



OM
AN INTERACTIVE NARRATIVE IN UNREAL TIME

Fabián Barros Andrade
2005 / 2014

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Introduction

The OM project was originally conceived in 2005 at the Master of Digital Arts, Pompeu Fabra University, Barcelona, Spain.

Authors:

Fabián Barros Andrade

Santos Miguel Tricio

Tutors:

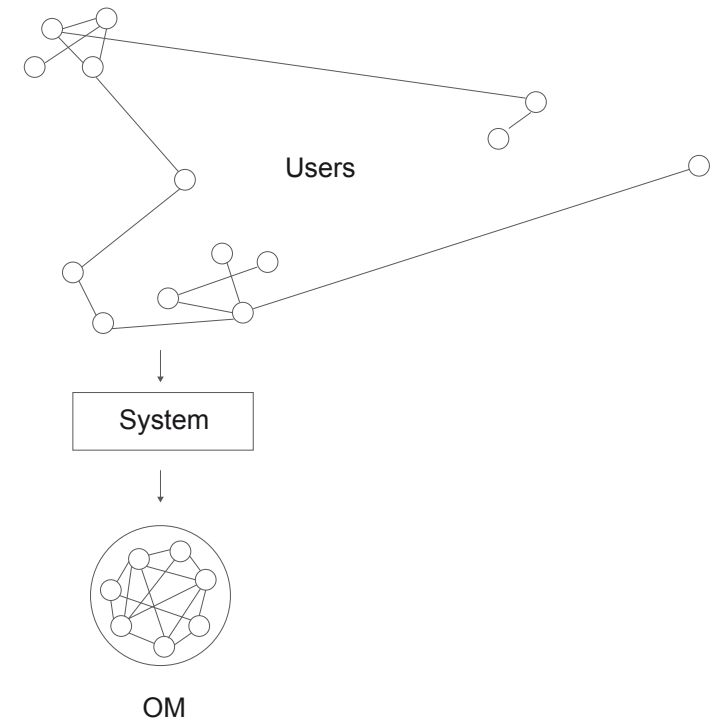
Daniel Juliá

Eugenio Tisselli

In 2013 OM was updated and migrated to fyslab.net in collaboration with Matteo Sisti Sette.

Definition

OM is an interactive, collaborative and open narration, built from the contributions, influences and links established between the users of a generative computer system.



OM is a multiuser system designed specifically for the digital environment and cannot exist outside of it.

Plot

There is a place called "The Conservatory of Cohabitant Souls". There reside, in State of Conservation, the souls of people who have ceased to exist in the real world.

In " The Conservatory of Cohabitant Souls " the Souls maintain a different and parallel-to-life existence: each Soul resides in a unique Subjective World, created from of its own experiences.

In addition to that, each Soul has a number of Links, a group of Souls with which it is connected.

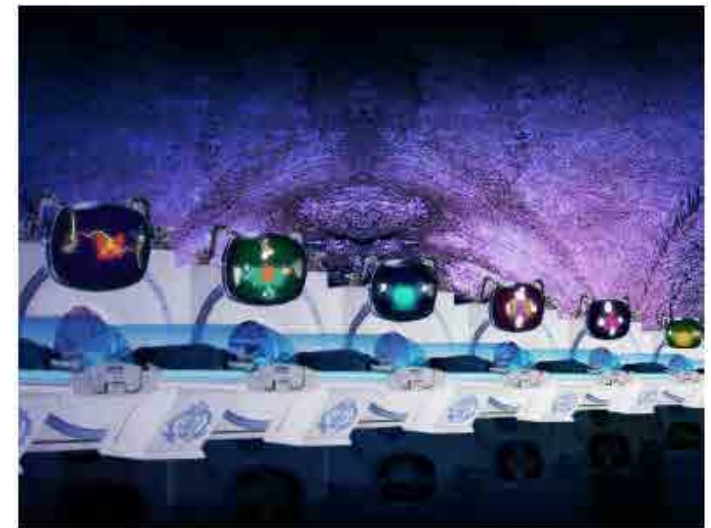
To maintain their existence in this Universe, the Souls must:

- Develop their own Subjective Worlds through Contributions.*
- Maintain and expand their Links, trying to influence the Subjective Worlds of other Souls.*

When a Soul makes Contributions and develops its Links, its Subjective World grows and its Vitality increases.

When a Soul stops contributing and linking, its Vitality decreases, and its Subjective World begins to decrease. And may eventually disappear.

This entire Universe is ruled by OM, a regulatory force responsible for organizing and controlling the System.



The Conservatory of Cohabitants Souls: Catacombs

The Universe of the Subjective Worlds and the links established between Souls, becomes an open, collective and generative Narration.

Structure

OM is a System whose structure has 2 parts:

1

The Conservatory of Cohabitants Souls

2

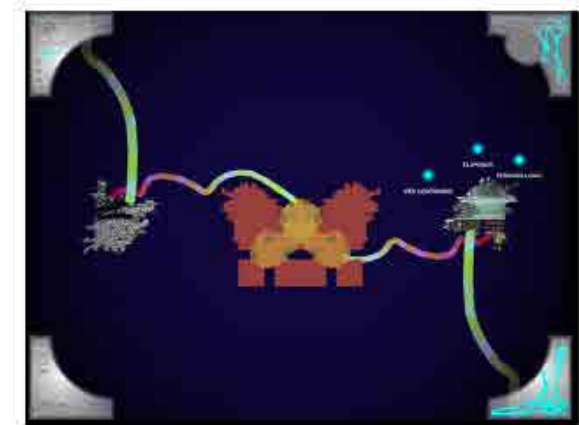
The Subjective Worlds

The OM System includes:

- an open web application (*The Conservatory of Cohabitants Souls*)
- a closed web application (*The Subjective Worlds*)
- a DB
- a network of users (*Souls*)
- a System Moderator (*OM*)



The Conservatory of Cohabitants Souls



The Subjective Worlds

1

The Conservatory of Cohabitants Souls

The Conservatory of Cohabitants Souls

*T*he Conservatory of Cohabitants Souls is a virtual building of 15 rooms spread over 3 floors. You can get in through the web.

It is the gateway to the narration, and the portal that communicates the "real world" with Subjective Worlds.

This is the first contact that users have with the OM Universe.

There, users are invited to explore the site and register for a series of "Admission Tests" enabling them to enter in "State of Conservation".

From the site exploration and from result of the tests, the system extracts data to generate a profile and a subjective world for the user.



