

UTO Story Flow

This is a preview of what ever clips are needed for the scenario. The legends for each clip (shot, not shot or from the show) are given below. Also if any sequence is not clear please do inform the storyboard/script team. A second version of this is in progress which includes clips that are present with us.

LEGEND

Scenes from the show

Scenes which have been filmed

Scenes which need to be filmed

Title Sequence

The object allows you to interact with this show.

Any actions you perform will alter the storyline.

The object morphs into a flashlight and a rope for this part of the narrative.

The object responds to pressure applied.

American Horror Story

Move your flashlight around for information



The Universal Threshold Object will take you into the story world

This narrative adapts to the choices you make. Your decisions influence the story.

The object morphs into a flashlight and a rope during the narrative

The UTO responds to motion and pressure applied

Squeeze the UTO to move forward

Dream Sequence

Patrick's video



Tutorial Sequence (Clips sped up)

Clip 1: Insert "Picking up Flashlight Video"(245)

Feedback: UTO vibration

Clip 2: Walking to room door

Clip 3: Hallway (UNITY + Hallway shot)

Feedback: UTO vibrates & indicates control.

Time: 3 seconds to look around

Objects seen: Rubber Man (Left)/Painting(Right)

Clip 4: Door opening(could be from show)

Clip 5: F9 Ben hanging

Clip 6: Insert " Pulling rope" video

Feedback: UTO vibrates

Feedback for different pressures; do we show Ben's reaction to each????

Ben's dialogue "HELP, Let me down"

Time: 5 seconds to test ideal pressure.

