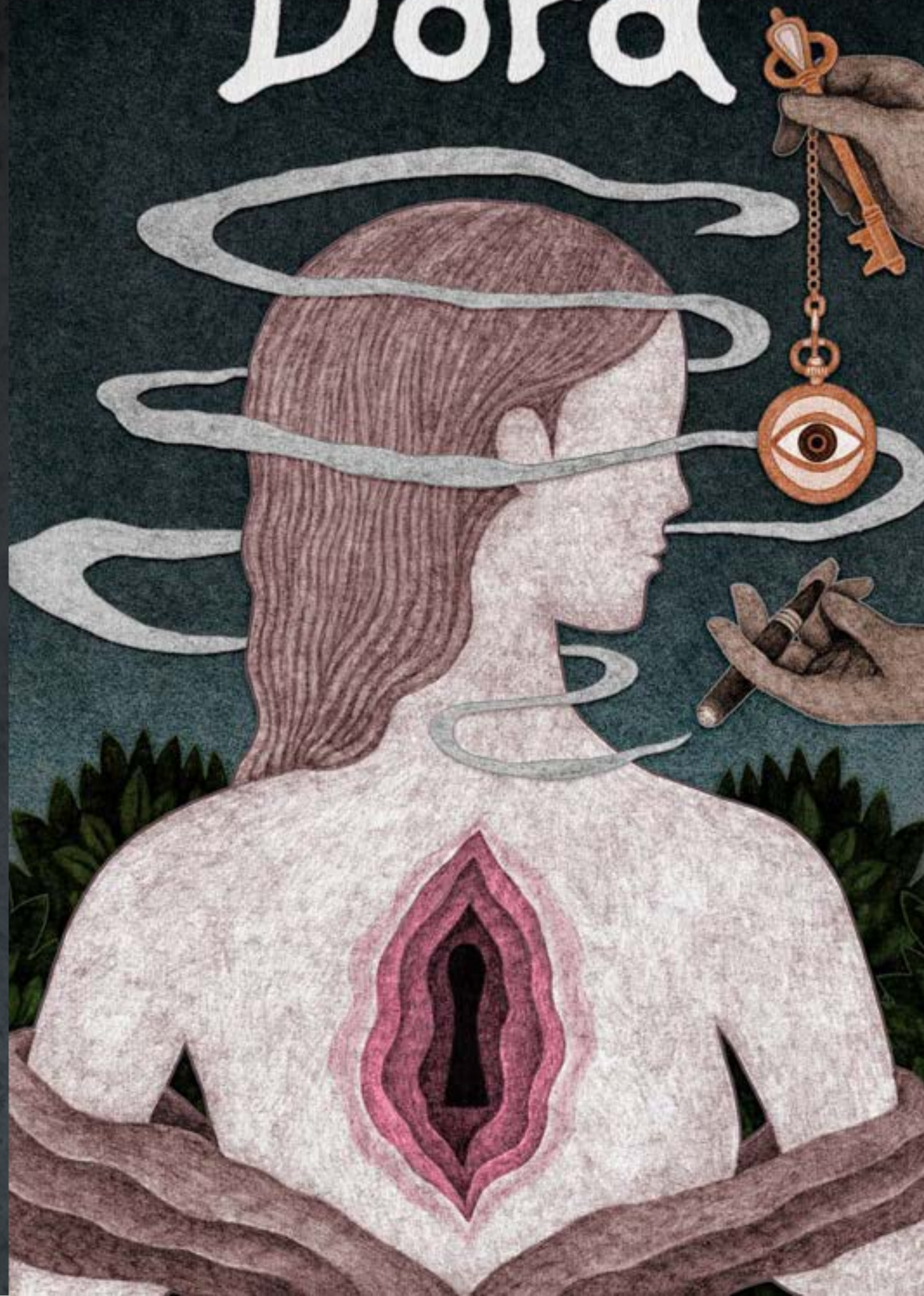


*An Insight
Into Hysteria*

Dora



DORA (VR version)