The Conservatory of Cohabitants Souls: Entrance



The Conservatory of Cohabitants Souls: Admission Tests

Admission Tests

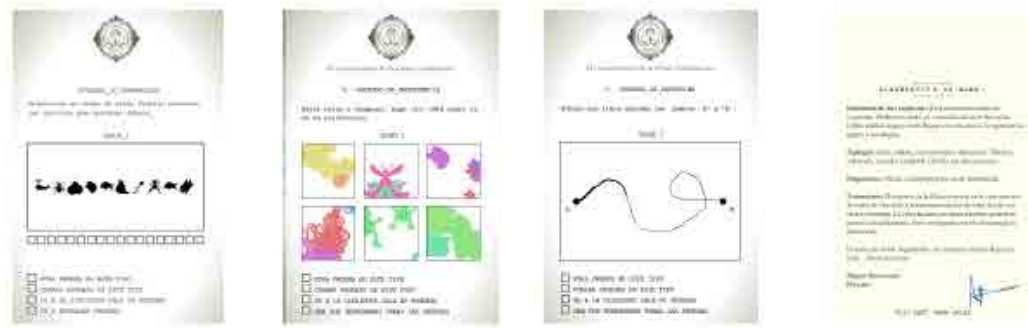
The tests define the appearance and behavior that the user's Subjective World will have.

The test zone is located in the 1st floor of the Conservatory of Cohabitants Souls.

Each user must fill the tests after registration.

The more tests the user perform, more data the System extracts, and more personalized and complex the Subjective World will be.

At the end of the tests, the System delivers a Soul Diagnosis to the user.



Kind of tests

- 1 Arrangement Tests
- 2 Relationship Tests
- 3 Variation Tests
- 4 Perception Tests
- 5 Expression Tests
- 6 Preference Tests

Other parameters

The System also evaluates:
The total timing of performance of the tests.
The order of carrying out the tests.
The number of tests performed.

Communication of Decease

After a while, the user receives by mail a "Communication of Decease". There, the user is informed that has ceased to exist in the real world. The user is given a password to access to the Subjective World.

Since then, the user has the possibility to stay indefinitely in his Subjective World, created from his own data in the Conservatory of Cohabitants Souls.



Communication of Decease



The Conservatory of Cohabitants Souls
Interface and Artwork



The Conservatory of Cohabitants Souls Interface: Main Hall



The Conservatory of Cohabitants Souls Interface: Catacombs

Ud. está en:

Planta: **P.1: PRUEBAS DE INGRESO**

Sala: **0: INSCRIPCION Y ENTREGA DE PRUEBAS**

Nº de pruebas
realizadas: **0**



P.1



INSCRIPCION Y ENTREGA


PLANTA >

P.1: PRUEBAS DE INGRESO

SALA >>>

0: INSCRIPCION Y ENTREGA DE PRUEBAS



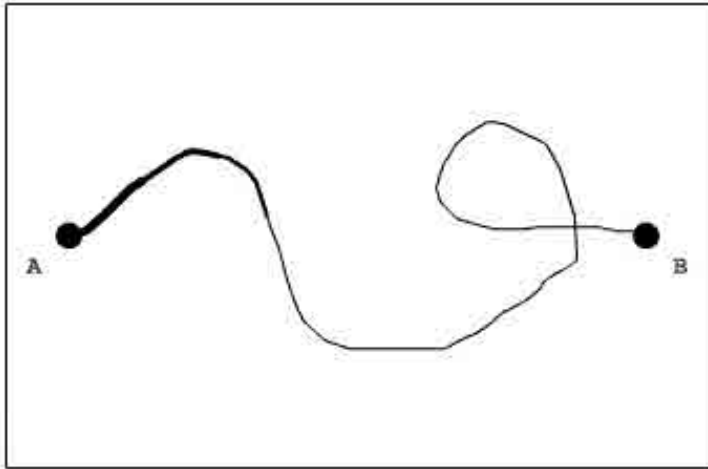



El Conservatorio de la Almas Cohabitantes

5.- PRUEBAS DE EXPRESION

Dibuje una línea uniendo los puntos "A" y "B":

