regulation. By utilizing the elements of water and glass, it transitions the user from digital anxiety into a state of **mindfulness**. The calming blue tones and flowing textures symbolize the act of "letting go," while the transparent, refractive tunnel breaks the previous visual heaviness, guiding the viewer's focus inward toward **clarity**.

Ethereality Scene



This final scene represents the ultimate state of spiritual freedom. Serving as a mindful sanctuary, the "Cloud Island" offers a sense of weightlessness, releasing all previous tension. The emergence of iridescent light symbolizes emotional renewal and hope. Meanwhile, the glowing, harmonious geometric patterns stand in stark contrast to the shattered fragments of the first phase, signifying the complete reconstruction of inner peace.

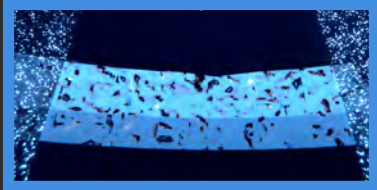
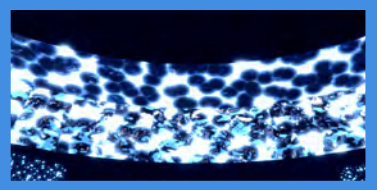
Interaction Design

Tranquility Scene

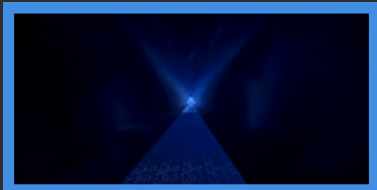
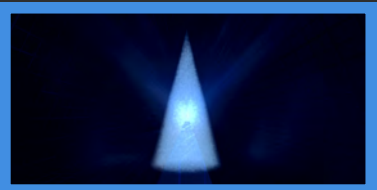
Interaction 1: Fluid Wall. As the player moves forward, the wall's surface dynamically transitions from turbulent ripples to stillness.



Interaction 2: Wave Cell Wall. The wall resembles organic cells submerged in liquid, pulsating with a rhythmic "breathing" effect. As the player advances, this cellular activity gradually ceases.



Interaction 3: Breathing Light Cone. Pulsing smoothly in a sine-wave rhythm, this illuminated cone serves as a portal. Stepping into the glowing area teleports the player to the next



Vacuity Scene

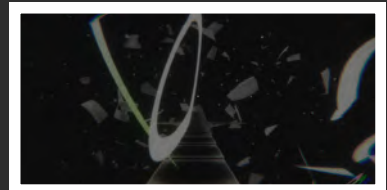
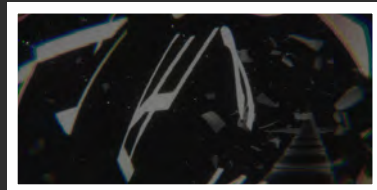
Interaction 1: Debris Control. By pressing the Spacebar, the player can trigger the floating debris on both sides to scatter.



Interaction 2: Architectural Assembly. As the player moves forward, distant floating fragments dynamically converge to form a complete, structured building.

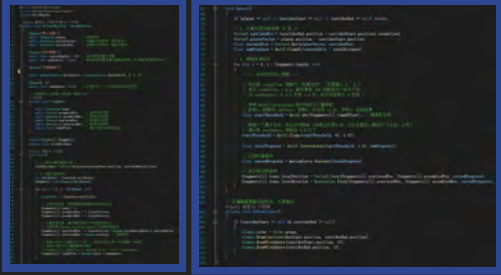


Interaction 3: Glitch Zone. Entering specific areas automatically triggers intense digital glitch effects, visually amplifying the sense of spatial chaos.

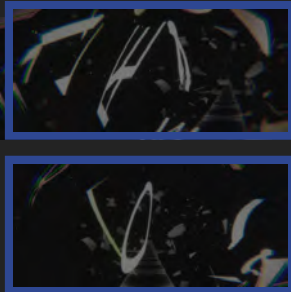
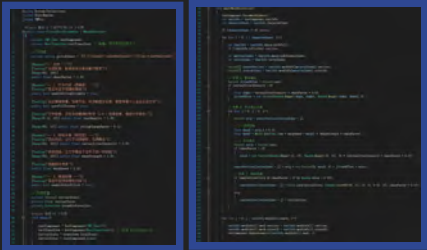