Director

Yi Jung CHEN

Producer

Uilin ONG, Shuning LIAO

GRADUATE 畢業生

OUTLINE

Estimated Length: 30 minutes

Film Genre: Mystery

Film Formate: Interactive

Technical Specifications: 6DoF

Screening Specifications: Oculus Quest 2

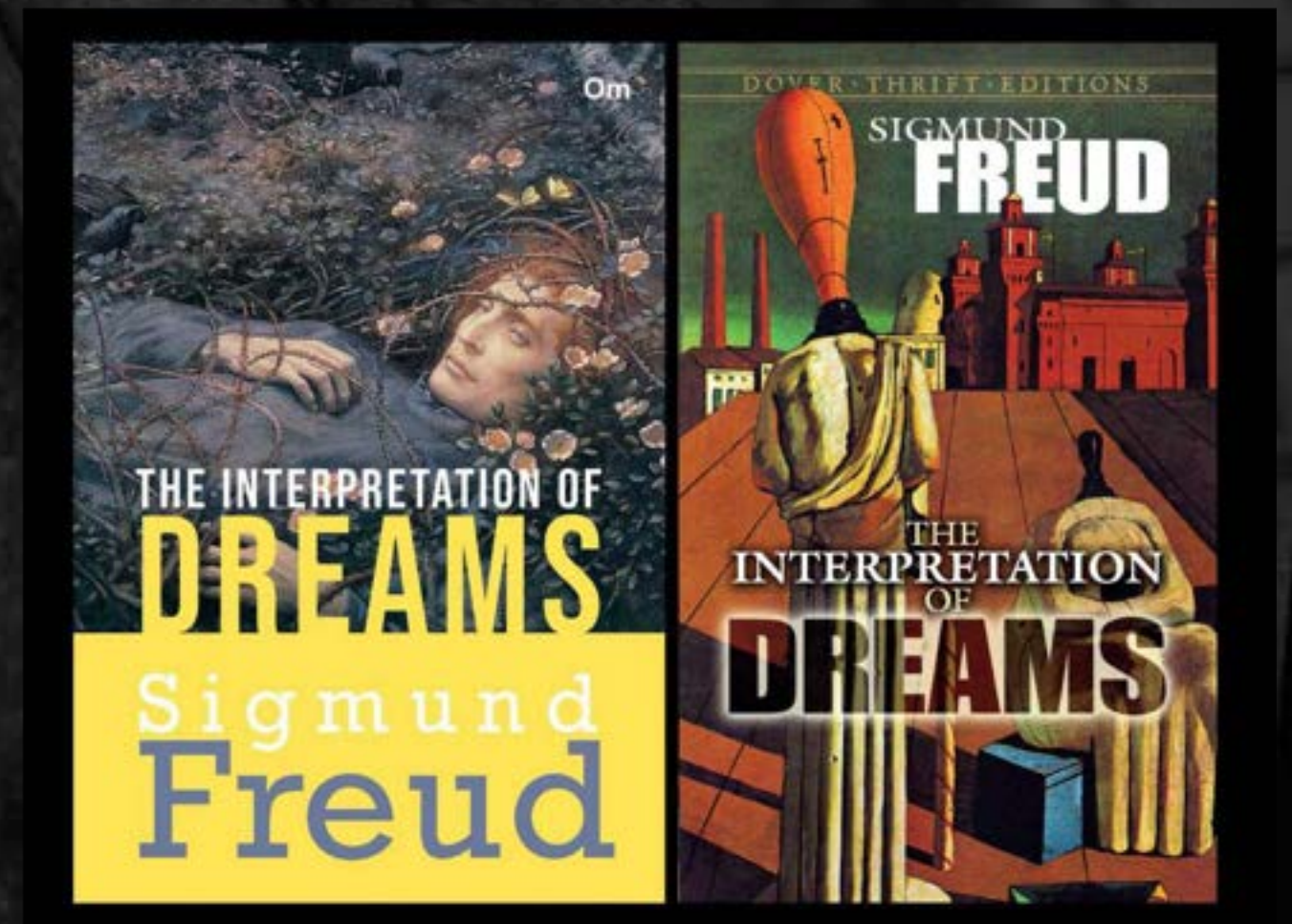
PROJECT EXPERIENCE



DIRECTOR'S STATEMENT

My 1st time being immersive with VR, I felt hypnotized and then inspired to start this project. Being in the first-person perspective of a VR story, is just like entering a dream. So after experiencing VR, I thought of hypnosis and the book "Interpretation of Dreams" by Sigmund Freud.

From a historical point of view, the invention of film is about the same time as psychology began to be seriously regarded as a science. When I studied cinema in France, we used psychoanalysis to analyze cinema. In the course, the professor uses the performance of silent film actors to compare the facial expressions and bodies of hysterical patients. Their bodies are full of drama, just like a theater. It was this series of associations that inspired me to create "Dora".



INTRODUCTION

WELCOME TO THE MEDICAL THEATRE

At the beginning of the 19th century, European psychiatry was in the ascendant. The neurological disorders of the time were often associated with unusual things like spirit seance and telepathy. The neurological disorders were classified in these mysticisms. At that time, the “operation theater” was very popular. As the name implies, doctors treated patients in the center of the theater surrounded by the audience. Under the pretense of being a medical conference, the operating theater became a grotesque show entertaining the middle class. This kind of instant live show of immersive treatment has become a colosseum in civilized society. At the time, hysteria was prevalent in society. The body language of the hysterical patients, especially their distorted bodies, is reminiscent of the body of the nuns possessed by the evil spirits.