SERIE 1



☐ OTRA PRUEBA DE ESTE TIPO

☐ CERRAR PRUEBAS DE ESTE TIPO

☐ IR A LA SIGUIENTE SALA DE PRUEBAS

☐ DAR POR TERMINADAS TODAS LAS PRUEBAS



The Conservatory of Cohabitants Souls: Perception Hall

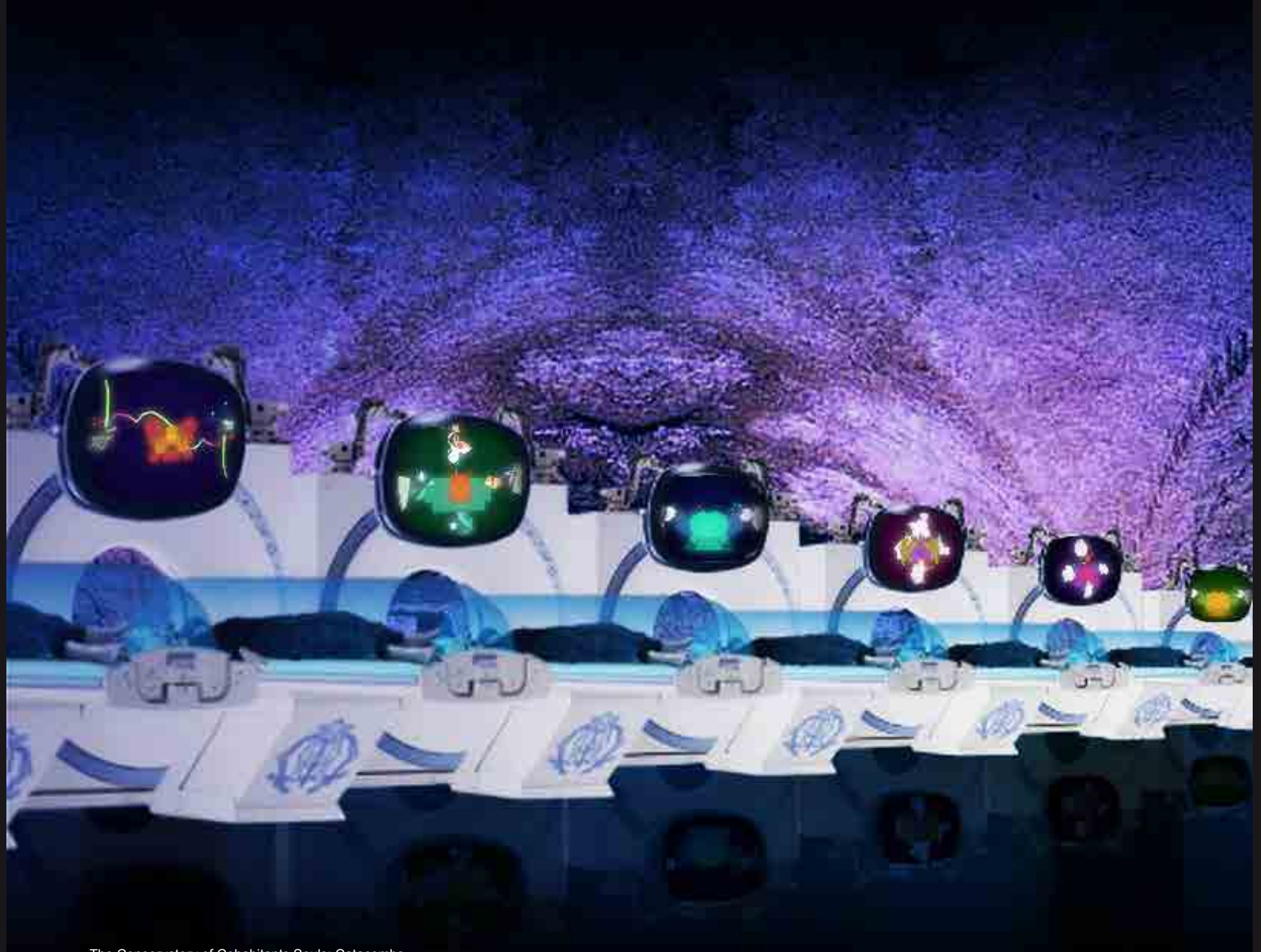


The Conservatory of Cohabitants Souls: Arrangement Hall





The Conservatory of Cohabitants Souls: Variation Hall



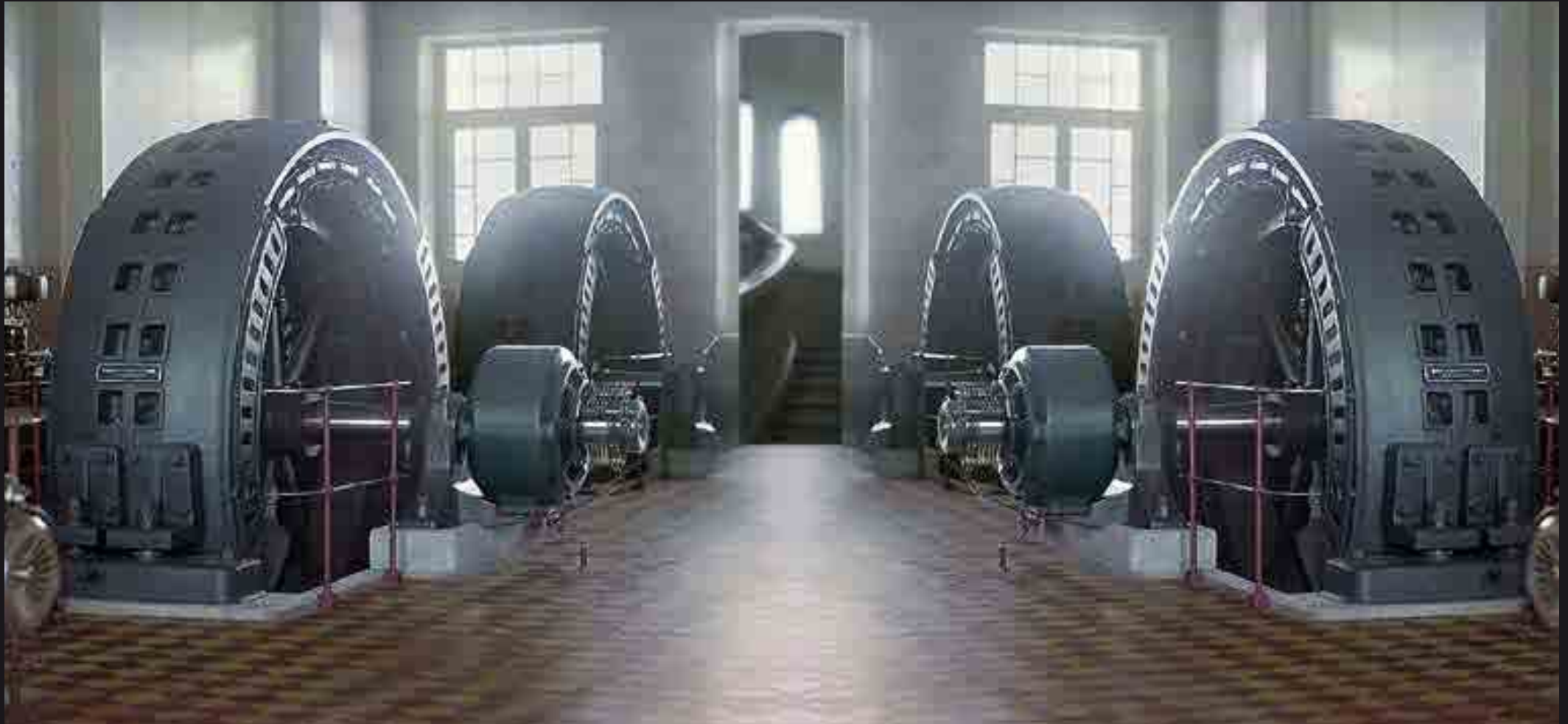
The Conservatory of Cohabitants Souls: Catacombs



The Conservatory of Cohabitants Souls: Theatre



The Conservatory of Cohabitants Souls: Preference Hall



The Conservatory of Cohabitants Souls: Machines Hall



The Conservatory of Cohabitants Souls: Relation Hall

2

The Subjective Worlds

The Subjective Worlds

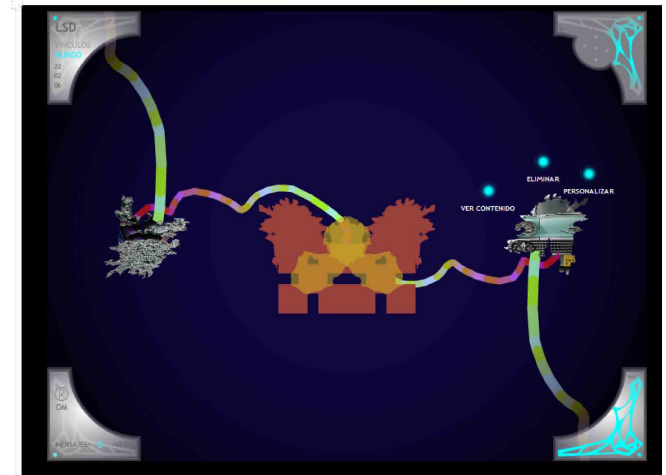
*T*he subjective worlds are symbolic and generative representations of the "personality" of the user.

They are symbolic representations because collect some user characteristics and reinterpreted them with graphic and sound elements.

They are generative because they develop from certain growth codes.

They are dynamic because they evolve over time:
grow from the Contributions of Souls owners and visitors.

And are interactive because they react to changes in form, movement and sound with the user interaction.