Vivien picks up the flashlight

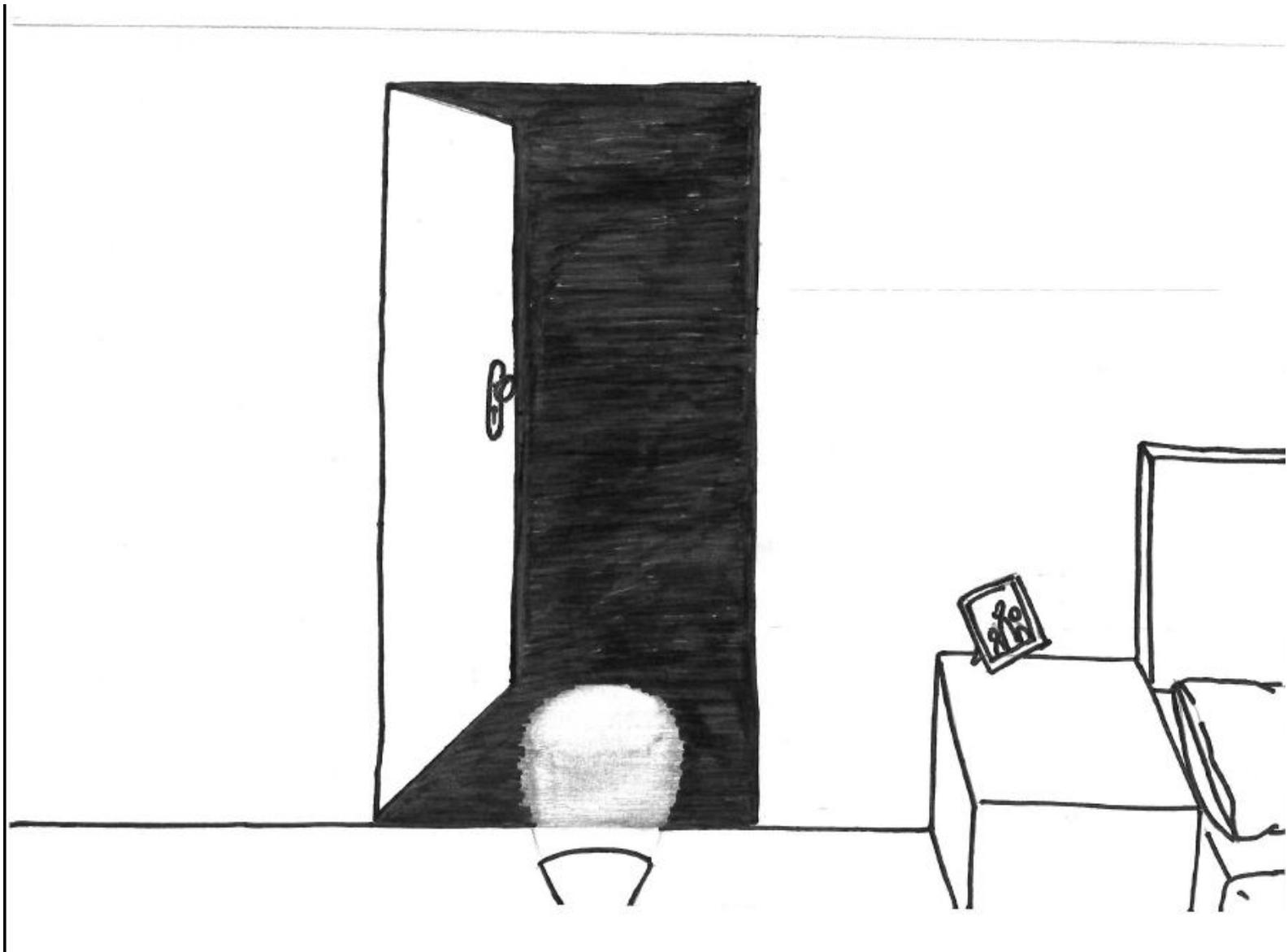


Feedback: UTO
vibration

Vivien walks to the door



Vivien opens the door

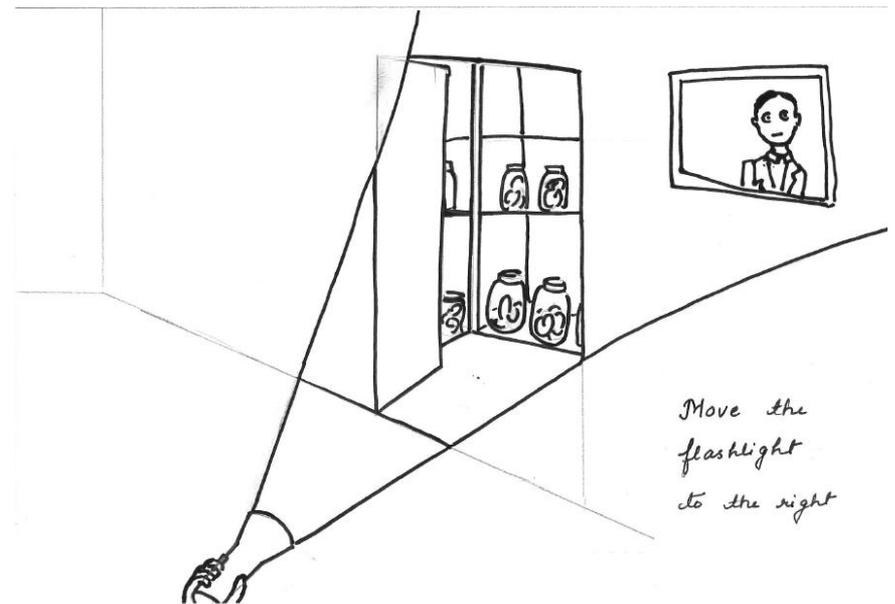
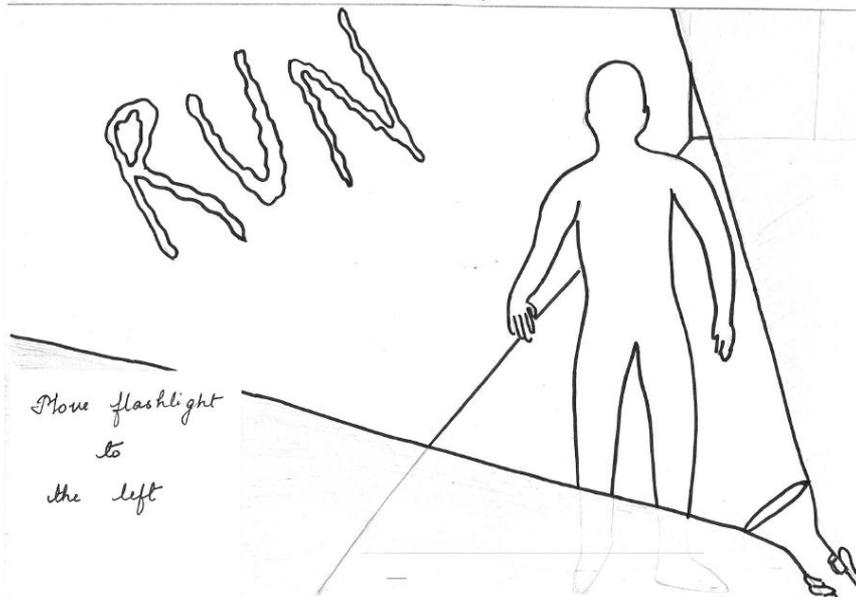


Vivien steps into the dark hallway



Feedback: UTO
vibration

Vivien explores the dark hallway (UNITY)