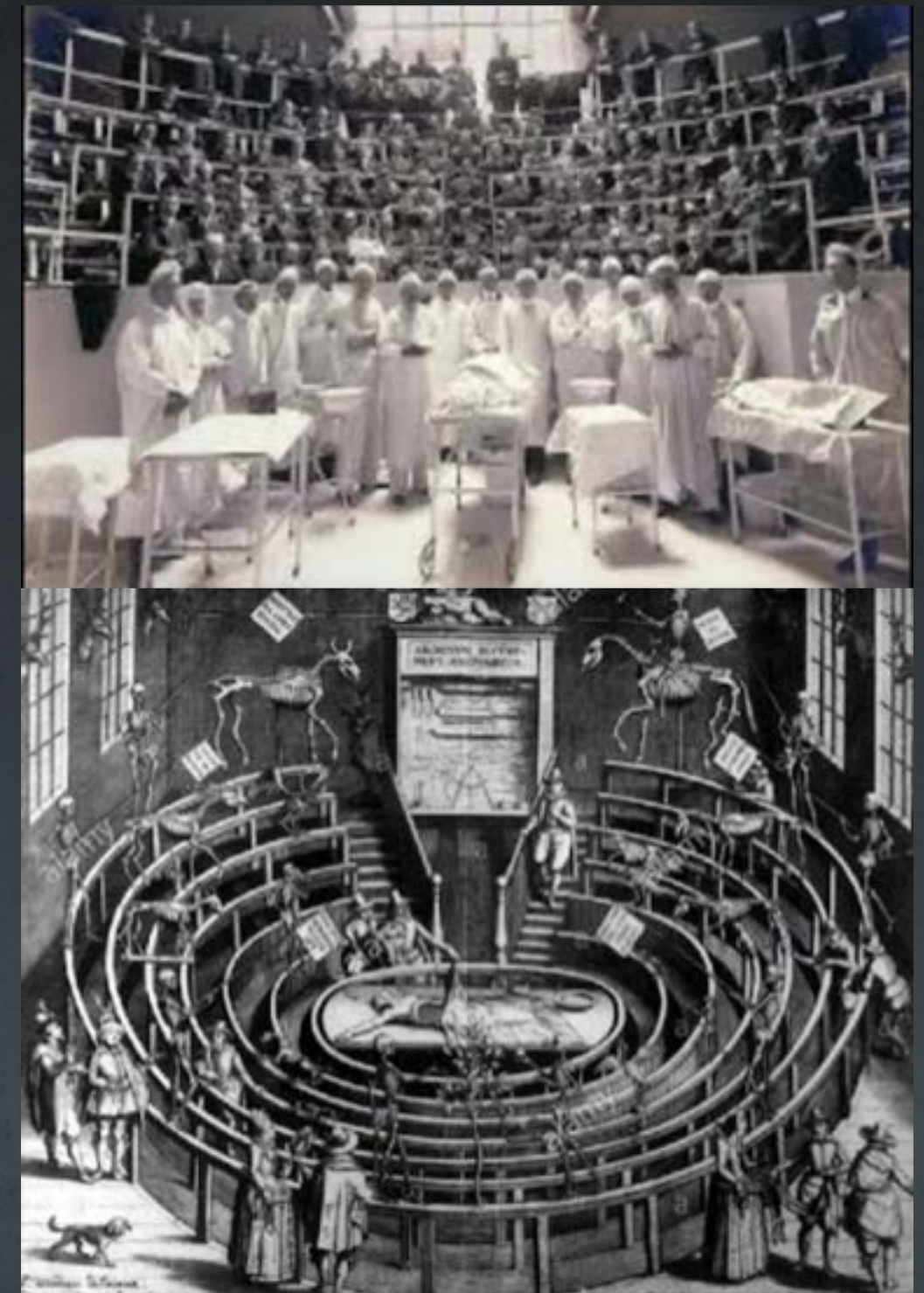
The body and mind of the patient is as dramatic as a theater. Their symptoms include all kinds of paralysis, spasm and weakness..., etc. At that time, the famous doctors displayed their shocking medical treatments as a competition. They often needed to show their "star cases" through such "presentations" to raise funds for their hospital research. In one of these astonishing medical shows, there is Freud and his famous hysteria case Dora. He is using hypnotism to wake up the madness in her body. As the first-person perspective of Dora, we sit in the middle of the stage of the theater, as if it were a show in the circus, without any privacy.

WHO IS DORA

“Dora” is an immersive experience of hypnosis inspired by the famous hysteria case of Freud. Thus, we make our audience “hypnotized” in the historical medical theater in the early 20s Europe, and go into Dora’s subconscious with surrealism collage of memory fragments.

Our story is set in the early 20th century, when European psychiatry was still in its early stages. Operation theater was a popular pastime of the middle class, where when doctors treated patients in a theater surrounded by an audience. The user has the first-person perspective of Dora, as they sit in the middle of an operation theater, with no privacy. They follow Freud’s instruction to be hypnotized and fall into the subconscious of Dora.

The users get to know the story of her suffering little by little as her memories are manipulated by the men that surround her.