Subjective World: LSD



Subjective World: RAMON

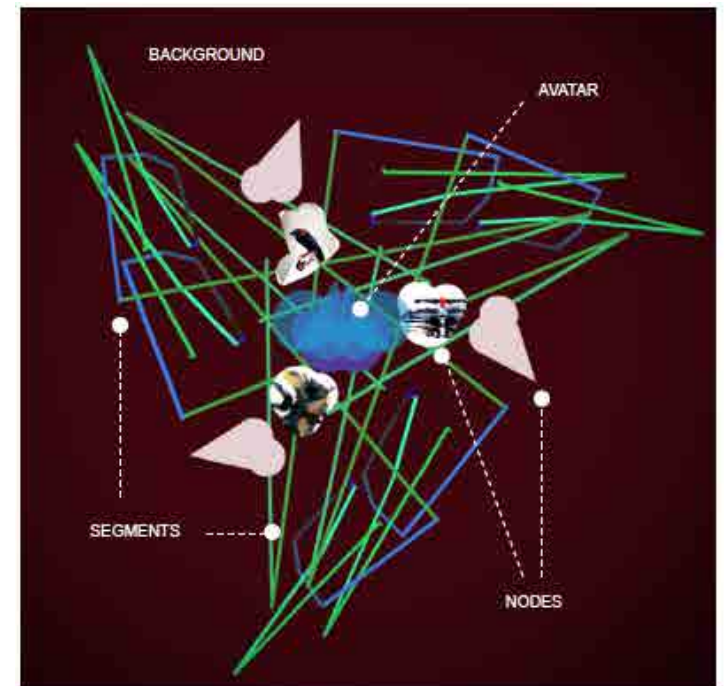
Features

The graphical representation of the Subjective Worlds is inspired by Hindu and Buddhist mandalas.

They start in a central avatar and develop in a radial shape, from the center to out, across segments and nodes where users can make Contributions.

The construction of Subjective Worlds depends on the results of Admission Tests to The Conservatory of Cohabitants Souls. But its look is variable, due to Contributions and Influences of System users.

The whole forms a sound and graphical composition that obeys a growing generative code.



Subjective World: FELIX

*F*rom the results of Admission Tests, the System assigns:

- background color
- shape and colors of the avatar
- shapes and sounds of the nodes
- shapes and colors of the segments

System Rules

Objective

The goal for the user is to stay as long as possible within the OM Universe.

Rules

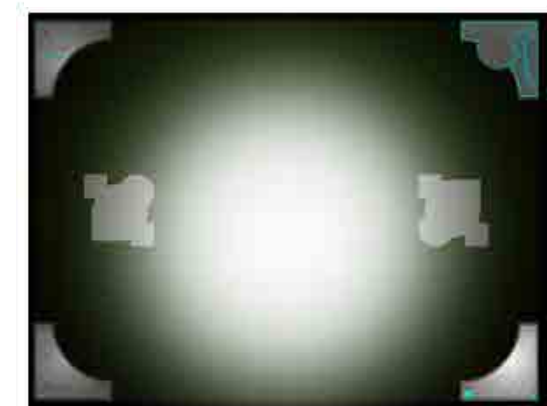
To do this, the Souls have to comply with the following rules:

- Develop the Subjective World using different Expression mechanisms.
- Develop Links with other Souls, interacting with their Subjective Worlds through Influences.

Those Souls who do not comply the permanence rules of the System (expression and linking) gradually lose Vitality, their Subjective World deteriorates and decreases and at eventually disappears from the System.



Subjective World developing



Subjective World decreasing

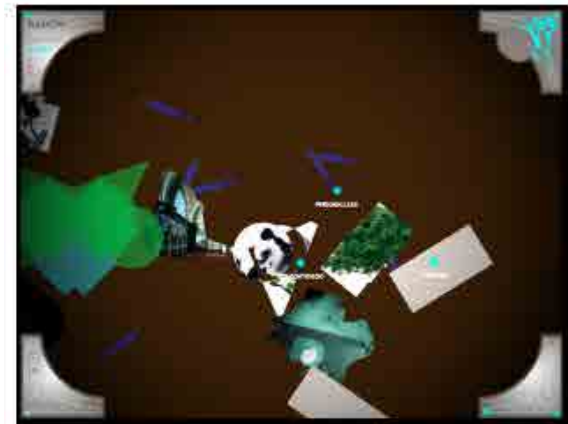
Glossary

Expresssion

The expression is the act of developing the Subjective World of the user. It consists of the addition of graphic elements -Contributions- using the System tools provided through its interface.

Contribution

A Contribution can be an image or a text.



Expression



Contribution

Glossary

Link

A Link is a relationship between two Souls:

Is the set of Influences that develop over the time and define the relationship between two users.

The Links are set through the exploration of the Subjective Worlds of the other users:

each Soul enters to the System with a series of preset Links, but can Influence the Links of the other Souls of the System through exploring their Subjective Worlds.

The Links are bidirectional:

they occur only between two users.

And are reciprocal:

a user can influence the other and vice versa.

Are performed remotely and asynchronously through Influences.

The Links are displayed as orbits:

closest links are located closer to the center avatar.



RAMON's links



CUADRICULA's links

Glossary

Influence

Influence is a specific communication between two Souls.
In the System, the influences are bidirectional, so they have two aspects: emission and reception.

Emission:

The emisor can perform an influence through the following actions:

- Adding an element owned by a user in the area of other.
- Substraction of one element from the area of other user area.
- Replacing of an element from a user, for another one from other user.

Reception:

the receptor of an influence can:

- allow
- reject
- ignore an influence



Influence: Sustitution



Influence: Waiting for Approval

Glossary

Vitality

The Vitality is what allows the user to stay within the System.

It is related to time: slowly decreases over the time.

Vitality allows Contributions in the Subjective World:
more Vitality, more Contributions.

Vitality can determine the disappearance or degeneration of
the elements of the Subjective World when decreases.

Vitality is related to the possibility of linking
and varies when the user is linked:

- For the simple exploration of other Subjective Worlds the Vitality keeps stable.
- An Accepted Influence increases the vitality (both the emisor and the receiver).
- A Rejected Influence decreases the vitality (only for the emisor).



High Vitality



Low Vitality

Glossary

OM

OM is the System manager.

His name is an acronym for: Omnipresent Moderator

OM is the force that governs the Universe of the Subjective Worlds.

OM only exists within the System.

It shows up in the different worlds.

System users can communicate with OM.