Time : 3 seconds to look around

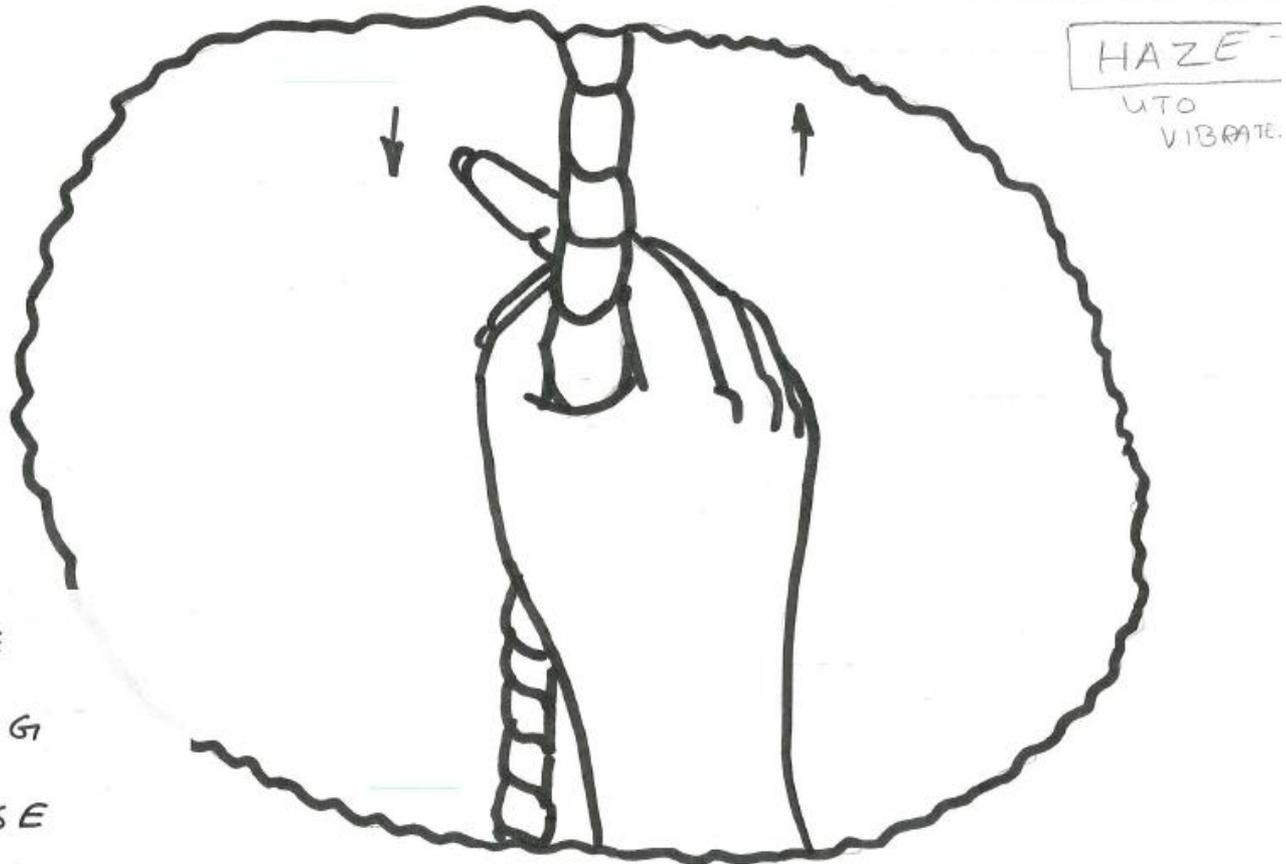
Objects seen:

- Rubber Man when user moves the flashlight to the left
- Scary paintings when the user moves the flashlight right

Vivien opens the door and finds ben hanging



Shot of Vivien pulling the rope



SIMPLE
TRAINING
EXERCISE

“Vivien, help! let me
down!”