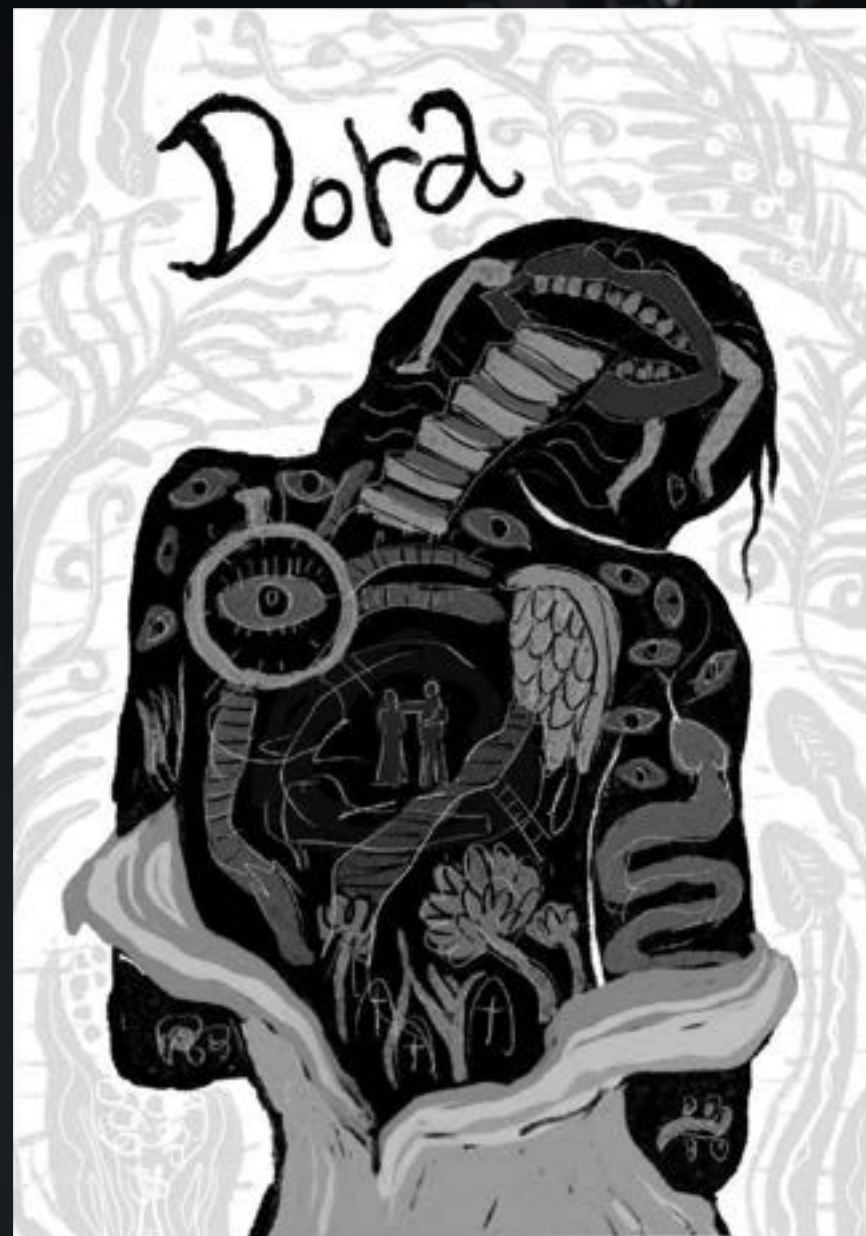


LOGLINE

Under the gaze of audience, Dora is hypnotized by Freud in the center of the medical theater, revealing her sexual anxiety and untold family scandal.



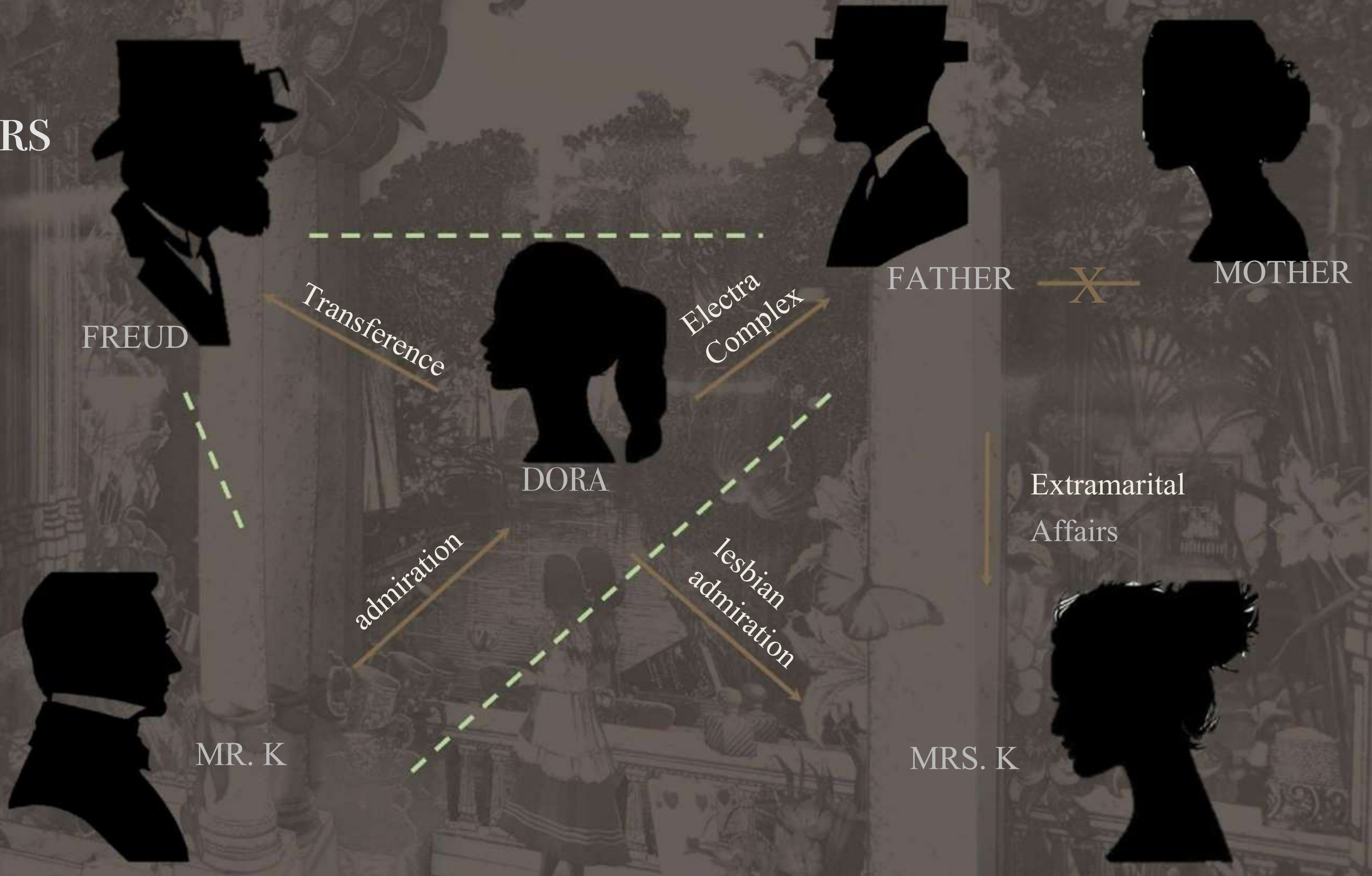
SYNOPSIS



Dora has a successful businessman father and a mother as a housewife with severe mysophobia; her parents don't get along well. Dora unconsciously obsessed with her father which making her hostile to her mother. Dora's family moved away when she was six years old. Since then, they have new neighbors, a couple called Mr. K and Mrs. K. Dora's father and Mr. K becomes good friends; in the meantime, Mr. K gets close to Dora and she barely resist Mr. K's lure which has an impact on her mind. Therefore, Dora starts to imitate Mrs. K due to her jealousy. When she finds that Mrs. K is seemingly having an affair with her father, she is stuck in the Electra complex and her lesbian admiration for Mrs. K. Dora's memory and unconscious is getting more and more chaotic since she witnessed the primal scene of sexual intercourse of her father when she was eight years old, and was courted by Mr. K when she was fourteen.