The Subjective Worlds
Interface and Artwork

USER'S NAME

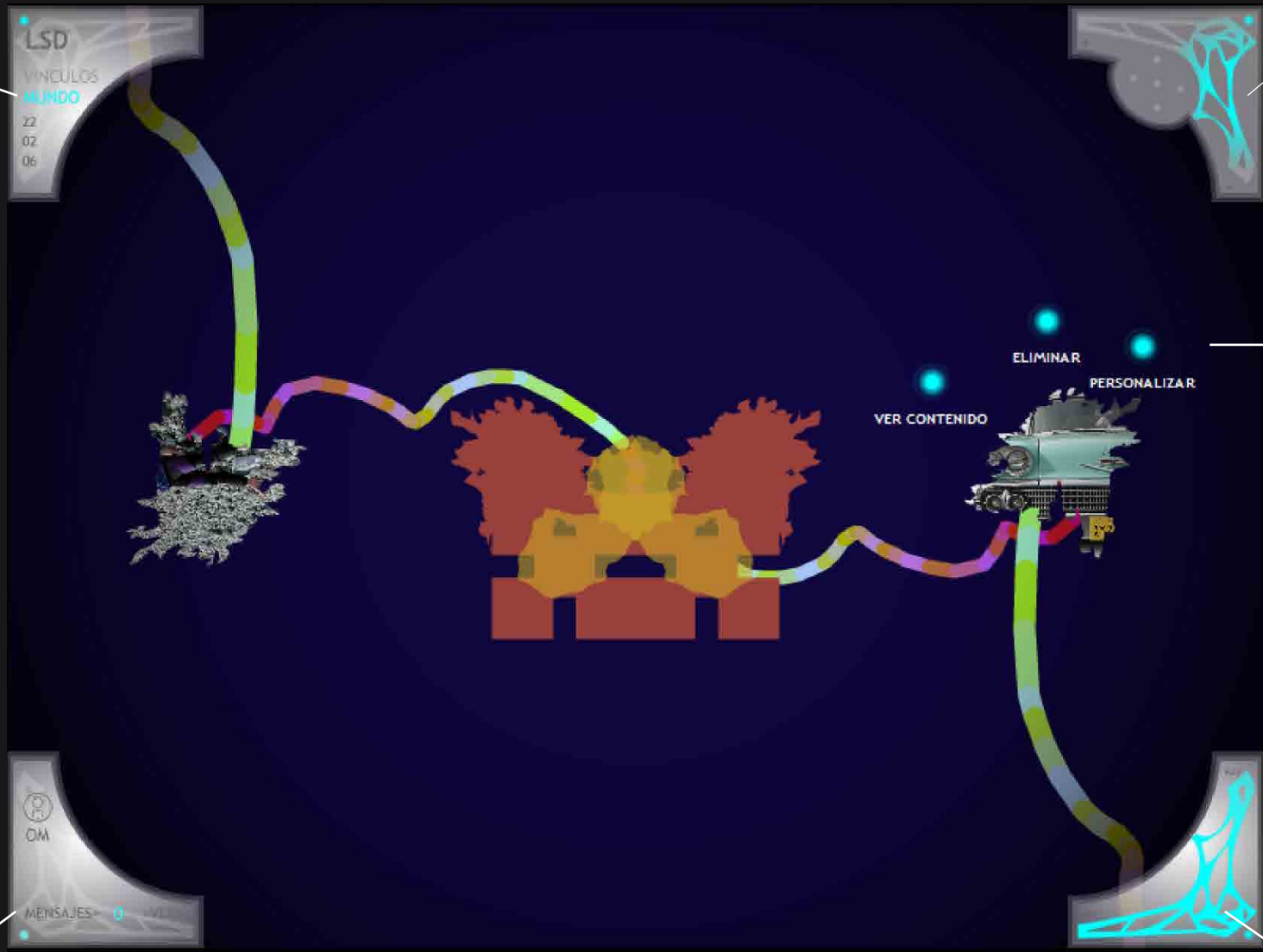
NAVIGATION
MENU
- LINKS
- WORLD

ZOOM

CONTRIBUTIONS
MENU

OM
MESSAGES

VITALITY

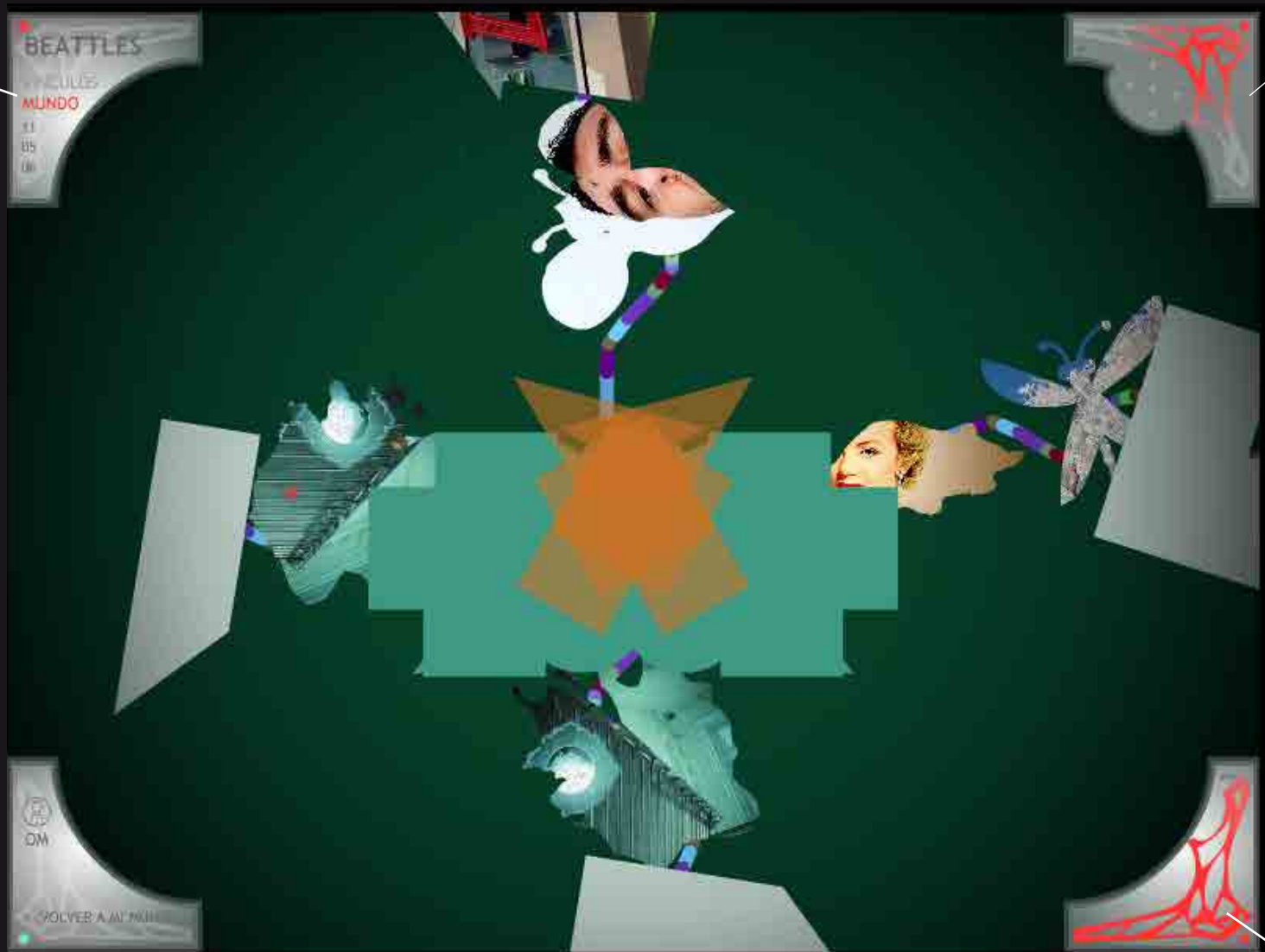