Feedback: UTO
vibration

Room Sequence

Clip 1: Vivien wakes up with a gasp (F10) (or from the show)

Clip 2: Vivien picks up flashlight

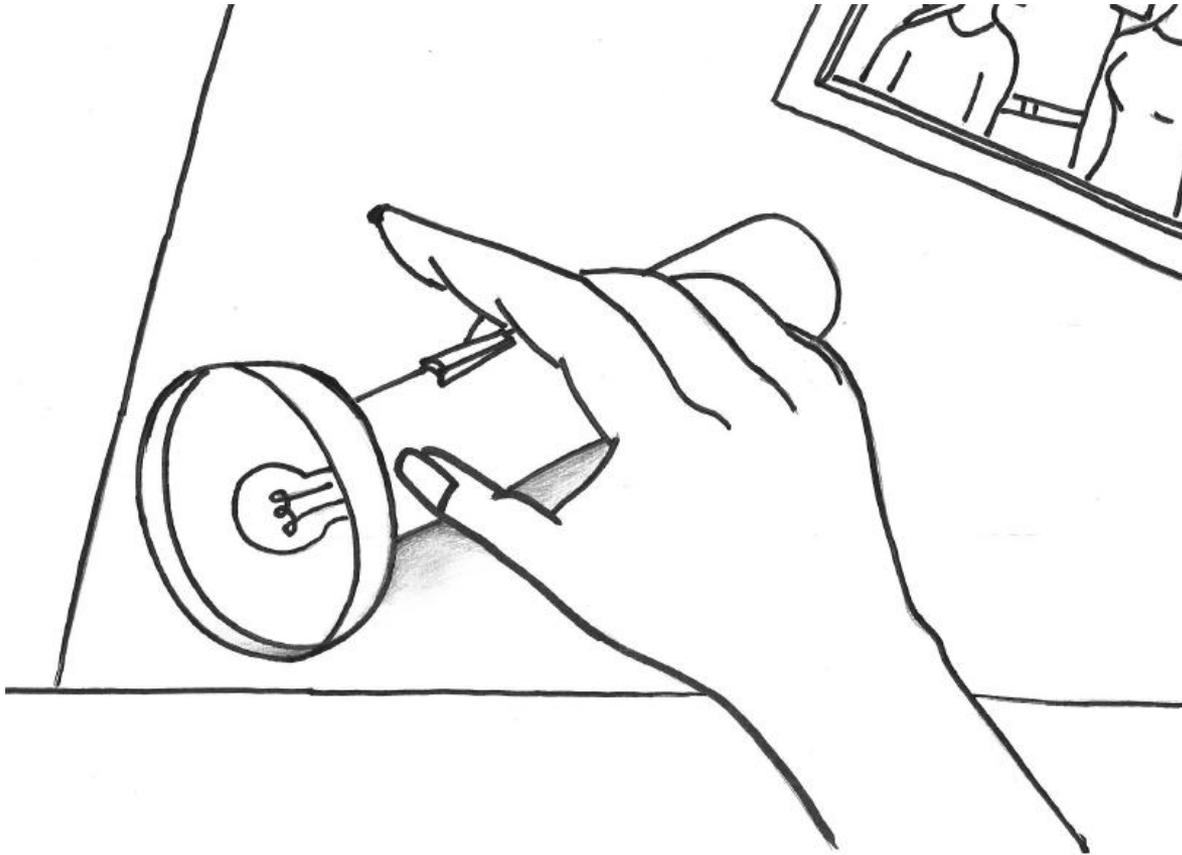
Clip 2: Vivien walks to the door

Clip 3: Vivien opens door

Vivien wakes up with a gasp



Vivien picks up the flashlight

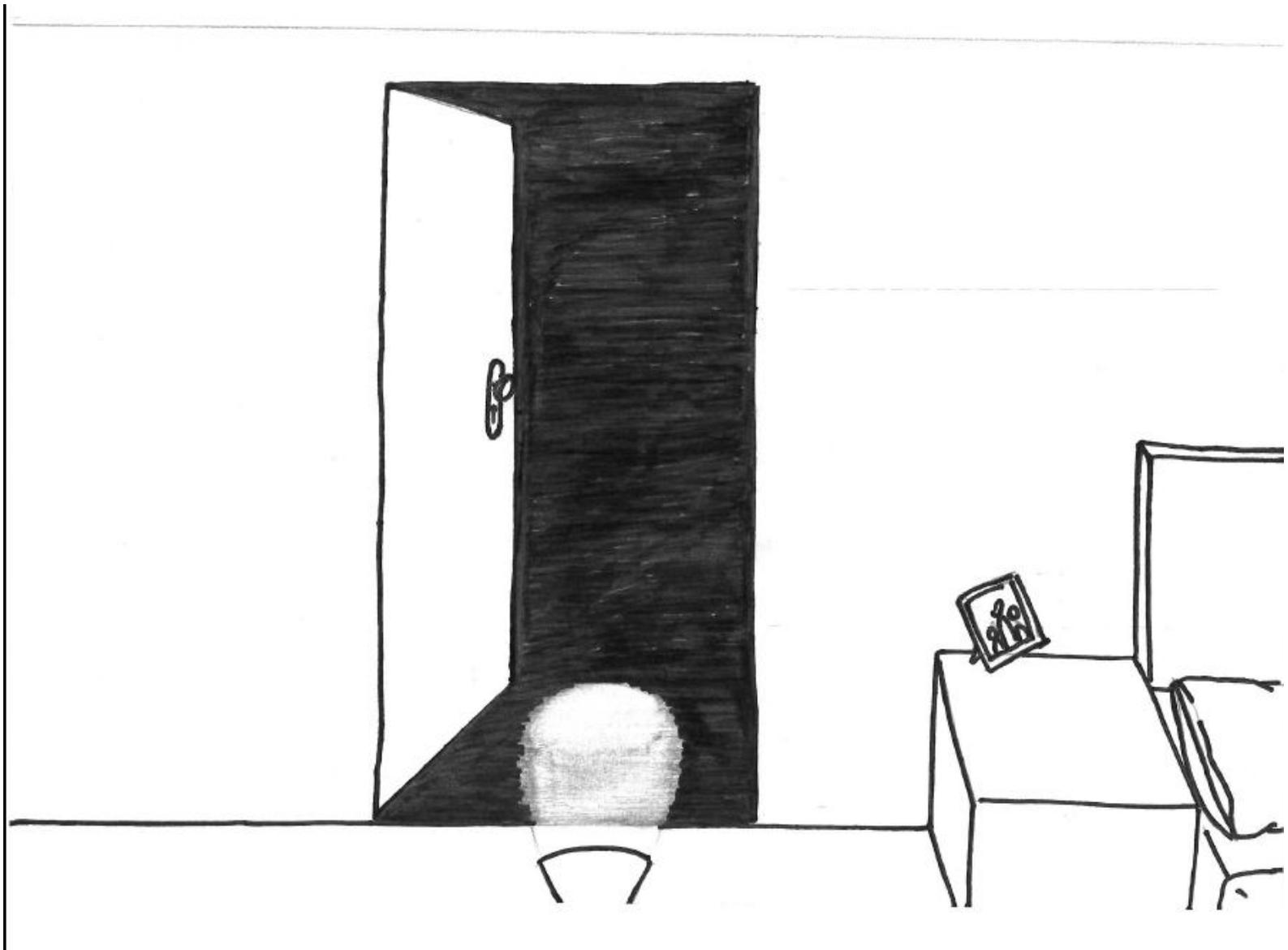


Feedback: UTO
vibration

Vivien walks to the door



Vivien opens the door



Hallway Sequence

Clip 1: Shot of entire hallway darkened, with door at the end.(UNITY)

Divide hallway into 2 sections(3 steps apart):

Section 1:Left: Graffiti

Right: Paintings

Section 2: Left: Rubber Man

Right: Room with shelves and jars

Clip 2: Pointing the flashlight straight; user moves forward (UNITY)

Feedback: UTO vibrates (heartbeat rhythm)

Execution of this scene :

Pointing the flashlight straight moves the user forward.

If the user points the flashlight straight ahead, they keep walking till the end of the hallway (TIME: 7-8 seconds)

If the user points the flashlight left OR right, based on number of steps taken they are shown a particular section (1 or 2) of the hallway.

Between 1-4s from the start of the hallway scene : User is shown section 1

Between 4-8s from the start of the hallway scene : User is shown section 2

Clip 3: After user stops in front of the door : Flashlight focussed on keyhole, UTO vibration stops.

Glimpses of flashlight interaction in the hallway



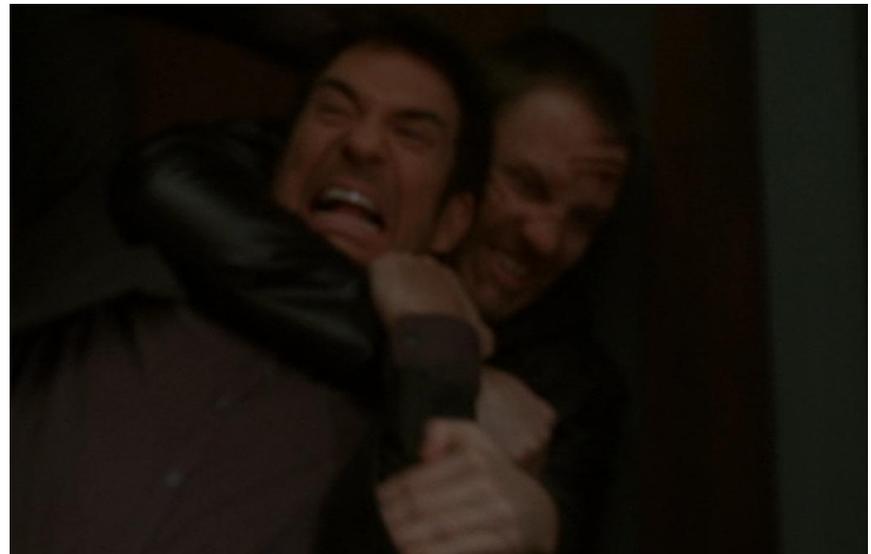
Glimpses of flashlight interaction in the hallway



Keyhole Sequence

Clip 1: Relevant scenes of Ben being attacked from show (before he hangs), that make sense when viewed from keyhole.

Clip 2: Vivien opens door and enters stairwell area.



