



## VRgil Showcase

This showcase will focus on a prototype scenario which is perhaps less representative of the complete product but it will demonstrate the utility and power of the technology. This choice is not to mislead investors but to give a feeling for what type of effect a fully realized VRgil system might have on an individual. The potential for change at a societal level will be one of the epicenters of controversy, a technology with true transformative power should be handled with the utmost care and respect.

As previously stated; the flagship feature of VRgil will be historical experiences but the project will gradually strive to encompass all areas of human knowledge. This showcase will contain a short demonstration of what an "Introduction sequence" might look like. Naturally, there will be a lot of questions that the viewer has after watching the aforementioned video, to this end we have prepared a [Q&A](#) at the bottom of this page.

### Reading instructions:

*Cursive text: refers to camera movement and scene descriptives*

*Blue text refers to VRgils movements and actions within the scene*

**Bold text refers to dialogue**

### **Scene 1:**

*The trailer begins with a black screen, then the sounds of a busy school corridor grow increasingly louder. When the sound reaches a certain point the scene begins. A bunch of students are talking to each other while a professor and his assistants step into view. " **Alright everybody, your attention please.**"*

**"You will be assigned a room number for this introductory session and after the course is completed we will gather here for discussion, have a quick lunch and proceed to process the information in Hall B at 13:00."**

**"Everything clear? Good, let's begin... John, you get room 1A, Maya, 1B...."**

*The camera shifts to the inside of a small white room, you can still hear the professors muffled instructions outside... At the far end, there will be a table with three light blue objects: a Scale, a Skull and a Pyramid. Closest to the chair, at the other side of the table; a white Book. All other objects are to be white; the computer chassi, VR-chassi, table lights, doorknobs, etc. This set up seeks to imitate the reflection-chambers of the Masonic Order.*

*A teenager walks in and the noise outside is enhanced and vanishes as he closes the door; John looks around and sits down. He flips the pages of the book, revealing blank papers. He proceeds to lift the objects and study them for a while then puts them back.*

*He puts on the VR-headset and a small VR-symbol shows in the lower-left corner, indicating that what we see now is from within the VR experience, this fades after a while. A symbol on the book emerges, shimmering in light blue. He re-opens the book, now revealing the pages covered in text.*

*A tall, robe-clad figure materializes in the far right corner of the room. An Egyptian death-mask hides his face but the entire figure is the same light blue as the objects on the table. [VRgil stands upright with his hands behind his back and acknowledges the student's presence with a slight bow of the head and begins to speak]..." Greetings, my name is VRgil...but just giving you my name will not be much of an introduction."*

*[VRgil looks up at the ceiling, hands across his chest, tapping his finger on one of his arms]...  
" I was created to serve as a guide and mentor to you... I will take you to the days before your first memories and beyond, showing you the grand narrative that we are all a part of."  
[VRgil grunts approvingly and looks at the student]... " In short, I will be your teacher... but quite different one from those you have met before, I assure you."*

*[VRgil points towards the book]... " On the very first page it reads: -Introduction-... and I guess that we are in the middle of it now..." [VRgil chuckles lightly and picks up one of the objects currently not being used]... " So...Where to begin (?)... perhaps.. yes...first of all, we need a bit of... perspective."*

## **Scene 2:**

*[VRgil snaps his fingers and a short monotone sound rings forth, the light in the room shifts for a second to a light blue hue. The walls of the room fall away. Only the white floor remains, they are seemingly transported to the top of a huge mountain range.]*

**"The roof of the world, Mount Everest!.."**

*A couple of seconds passes, giving the student time to suck in the surroundings while VRgil walks towards the edge of the floor, hands behind its back....*

**" We are currently at an altitude of 8 848 m, Average temperature is that of -42 Centigrade."**

*[VRgil walks to the edge and taps the invisible wall, a force ripple spreads out from his knuckles.]*

**"We are of course protected from the elements in here, the real world is.. less forgiving".**

*[VRgil turns around and gestures to the student ]." Rise, drink in the view long reserved for the brave few among us..... Of course, it takes more than bravery to scale this mountain, what we call luck is an ever-present factor in most endeavours of man.." [VRgil sigh and points down the slope]...." Beneath the snow lies men and women who dreamed of seeing what we are seeing right now.... a first taste of the immense privilege granted to you by the toils of your predecessors..." [VRgil gestures towards the chair]... " Please sit down.. there is a thing I need to show you before we can continue our journey together..."*

*[The student sits down and VRgil picks up the pyramid.] "With the word perspective we mean many things..." [VRgil proceeds to turn the base of the pyramid towards the student]. "... I could ask you to tell me about the geometrical figure in front of you right now.... a square, seemingly. But....[VRgil turns the pyramid slowly] we both know that another angle reveals a different truth entirely."*