Unfolding the dialogue between Freud and the unconscious of Dora, and the onset of Dora's mental illness, Dora is undoubtedly the tragic heroine along with the outburst of applause. In the end of the story, it's intangible that either Dora is completely cured or it's just the fake memory inputted by Freud. Follow the hypnosis indication given by Freud, get into Dora's memory, gaze at her dreams, then there will be the demonstration of her privacy, lust, and the deepest unconscious.

CHARACTERS



ART DIRECTION

Through Freud's hypnotic instruction, the audience enters Dora's memory. The audience will enter the virtual 3D space built by the Unity game engine from Dora's first-person perspective. We will recreate the subconscious through the visual style of surrealism collage art.

In order to present the paper material characteristics of collage art, the whole work will construct a 3D paper theater space with lots of 2D plane surfaces. The audience will be placed in a framed stage constructed by a paper theater.

The objects will be created by taking photos or scanning them, and then we animate the photos. The characters will be filmed in front of a green screen.

The production of Dora will combine the following techniques: chroma key photography, 3D Animation, Unity Game Design Platform. The project of Dora is aimed to include both reality and virtual reality spectrum in the both content design (chroma key photography + 3D environment) and experience (VR + interactive) production.

ART DIRECTION

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Dora

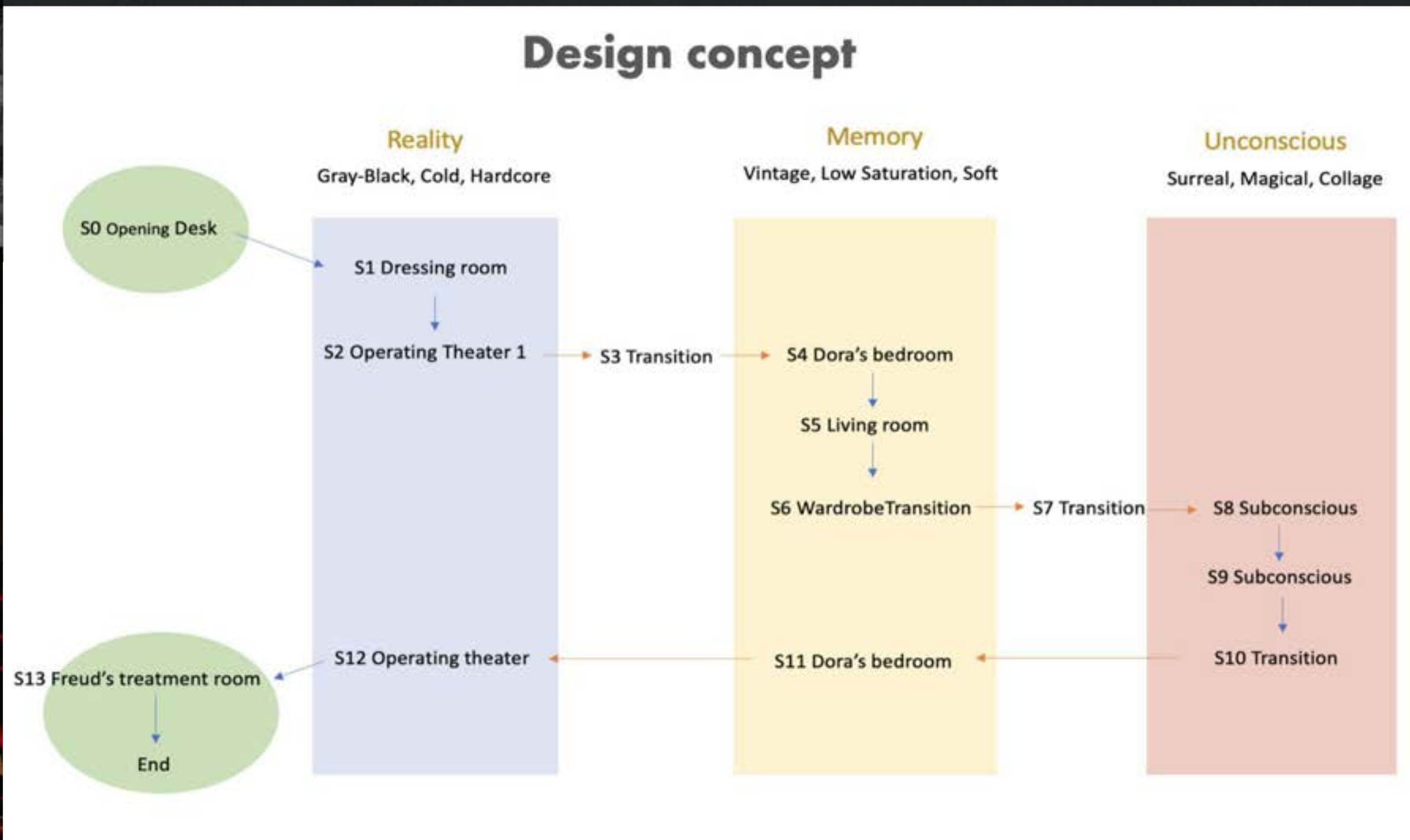
We will present Dora's world in a 1:1 scale paper theater. The layered structure of the “paper theater” can create a world like [Georges Méliès’](#) movies, where the audience can move between layers.