Hanging sequence

Clip 1: Ben hanging from the chandelier

Clip 2: Rope tied to the banister

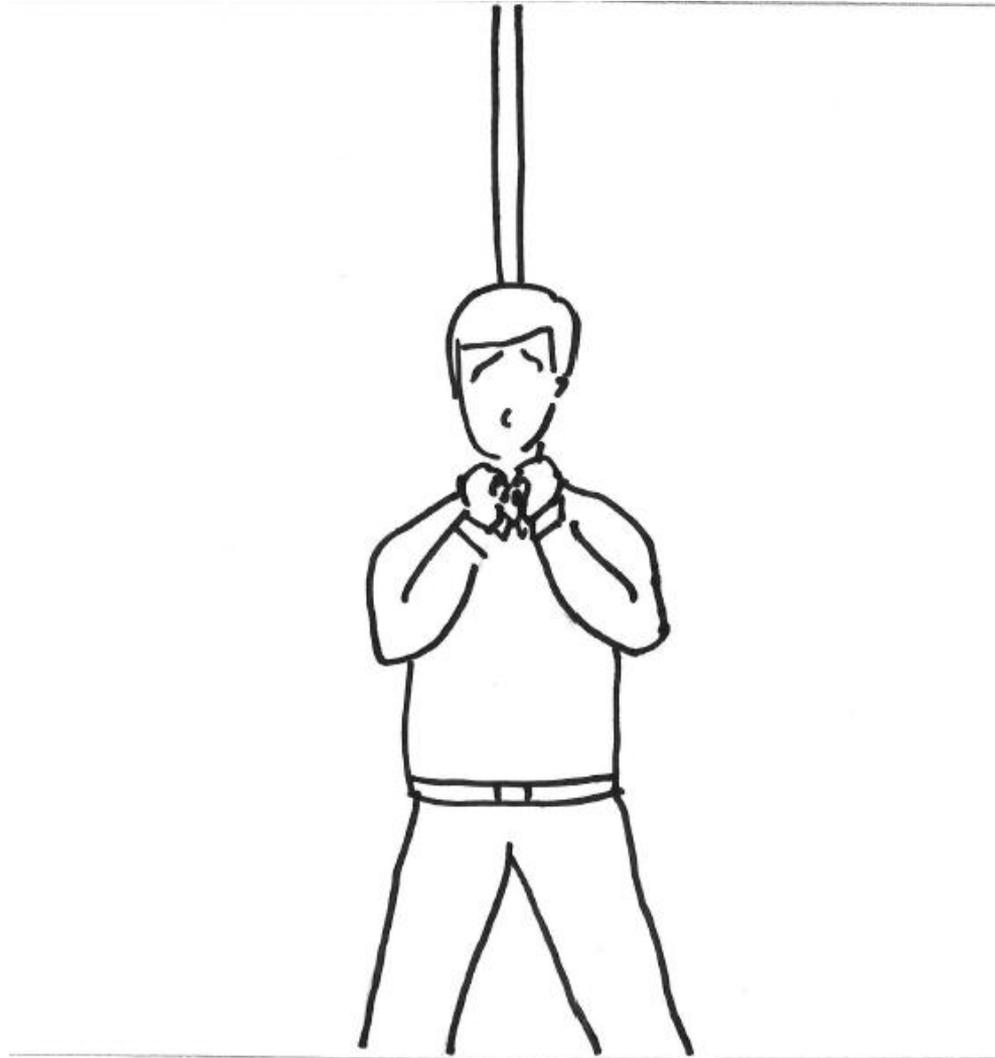
Clip 3: Vivien unties rope

Clip 4: Vivien grabs rope after untying

Feedback: UTO vibrates to indicate control

**Vibration pattern should match earlier flashlight pattern.

Ben hanging from the Chandelier



Vivien unties rope tied to the banister and grabs hold of it



Feedback: UTO
vibration

Rope Interactions Sequence

1

Pressed Hard:

Clip 1: Rope held tightly

Clip 2: Ben choking

//Dialogue?

Clip 3: After 6-7 seconds

Ben dies

Feedback: UTO vibrates

HAYDEN DIALOGUE 1

2

Right amount of pressure:

Clip 1: Rope being released slowly.

Clip 2: Ben being lowered.

Clip 3: Ben's feet land on the ground.(after 6-7 secs)

Clip 4: Hayden stabs Ben from behind.

Clip 5: Ben lying in a pool of blood

HAYDEN DIALOGUE 2

3

Less pressure

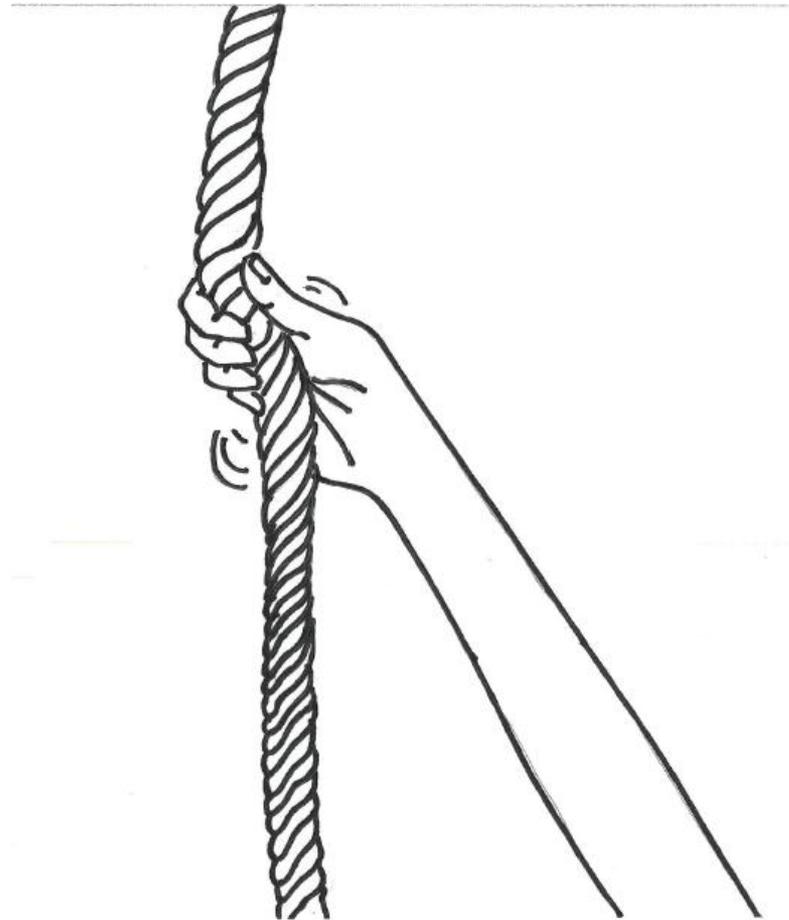
Clip 1: Rope slipping from users hands.

Clip 2: Ben dropping to the ground

Clip 3: Ben lying on the floor.