**" So it is with most things, what we historically have mistaken for truth is usually a description of reality from a certain vantage point... revealing little of the grander picture..."**

**" Keep this in mind young one... as you will see a lot the coming years, more than those who came before you...Are you looking at the square.... or the pyramid?... Well then.."**

*[VRgil gestures and the walls rise back up] "...There are a great many things for us to discuss... let's continue our chat someplace less.. dramatic." [VRgil puts the pyramid back in its original place and once again snaps his fingers; tone, light shift, walls falls away]...*

### **Scene 3: the thousand lakes**

*The room drifts into view, traveling upstreams towards the top plaza of Plitvice. [VRgil puts his hands behind its back, seemingly taking in the surrounding scenery and glances over at the student]...*

**"I welcome you to Plitvice, a shining example of this planet's natural beauty..."** [VRgil makes a gesture and the platform moves towards a nearby waterfall, he crosses his arms over his chest]...

**"...Throughout the ages man has associated the passing of time with that of flowing water... but we mortals were never given the illusion that we could alter its flow or direction..."**

[VRgil raises his hands slowly and makes a swift gesture, instantly stops the landscape in time, everything is frozen in frame, silence follows]...

**"...But these are strange times...[VRgil turns towards the student]...we are slowly gaining abilities only spoken of in legends...[VRgil walks over and puts his hand on the book and pauses]... words have long been used to capture moments, preserving events and discoveries, frozen in time... however..."**[VRgil removes his hand and with a gesture, the invisible force field protecting the platform dissipates in a way reminiscent of a fire working its way down a matchstick.VRgil puts his hand outside the platform and looks at a tree by the shoreline, a single red leaf comes floating towards them and lands in his palm]...

**"If I were to give this leaf to someone who never laid eyes on this place... would you expect them to appreciate the full glory of these lands?... Of course not...but so it is with words.. in some cases, they prove to be dangerously...insufficient.** [VRgil sighs and turns away from the student]... *Due to the extensive monologue, it will be important for the platform to be slowly drifting, keeping the environment fresh, beautiful and engaging*

**"We humans have come a long way... gathering leaves...but it is not enough...we need new tools to convey the grand narrative each and every one of us is a part of..."** [VRgil turns towards the student and puts the leaf on the table...VRgil looks at it in silence and then starts to speak.]...

**"When two people are looking at an object both may agree upon the colour, ..but.. we have no way of discerning the individual interpretation of, for example, "the colour red". These slight variations of nuance can result in a potentially catastrophic loss of information when it comes to inter-human communication... These... undocumented gaps in experience... grows even larger when we consider abstract thinking or the imagination.**

**We need to move these ideas towards the visual, where the loss of information is comparatively mild...I seek to enable this conversion...[VRgil gestures once more and the leaf shatters into blue dust which disappears quickly].... "The question precedes the answer... and some questions deserve our undivided attention.... "**

**"... Is this the winter of mankind?... Or are we on the verge of experiencing a spring, unlike any before it? "**

[VRgil gestures and the landscapes become unfrozen, water rushes and the sounds of nature are roaring since the forcefield is still down, VRgil gesture and the forcefield materializes and the noise becomes muffled].... **"..That story is unfolding as we speak... but together we can push the narrative towards a... more hopeful place...**

[VRgil looks out over the landscape].... **"This vista before you has been admired by your brothers and sisters all over the world. Even though you are not a family in a classical sense, you do share in this glimpse of existence, they are your contemporaries..... your Era-kin."**

[VRgil stands in silence for a while then starts speaking]... **Unity has eluded us long enough...but that is to be expected, I doubt any price could be greater..."** [VRgil turns sharply towards the student]... **"I will do my best to prepare you for the journey ahead... I will strive to make you formidable.. formidable by choice that is... in the end, it is you who will have to walk the path, I can be nothing more than your guide..."**

[VRgil gestures and the platform moves and the walls slowly come up.]

#### **Scene 4:**

*The walls come up and the light blueish light pulses through the room followed by the monotone sound signaling that the room has changed locations. [VRgil walks to the edge of the room and does a unique hand motion.. only the wall on the far side of the room falls away, revealing a deep black void]...*

**" Before we conclude this introduction we should take a look at the road ahead...I could have taken you the center of a star being born or transported us to any number of fantastical or awe-inspiring locations...but I find this far more relevant."**..[VRgil looks at the void]...

**" ...History is filled with events and life stories that will bring you face to face with....darkness..."**[VRgil turns around and walks up next to the student and faces the abyss, they stand in silence for a while but after a couple of seconds VRgil crosses his arms over his chest and stare defiantly at the void]...