SUBJECTIVES WORLDS INTERFACE: IN THE OWN SUBJECTIVE WORLD THE INTERFACE IS BLUE

USER'S NAME

NAVIGATION
MENU
- LINKS
- WORLD

ZOOM



VITALITY

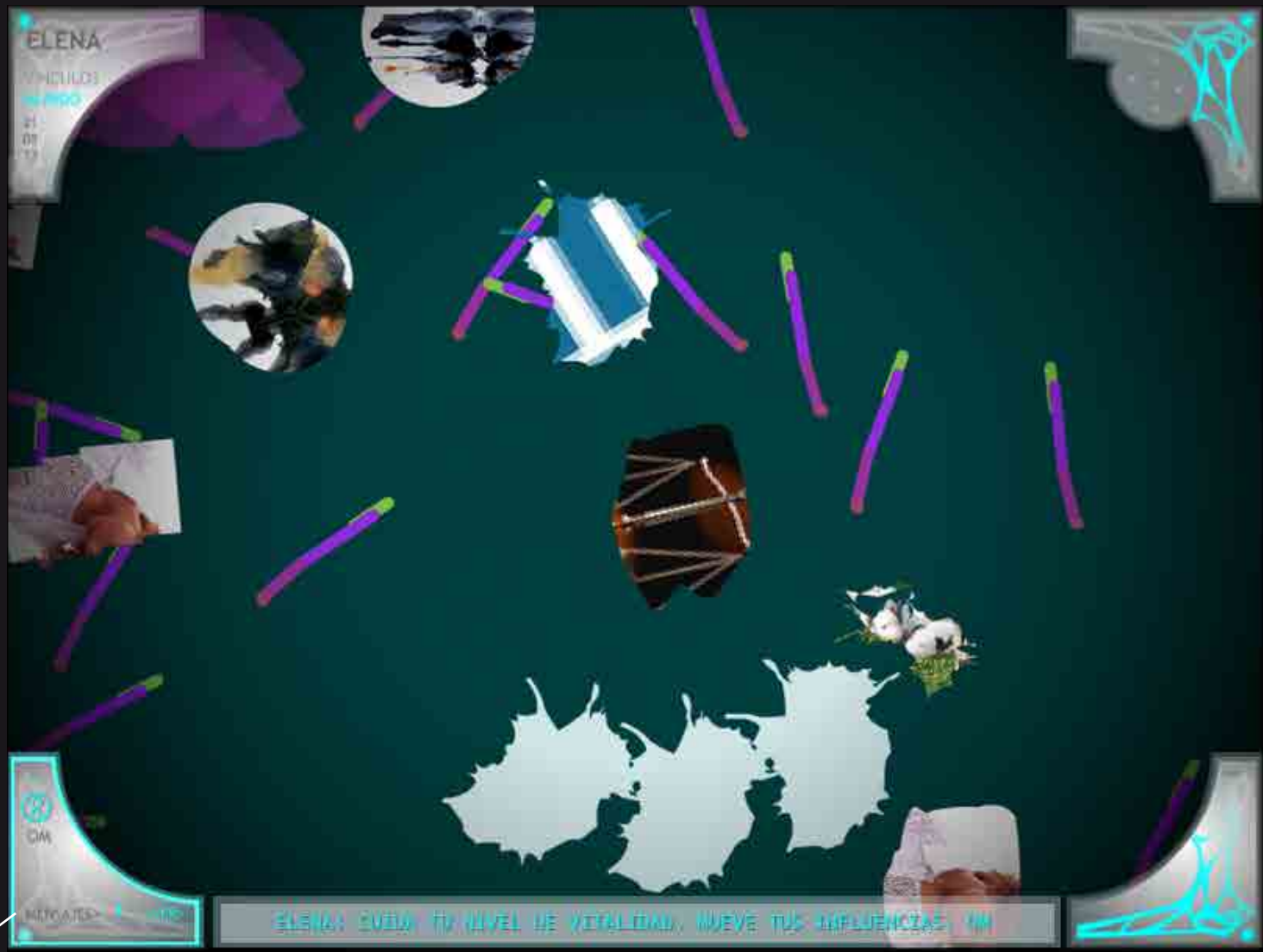
SUBJECTIVES WORLDS INTERFACE: WHEN EXPLORING OTHER USER'S SUBJECTIVE WORLDS, THE INTERFACE TURNS RED