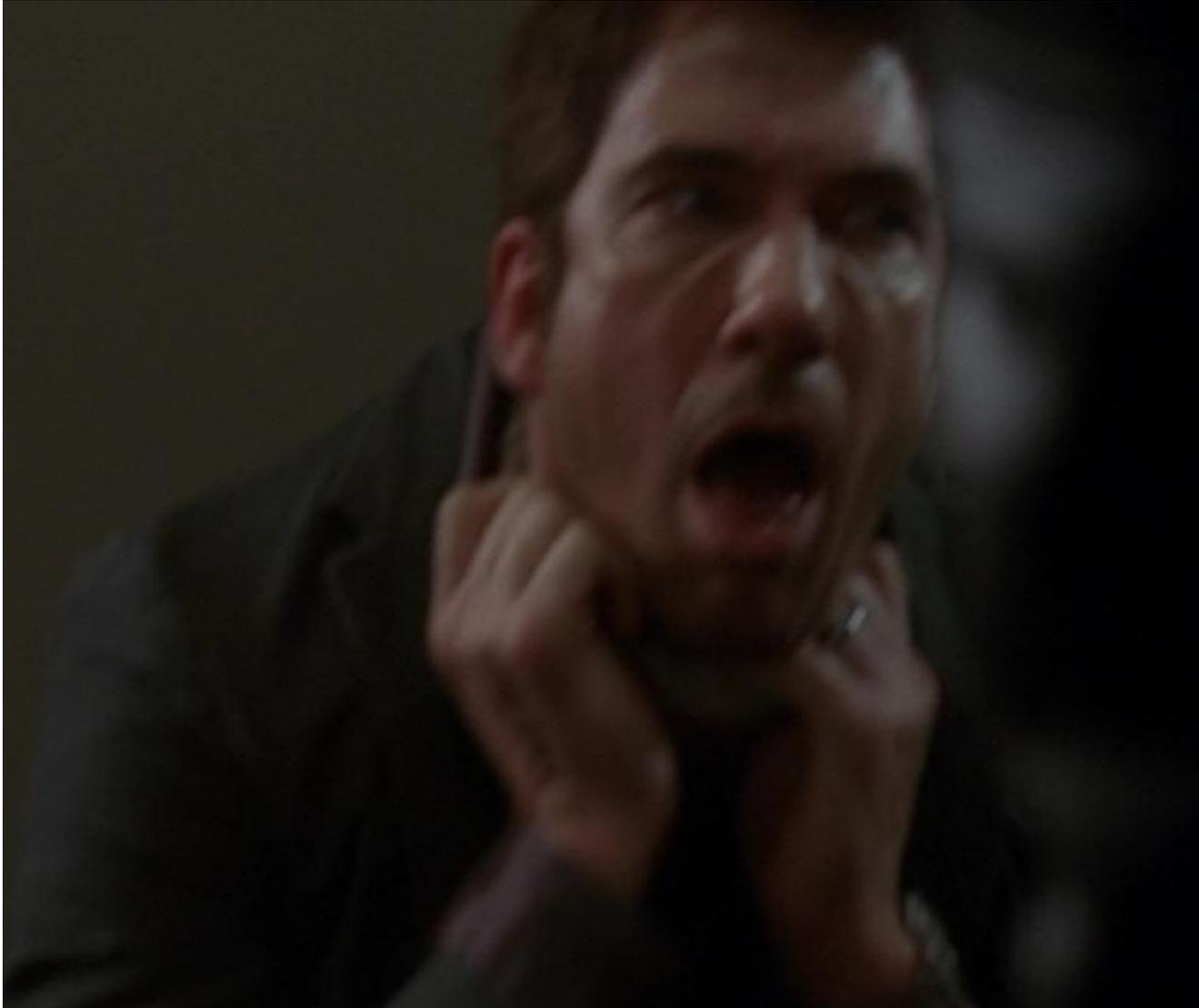
HAYDEN DIALOGUE 3

Vivien holds the rope tightly– interaction



Feedback: UTO
vibration

Vivien holds the rope tightly– Ben chokes



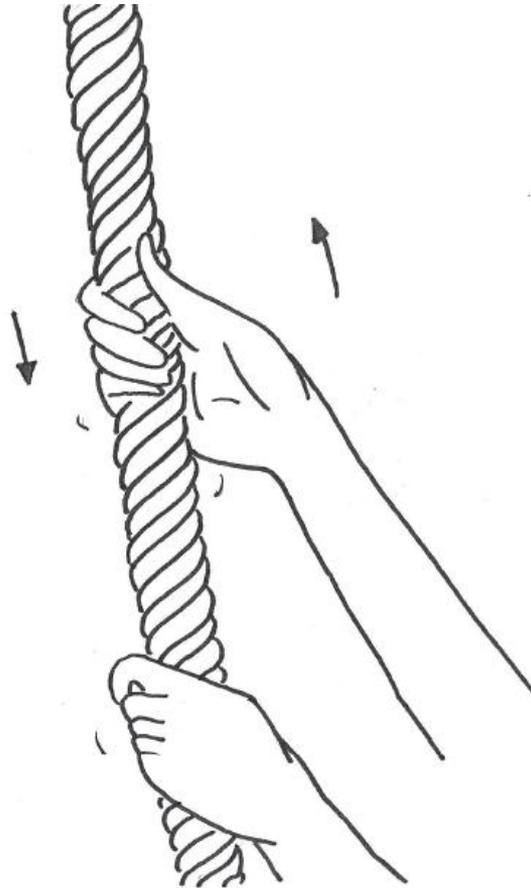
Vivien holds the rope tightly– Ben dies



Vivien holds the rope tightly – Hayden taunts her



Vivien releases the rope slowly - interaction



