



# The Abandoned Library

## Overview Deck and Technical Requirements

### General Project Description

In a future Northern England devastated by climate change, an environmental worker uncovers an abandoned library where books and technology have fused into the architecture and landscape to create new stories. The Abandoned Library is a short immersive work of fiction for VR that incorporates realtime 3D graphics, immersive audio, poetry and film - including archival film footage.

### Detailed Story Description

In a future Northern England devastated by climate change, CJ, a young poet, is working to salvage valuable resources from the flooded remains of a once-thriving coastal town. The world she inhabits leaves her feeling angry and displaced. She is living through the catastrophic consequences of previous generations' mistakes.

Taking shelter from an approaching storm, CJ ventures inside an old library, where she discovers a bizarre 'living' fusion of nature, language and technology. At its heart is The Librarian, a malfunctioned AI that has spent the last few decades years gathering data from its turbulent surroundings.

Affected by years of extreme temperatures and abnormal weather conditions, The Librarian is forming its own unique work of literature: a story of connectedness and hope that needs a strong and resilient protagonist.

**Please see our screenshots, artwork and trailer for visual references:**

[dreamingmethods.com/abandoned](https://dreamingmethods.com/abandoned)



## Audience Journey

The Abandoned Library is a tethered VR experience for which you can be seated (recommended) or standing, requiring only minimal space. As our protagonist CJ walks through the devastated and flooded landscape, we follow her as an observer, watching how she behaves, and listening to her as she communicates with her team and writes evocative poetry in her head.

Movement through the landscape is slow and reflective to allow the participant time to observe the details. Sometimes we get close to CJ, other times we see her only from a distance. Spirals of words have emerged in the ground, offering a fragmented reading experience. On occasion, the environment changes (darker areas slowly brighten for example) depending where the participant decides to look.

## Development Overview

The Abandoned Library was funded by XR Stories. Work began in January and was completed in July 2023. In April 2023, Dreaming Methods ran a 'mid-way' exhibition at The Art House in Wakefield, UK. This exhibition featured a prototype VR experience, printed 2D artwork from the project, a large-scale video projection and various other interactive elements including archive footage accessible through a touch screen. The project was further demoed at the MIX Immersive Storytelling Conference at the British Library in July 2023.

The project uses OpenXR and was developed using an Oculus Quest 2 with a Link cable.

## Controls

Controllers are required only for the *trigger* (on either left or right hand controller) to begin the experience. The *thumbstick* can also be pushed left/right to 'rotate the view' at any time.

Additionally, pressing the lower controller button (*B on the Quest*) toggles closed captions on/off. When captions are on, use the *thumbstick* to rotate the view and have the captions follow.



## **Length**

The work lasts for approximately 14 minutes in total.

## **Trigger Warnings**

Although there are no strong strobe lights/effects, the project does feature flickering coloured imagery during the sequence with The Librarian.

## **Recommended spec**

The Abandoned Library is graphically intense and ideally requires a 3080 graphics card. However, the work has been tested and run successfully on 3060 and 2080 laptop graphics cards (see preferences below).

## **Adjusting Preferences**

If you experience performance issues, you can lower the graphics settings. To do this, when the work loads up, press the SPACE BAR to enable Preferences, then press any BUTTON (not trigger) on the VR controller to view the options. Use the thumbstick and trigger to adjust, then any button again to save changes. Press the SPACE BAR again to hide the Preferences from public view.

*Closed captions can also be toggled on/off in Preferences.*

## **Additional keyboard shortcuts:**

**ESC** to reset the application (return to title screen)

**Q** to Quit to Windows

**R** to reset the view

**C** to toggle closed captions

For technical help or queries please email [studio@dreamingmethods.com](mailto:studio@dreamingmethods.com)