And they can interact with objects in order to trigger Dora’s memories. The layered perspective effect of the paper theater can also make space distortion, extrusion and peeping viewing pleasure.

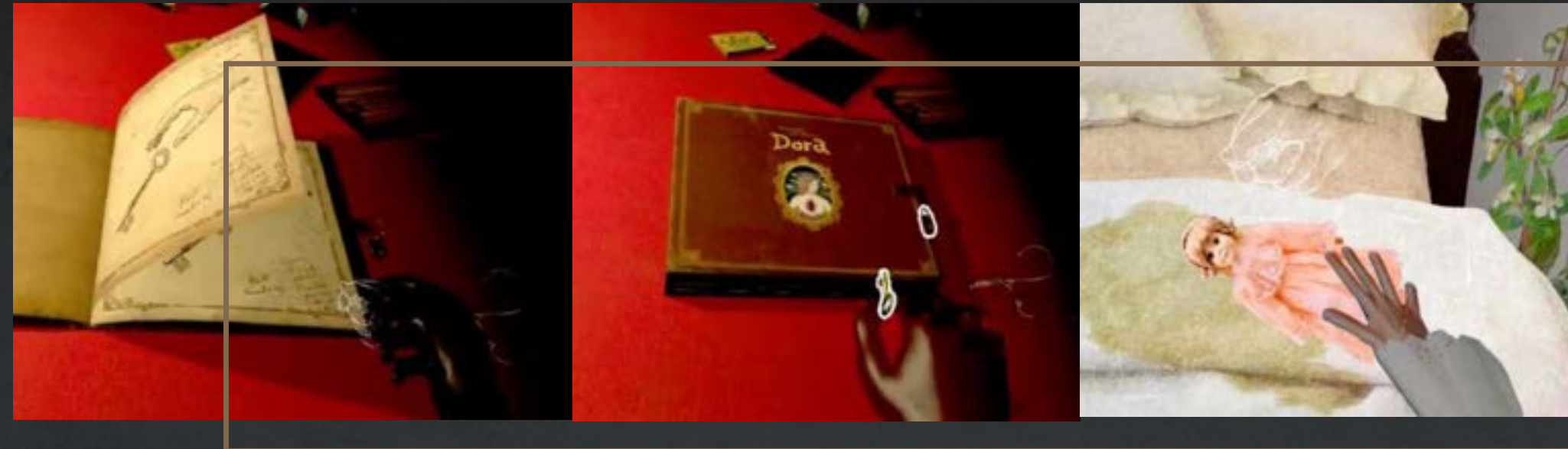


ART DIRECTION

An Insight
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Dora



EXPERIENCE MODE

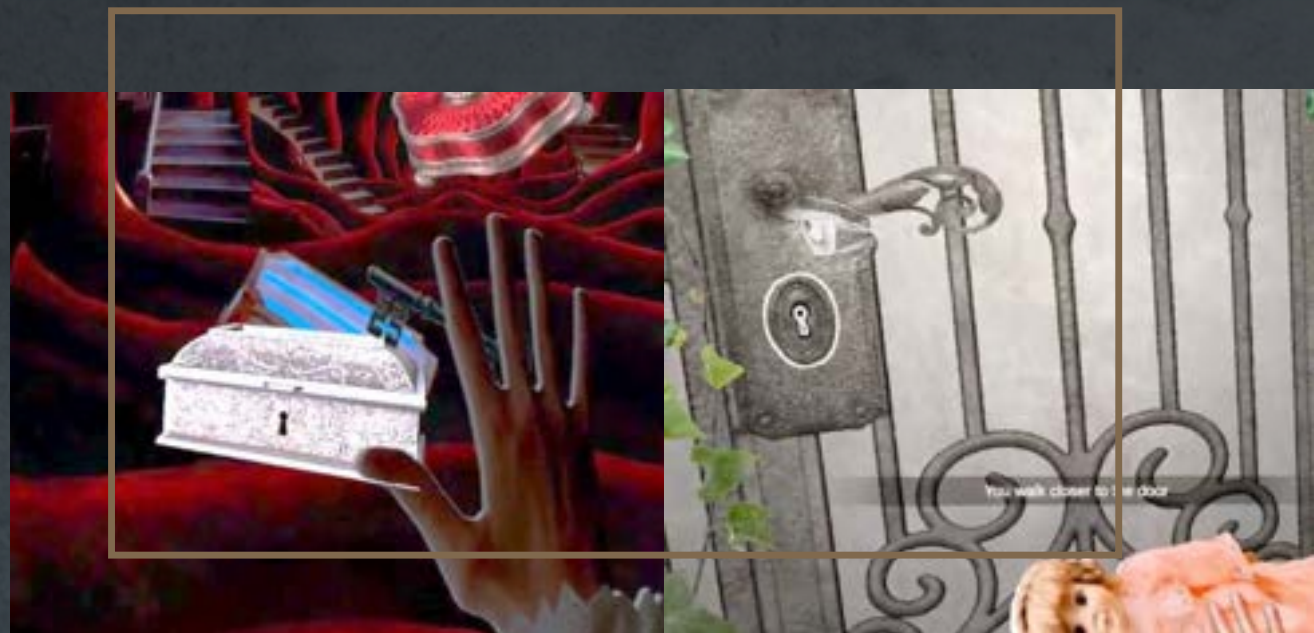


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Gesture Tracking Technology
Eliminate the inconvenience of handles and design gestures that correspond to daily life, such as pinching to flip pages, picking up keys with fingertips, and rotating to unlock, making interactions more intuitive.