Materials & Code

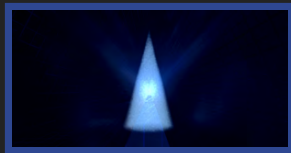
Recoverable Architecture



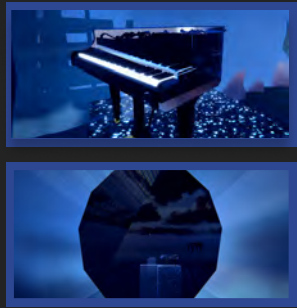
Glitch Text Effect



Breathing Light



Entropy Glass



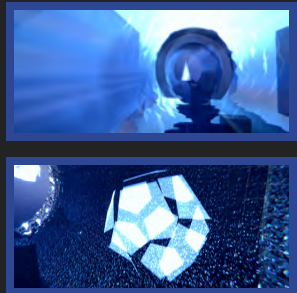
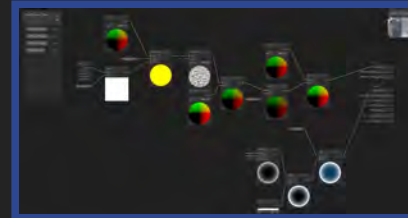
Wave Cell



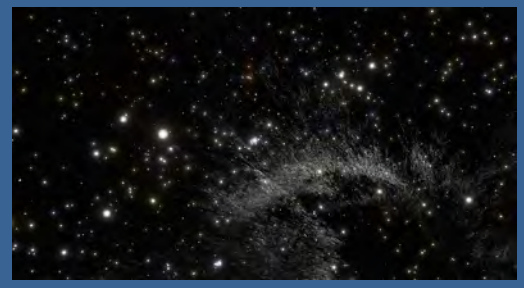
Rainbow Flare



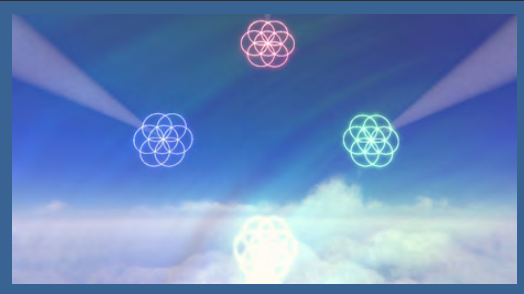
Fluid Glass Wall



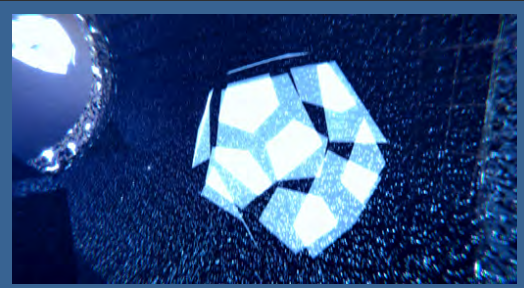
Detail Elements



Point Cloud Model - Explosion Effect



Flower of Life - Harmonious Totem



Pentagonal Dodecahedron-Guide

Climax of cognitive overload—where the overwhelming flood of digital information completely shatters the individual's focus into countless, uncontrollable fragments of noise.

As a core symbol in sacred geometry, the "Flower of Life" is symmetrically constructed from seven overlapping equal-sized circles. It serves as a harmonious totem embodying **universal order** and the origin of life.

The pentagonal dodecahedron, a sacred Platonic solid, symbolizes the ultimate universal order and the perfect **unity of spirit and matter**.