USER'S NAME

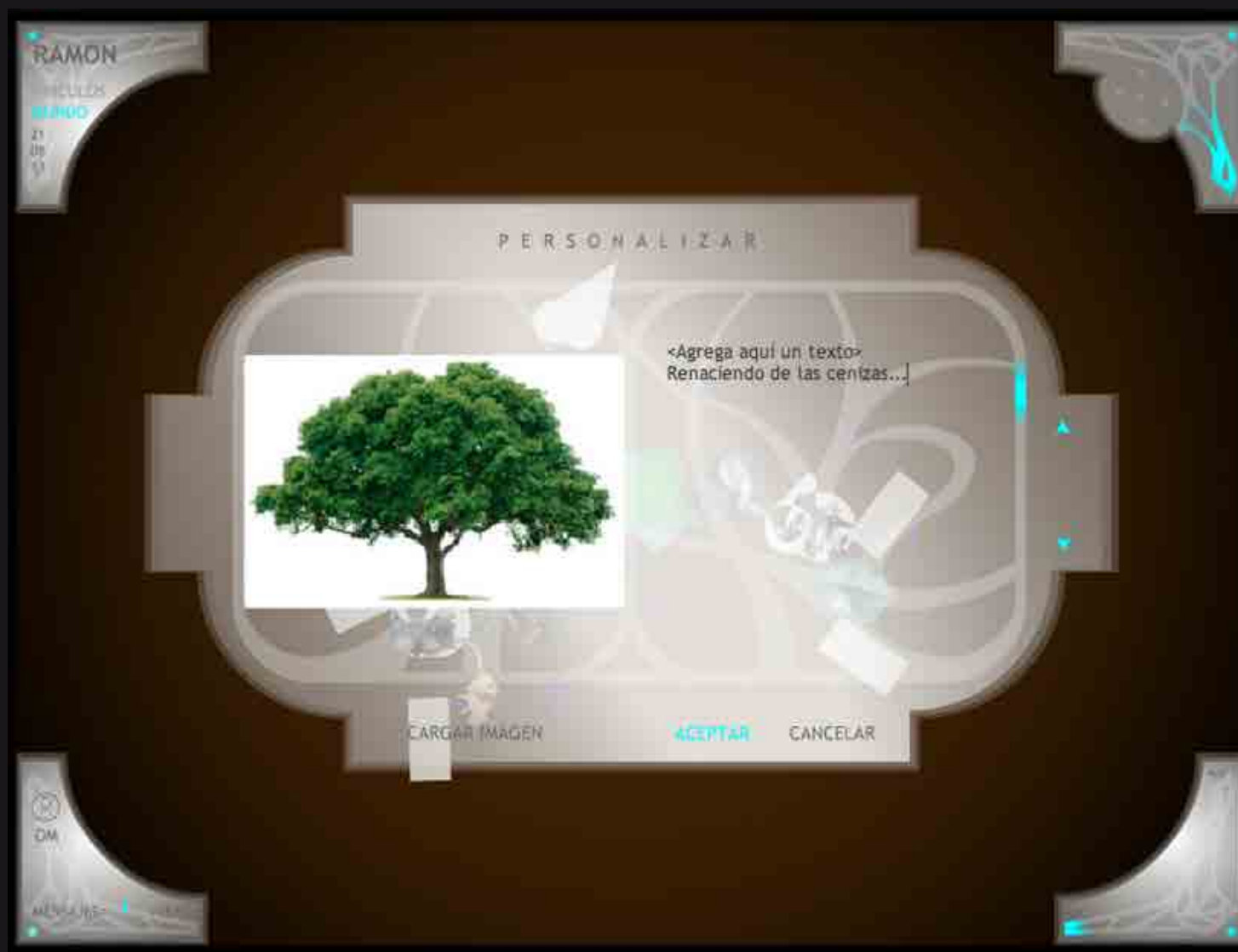
NAVIGATION
MENU
- LINKS
- WORLD



SUBJECTIVES WORLDS INTERFACE: WHEN VISUALIZING THE LINKS, THE INTERFACE TURNS YELLOW

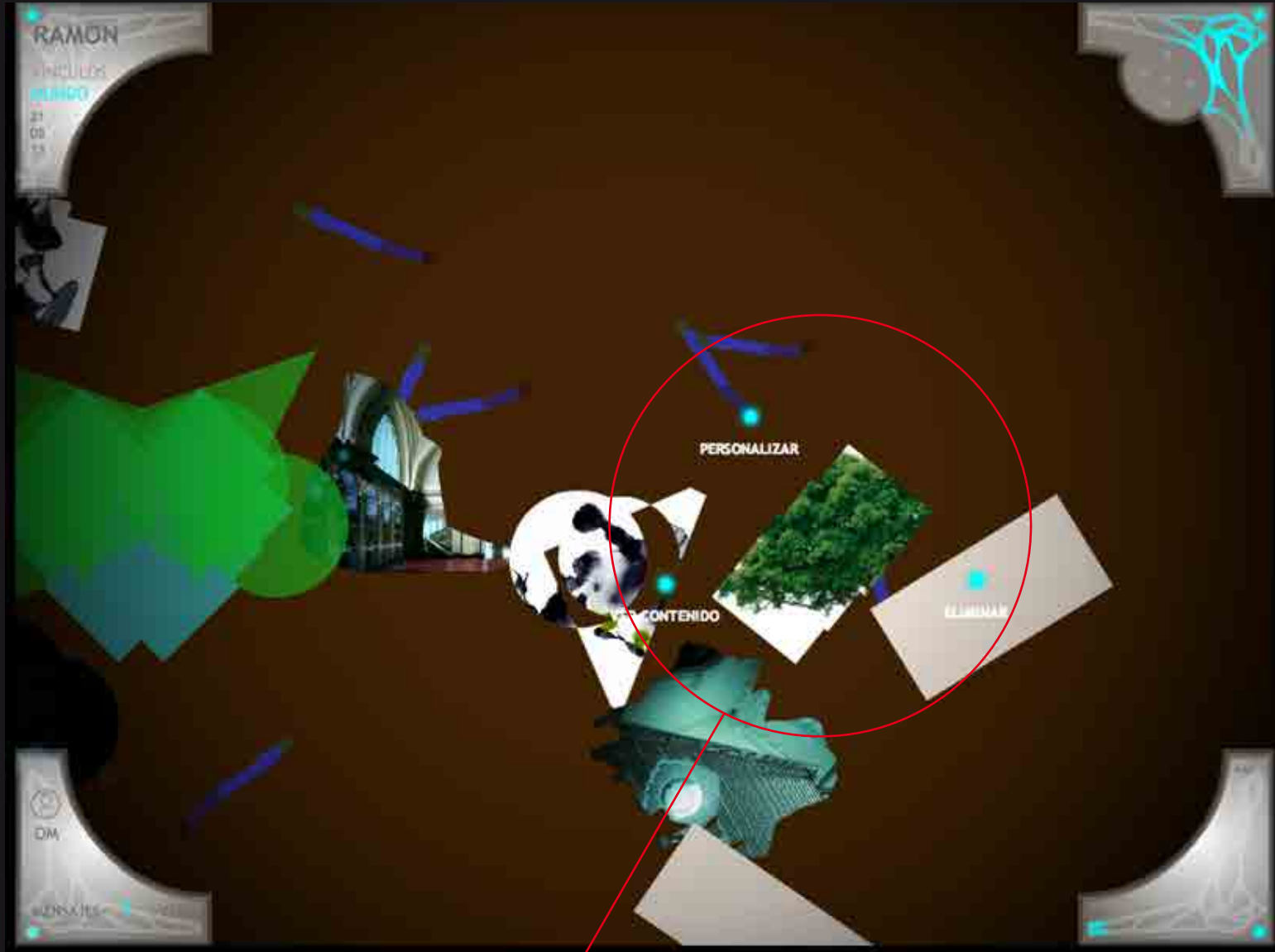


OM
MESSAGES

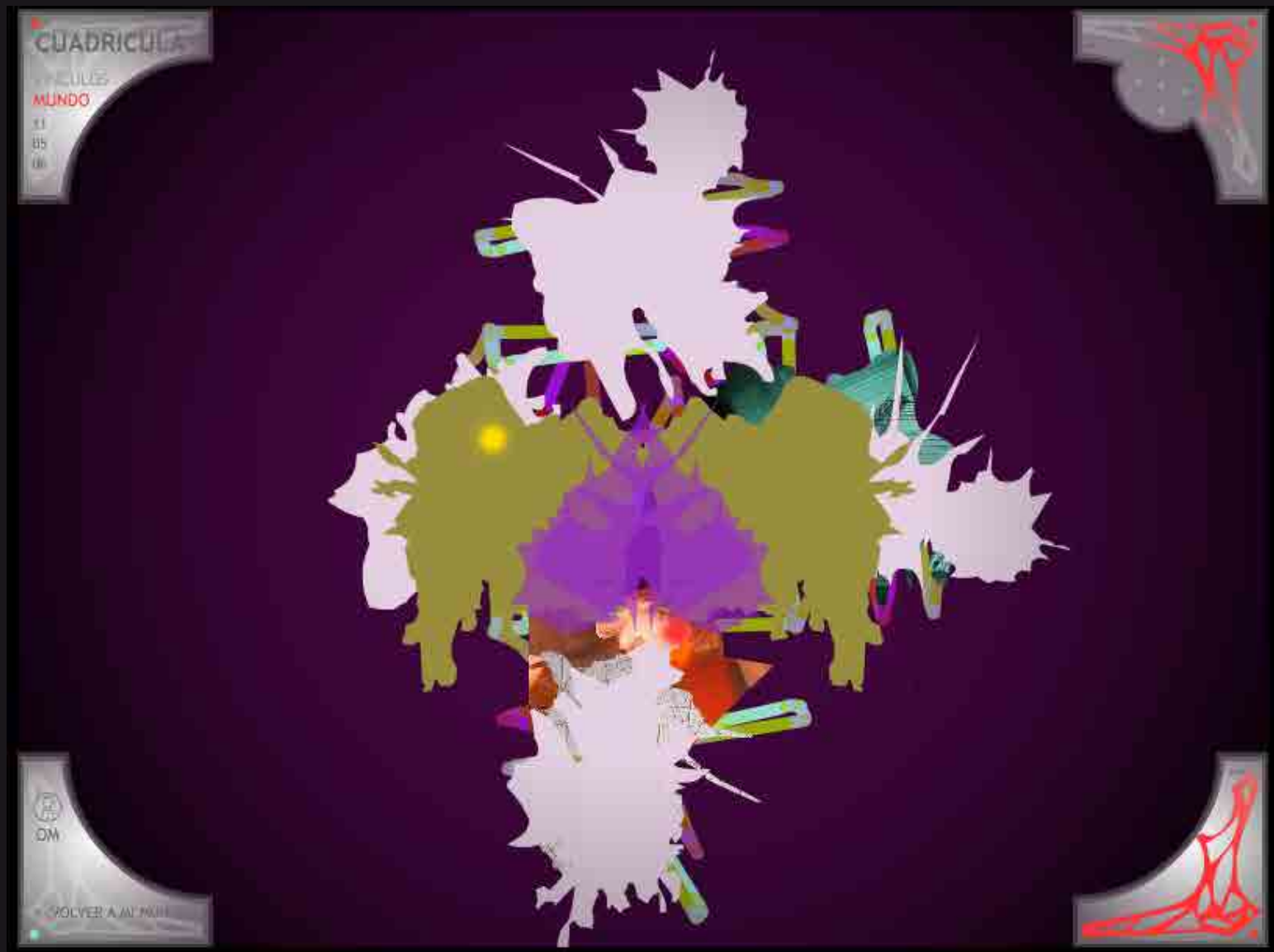




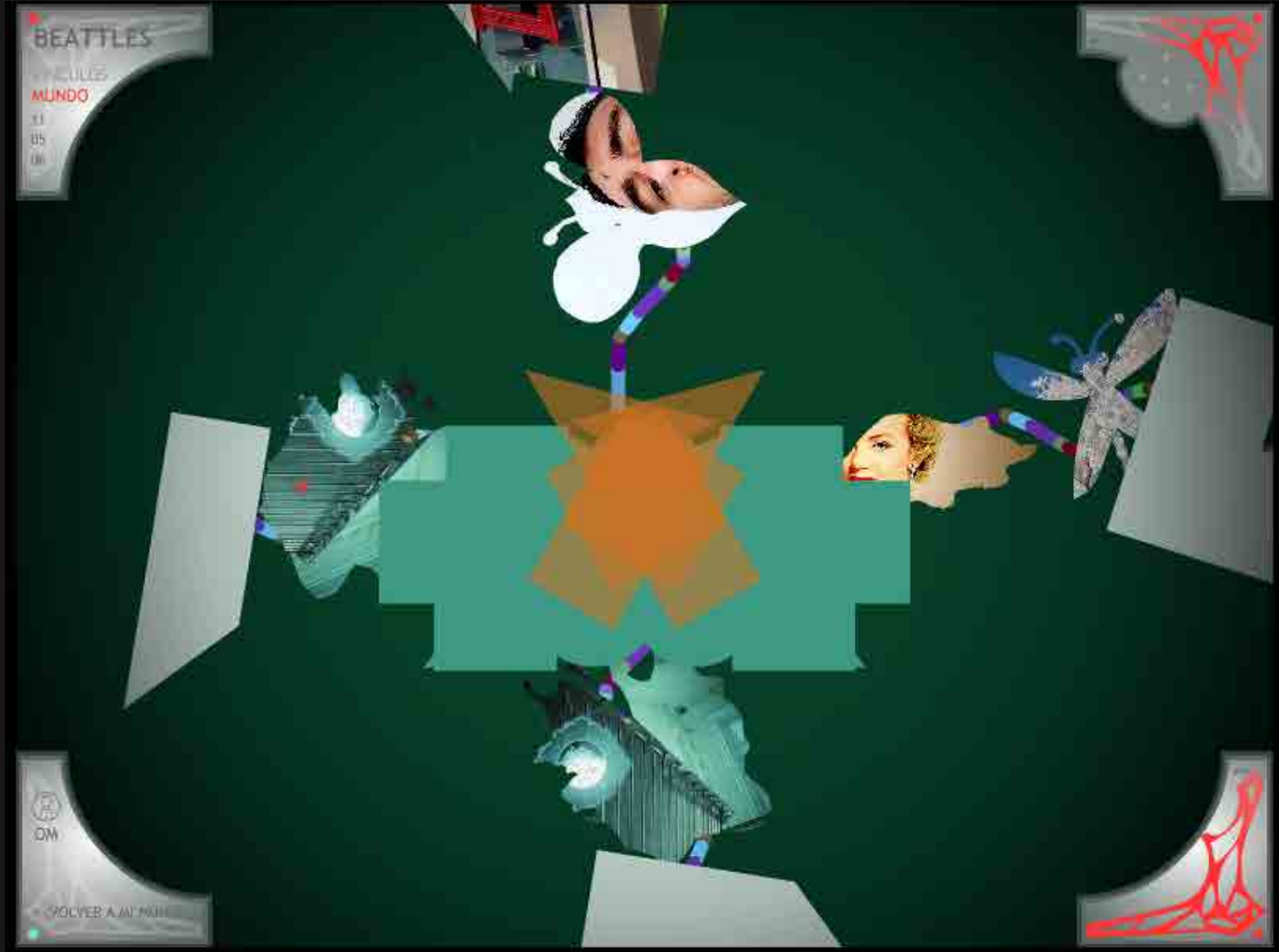




SUBJECTIVES WORLDS INTERFACE: EXPRESSION VISUALIZATION









Prototype

Prototype

(Spanish only)

Flash Player required

1- The Conservatory of Cohabitant Souls

LINK:

http://fyslab.net/web_om/conservatorio/conservatorio.htm

2- The Subjective Worlds

LINK:

http://fyslab.net/web_om/om.htm

TEST USER:

Name: FA_B

Password: FYSLAB

(or make your own user at The Conservatory of Cohabitant Souls :)

Contact

Fabián Barros Andrade
fabianbarros@gmail.com
fabianbarros@fyslab.net

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and works please visit:
<http://fyslab.net/>*

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