Subconscious Object Interaction

Floyd's diagnostic report on the Dora case extracts key subconscious objects. Through the initial experience, the audience is trained to see the key and keyhole, understanding them as interactive objects that can be picked up and viewed.



Simulated somatic sensation experience of a hemiplegic patient with hysteria

The audience experiences in first-person perspective the left-hand paralysis and blurred vision in the left eye caused by Dora's hysteria attack.



6Dof

Within the confined area of 3m*3m, one can freely walk around to observe the scenes and interact with objects.

EXHIBITIONS AND LECTURES

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Dora



Dora 1.0 Prototype Short Film Prototype Premieres at 2020 Kaohsiung Film Festival Immersive Installations Set Up at the Venue, Participants Rave About the Hypnotic Experience of VR .



Dora VR 2.0 (Dora Ep.1) Showcases Stage Results at 2023 Kaohsiung Film Festival and 2023 TTXC Taiwan Culture and Technology Conference .



2023 Kaohsiung Film Festival Kaohsiung Original Filmmaker XR Seminar.

PRODUCTION TEAM

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Dora

Yi Jung CHEN | Director / Scriptwriter

Yi Jung has a Bachelor's and Master's degree in Cinema from the University of Lumière, France. Her works are often characterized by a delicate observation of life and an independent vision, and her background as a French traveler has made her immerse herself in European classical and contemporary aesthetics for a long period of time. Her works not only have a feminine touch, but also have a strong fusion and experimental style in the choice of topics and the forms of presentation, and her works span the genres of cinema, documentary, short experimental films, commercial advertisements, and virtual reality films, etc. Yi Jung is a crossover creator in film and visual art. She is currently one of the supervisor of the Taiwan International Cool Kids Film Festival.

In recent years, Yi Jung has been focusing on creating TV dramas, including the Hakka TV movie "Granny must Die". The feature film project "The Grandmaster's gift" was selected for the 2017 Hong Kong International Film Financing Forum, and the film was also selected for the 2023 Feature Film Grant, and is expected to be filmed in 2025. Moreover, 2019 Public Television documentary short film "Outside the path" was her first time to use VR technology to document the Winter Olympics athlete Lian De'an. 2019 VR short film "Dora" won the VR Film Production Award at the Kaohsiung Film Festival, and was selected as the first prize for the VR film production. The film was selected for the DevLab VR Film Market Showcase in the U.S. and the Chroniques Digital Arts Festival Market Showcase in France in the same year. In 2023, the film was selected as a grant for the Kaohsiung Original VR Project and premiered EP1 at the Kaohsiung Film Festival in October of the same year.



PRODUCTION TEAM

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Ui Lin ONG | Producer

2019 CEO of The Graduate CO.,LTD.

2020 Assistant professor of Department of Filmmaking, Taipei National University of the Arts 2011
Founder of Redbit Pictures CO.,LTD.

Selected in film workshop
Berlinale Talent

The Produce au Sud Taipei Workshop Torino
Film Lab

It Project of Bucheon International Fantastic Film Festival



The Silent Forest

Feature film
2020

- Asian Film Awards
- International Film Festival of India
- Tokyo FILMeX – Competition,
- Jeonju International Film Festival
- Golden Horse Award
- Taipei Film Award



Salli

Feature film
2023

- 1st Prize of Golden Horse Film Project Promotion
- Berlinale Talents Script Station



The Reflected City

VR
2022

- Newimages Festival - XR Competitions.



A Night with Moosina

Animation
2023

PRODUCTION TEAM

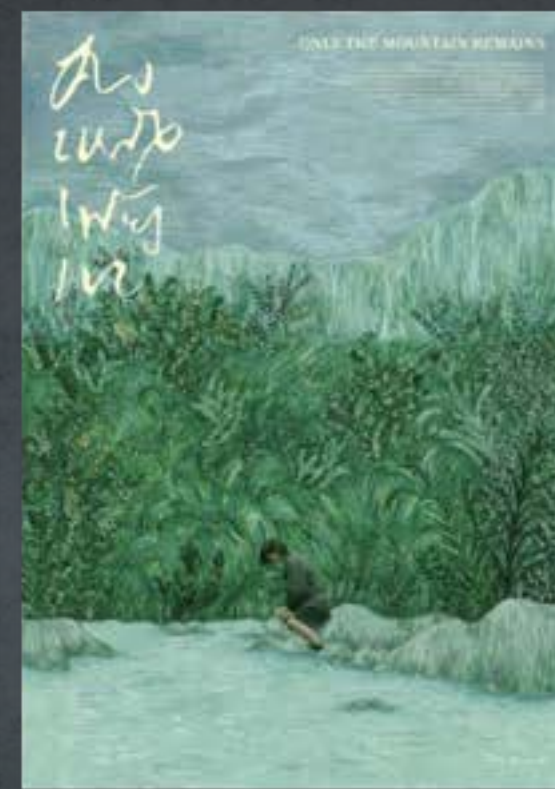
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Shu Ning LIAO | Producer

After graduating from the Department of Television and Film at the Savannah College of the Arts in 2005, he returned to Taiwan to pursue a career in the film and television industry. From 2010 to 13, he worked as a commercial producer in Shanghai and Hong Kong, and has been working in the areas of television commercials, documentaries, and shorts, as well as feature-length films, and in recent years he has been moving towards a full range of productions.