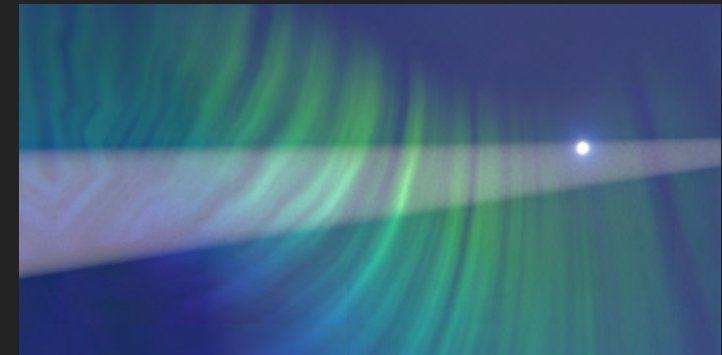
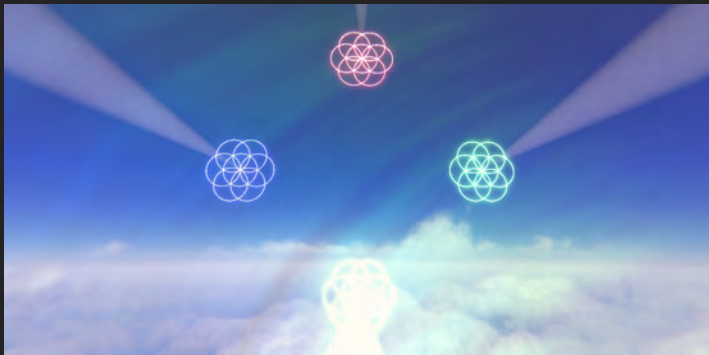
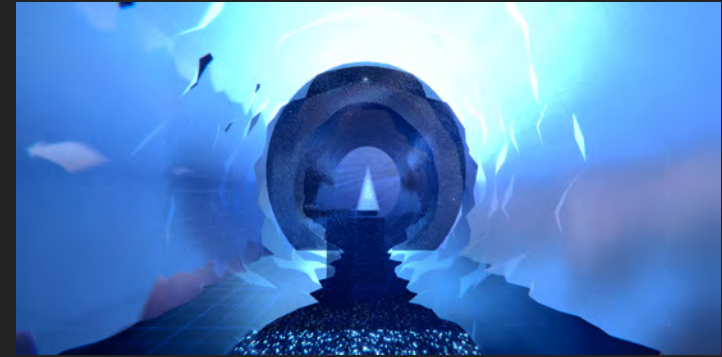
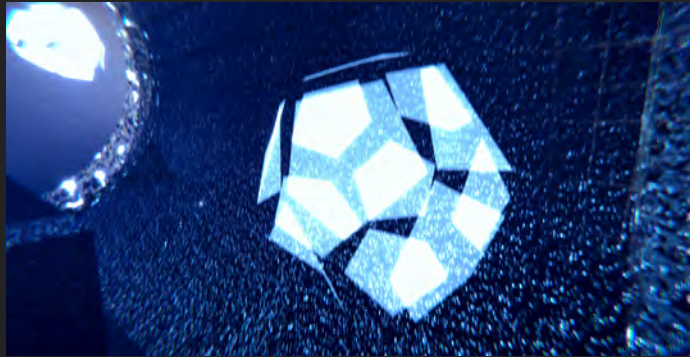
Audio Systems



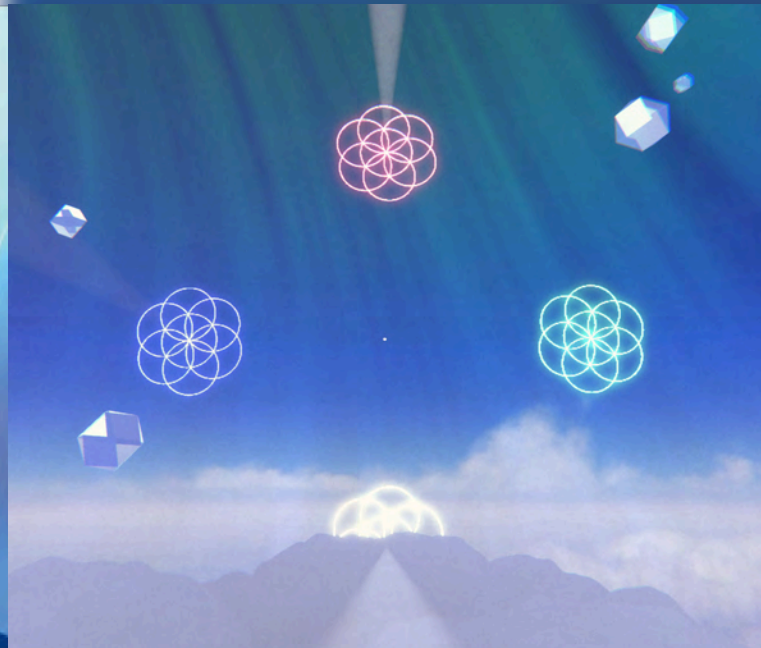
To craft a truly cinematic experience, I went beyond visual development to independently compose and produce the entire soundtrack using **Studio One** and **Logic Pro for iPad**. By synchronizing these original audio tracks with dynamic lighting feedback and fade-to-black transitions, the project achieves a highly nuanced emotional pacing.

For the **interactive audio system**, I implemented spatial-based dynamic Vertical Layering. Each background track is composed of 4 to 6 independent audio stems. As the user navigates the environment and activates spatial triggers in the scenes, new audio layers seamlessly blend in. Simultaneously, the Bloom Intensity within the Global Volume dynamically shifts, causing the scene's lighting to pulse in tandem with the music. The deeper the exploration, the richer the soundscape grows. This "puzzle-collecting" auditory feedback perfectly mirrors the project's overarching theme: the journey **from fragmented chaos back to harmonious wholeness**.

Keyframe



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