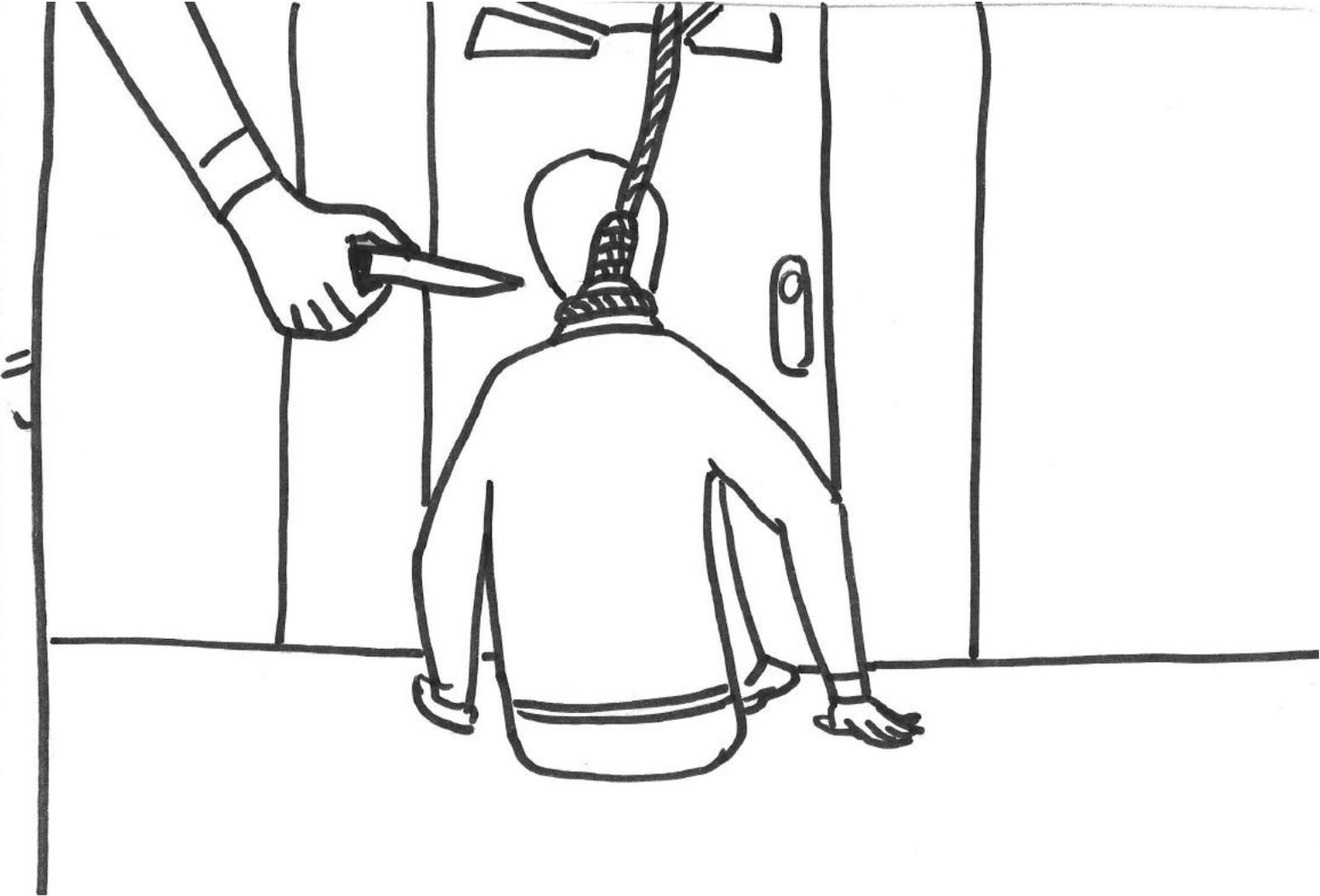
Feedback: UTO
vibration

Vivien releases the rope slowly– Ben is lowered

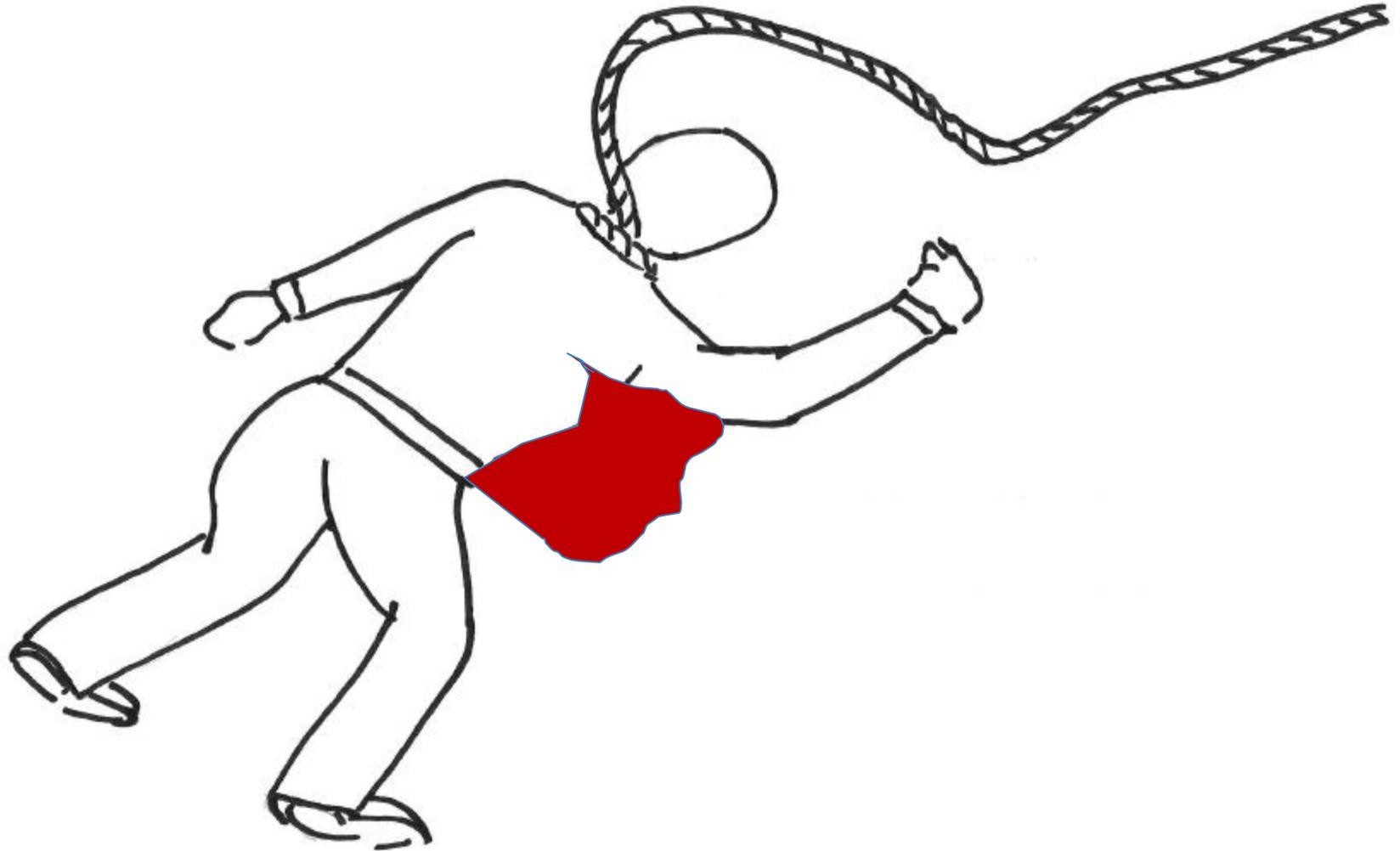


Vivien releases the rope slowly– Ben's feet land on the ground

Vivien releases the rope slowly– Hayden stabs ben from behind



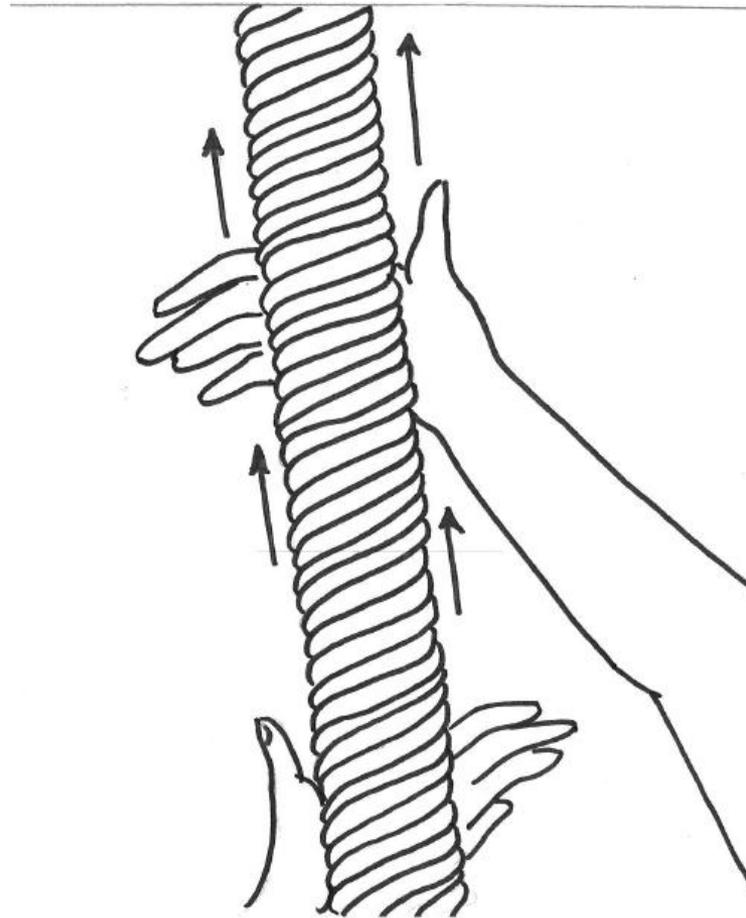
Vivien releases the rope slowly– Ben lies in a pool of blood