In addition to continuing to produce more excellent video works as the foundation, Shuning hopes to promote Taiwan as a production system, clear budget control and effective generation of film and television works, as the main direction. In recent years, Shuning has been actively involved in VR-related video productions, from live-action technology to post-compositing, all of which she has been personally involved in coordinating and producing, in the hope that Shuning can extend the concept of a more ambitious video production.



- 2023 PBS 《The Cleaner》 Producer
- 2023 Kaohsiung Original VR Shorts 《Dora》 Producer
- 2023 Short Film 《La Nuit Noire》 Co-Producer
- 2022 Film 《Workers》 Producer
- 2022 Netflix 《Copycat Killer》 Producer
- 2020 Film 《Man In Love》 Producer
- 2020 PBS 《Tears on Fire》 Producer
- 2019 Line TV Series 《The Fearless》 Producer
- 2018 HTC VIVE 5x1 VR Shorts 《Mountain Remains》 Producer

FESTIVAL PLAN

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Countries	Category	Unit
America	SXSW Film Festival	XR Experience
France	New Images	XR Competition
America	Tribeca Film Festival	Tribeca Immersive
Scotland	Edinburgh Festival Fringe	-
Italy	Venice International Film Festival	Venice Immersive
Canada	Montreal World Film Festival	New media art work
America	FilmGate Interactive Media Festival (Art Basel)	FilmGate Interactive Media Festival
Taiwan	Kaohsiung Film Festival	XR International Competition

SCHEDULE

March, 2024 Production Completed

April, 2024 Distribution & Promotion begins

CONTACT INFORMATION

GRADUATE 畢業生



Producer

Uilin

uilin@graduatefilm.com

Producer

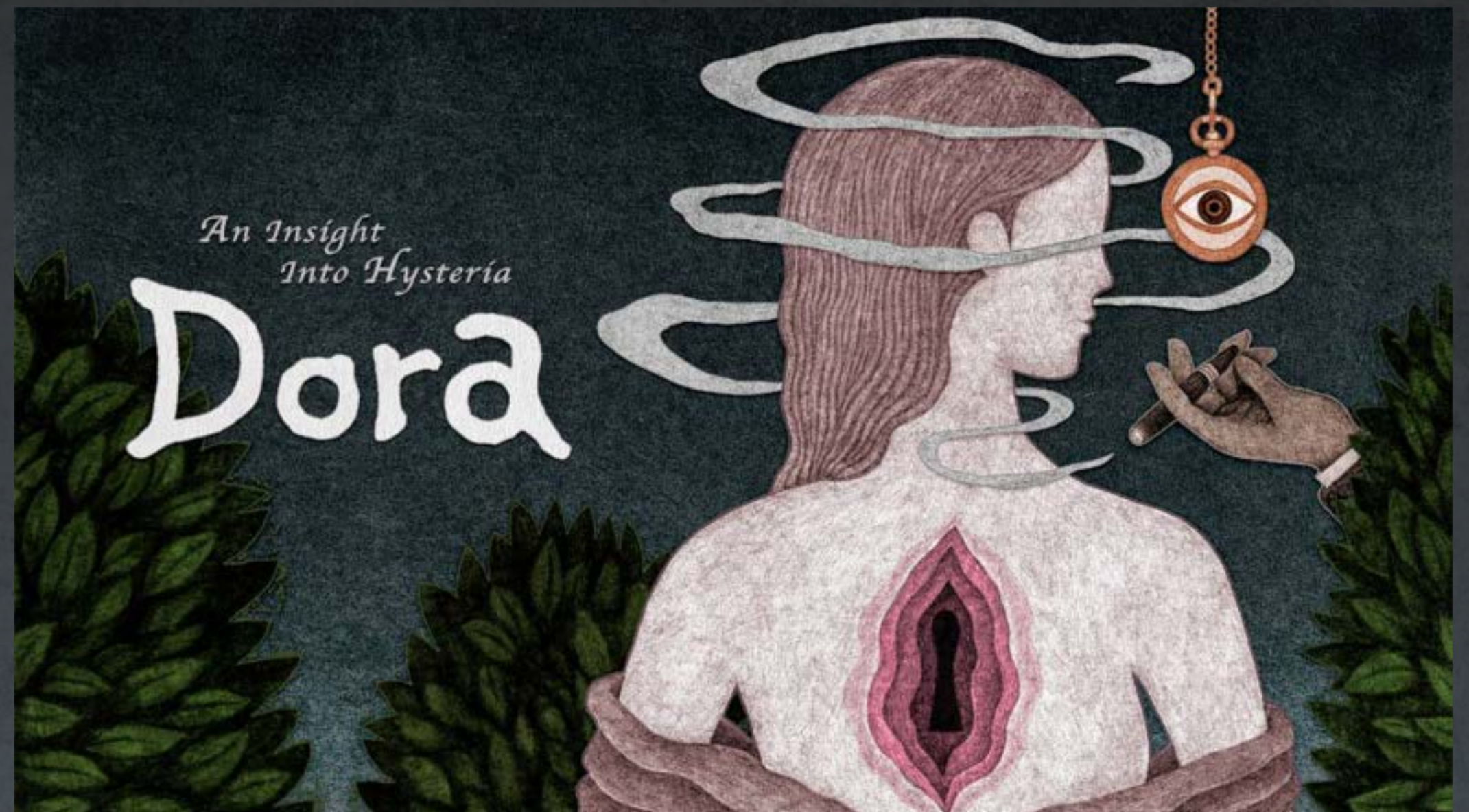
Shuning

kiwi1201@gmail.com

Distribution

Mengju

go@graduatefilm.com



"Dora Ep.1" Trailer :