Vivien releases the rope slowly – Hayden taunts Vivien



Vivien lets go of the rope : interaction

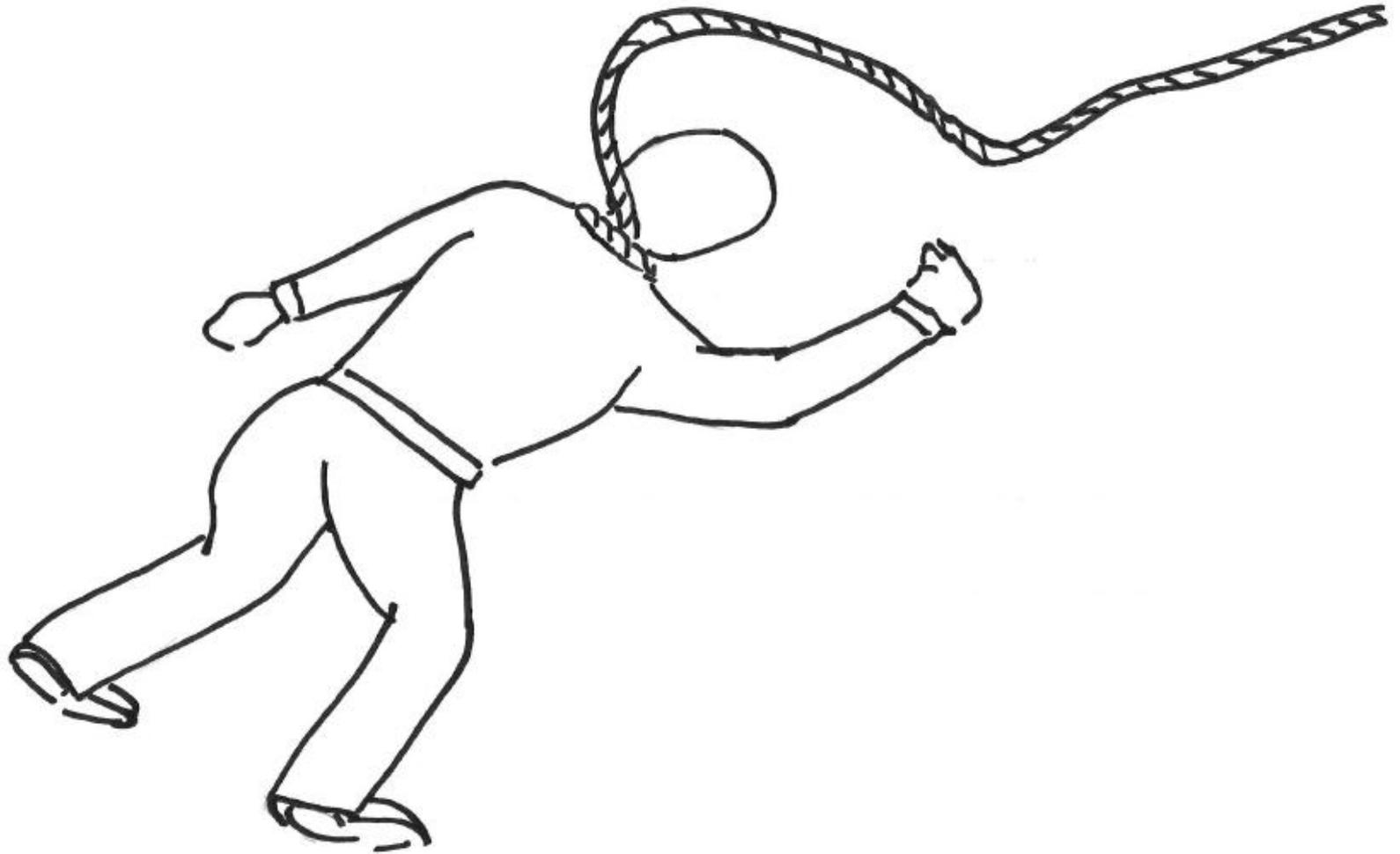


Feedback: UTO
vibration

Vivien lets go of the rope : Ben drops to the ground



Vivien lets go of the rope : Ben is lying dead on the ground



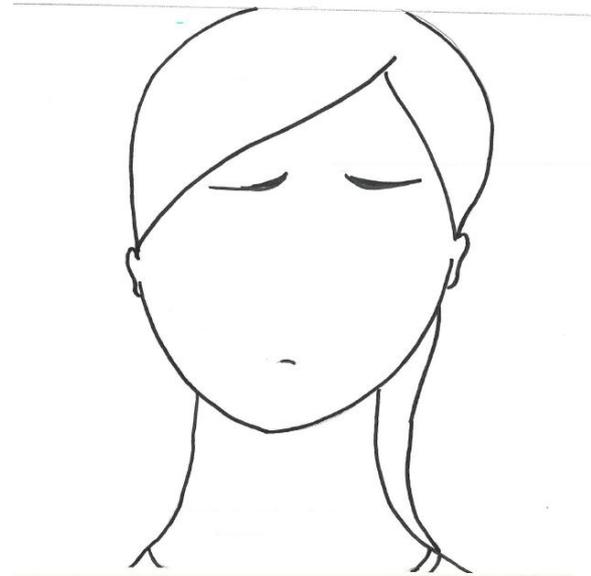
Vivien lets go of the rope : Hayden taunts her



Ben and Vivien Sequence

Clip 1: Ben and Vivien reunite as ghosts
(scenes we can re-use from the show?)

Clip 2: Hayden is angry



Credits

Professors

Script/Storyboard team

Video/Production team

Tech team

Syn lab - UTO team

Actors

Appendix : Sample of Creepy Paintings/Photos