**" Do not be fooled by the square before you....it may whisper of despair, hate.. and nihilism... but these concepts are mere guardians...protectors of the black pyramid beyond..."**

**"The lessons of history are not to be forgotten... but today is not the day we venture into the abyss...you have much to prove before we visit the vilest parts of our shared heritage...Perspective will be your shield, philosophy your sword...and hope will be your torch... "**

[VRgil approaches the book and slides it towards the student] **" Page 164....if you please."**  
[The student opens the book and turns to the requested page, it reads; *Future; a concept beyond time.* Text covers the pages together with illustrations. VRgil then grabs the scale and walks to the edge of the room. With the Abyss at his back VRgil holds the scale in his palm and faces the student.]

**"Listen closely...John... The human race has reached a level of cognition that allows our ideas to act as mutagens upon entire populations..."**[VRgil puts his left hand in the center behind the scale and starts rotating his hand, the palm is facing the student. As the hand moves the scale shifts with it and the text in the book begins to flutter and change. Mechanical clicking and groans fill the room, some emanating from the scale, some from the room itself ].... **drastically altering our behavior, equal to that of changes at the molecular level...** [VRgil stops moving his hand and the text stabilizes, so does the pictures, silence. The Darkness behind him slowly starts to leak inside the room, partially shadow, part organic. It creeps across the room, slithering at VRgils feet but he remains unbothered]...**As far as we know, we are the most capable organism to generate this type of self-imposed mutation...**

[VRgil turns his hand clockwise and the text/illustrations alter violently. In the background the darkness stops and starts retreating, the mechanical noises return as the scale moves]... **The mutagen that we select for.. our ideas... must once more take center-stage in our educational institutions...Ethics, morals, and philosophy... the union between the past and the present.. all of this is in order to win the war of tomorrow...to thrive in this universe.."**

[VRgil seems to concentrate as his hand moves back and forth slowly like he was trying to open a rotary lock, he suddenly stops and continue talking in a slightly more lighthearted tone]...

**"...What I want to say is this; If we play our cards right...select for the right ideas, the right questions.....Who knows what will be revealed..."**

[With a final tilt of the hand the scale/room clicks like the unlocking mechanism of a padlock and falls silent. The remaining walls start falling away and the soft, ethereal growl of the song; Legion of dawn, starts playing as the camera pans out, revealing that the location that they were transported to was not the void/abyss but outer space, the planet Earth looming majestically in the background. The camera pans out further, slowly rotating, putting the student and VRgil in the center with the planet as a backdrop]. *VRgil logo fades into view and the screen shifts to black, leaving the logo: VRgil; The pursuit of knowledge in the spirit of Altruism.*

## Q&A

### **The character of VRgil:**

The teacher model is chosen prior to launching the experience.

As the project develops a multitude of guides/mentors can be selected, the one consistent feature between them is the colour scheme; blue.

### **Manipulate objects in the VR experience:**

The skull, pyramid, scale, chair, table, and book are all able to be interacted with in the virtual experience as well as in the real world. This technology is already on the market and will have a profound effect on the user. Though VR technology has made unbelievable progress in recent years due to extensive funding there are still some limitations. We are still far from a 1:1 match with reality in terms of graphical fidelity, this means the early versions have to put emphasis on immersion.

The ability to bridge this reality to the virtual will be done with these objects, as well as a clever narrative from VRgil. Haptic feedback is not the only way to trick the brain; temperature and smell can be manipulated as well but that will be introduced at a later stage. Smell, in particular, is of interest as it has been shown to be strongly linked to the formation of memories. The experience is designed to sell the locations shown as real physical places and with that comes rules. The users will be encouraged to follow the instructions given to them and discouraged to break immersion. If they actively try to break immersion the scenario will be paused and re-calibrated.

### **Schools have limited real estate, can they afford to repurpose/ create rooms dedicated to VR:**

The technology will be competing for square meters within the school system but given the utility inherent to VRgil it should be easy enough to argue for either expansion of the school or repurposing. We have entire sporting centers, woodshops, and lecture halls in a standardized Swedish school, an area dedicated to VR is not hard to imagine.

### **Why the specific design of the room?:**

One of the stated goals of VRgil is to increase veneration of knowledge, the current standardized school system shares more similarities to an industrial enterprise than a sanctum for learning. There are clear benefits to ritualistic behaviour since it is present in all human cultures. It is seemingly a way to refocus the brain and prepare it for the task at hand. The room itself is inspired by a masonic reflection-chamber but the intended purpose of the room is to feel like a shrine of knowledge. Many insights are given to us through the suffering of our predecessors; "The world is round". This little sentence has a grandiose story behind it and much blood has been spilt before consensus was reached. The skull will provoke a sense of severity, danger, and respect. The pyramid is intended to conjure imagery of our ancient past, mysticism, and scientific marvel. Finally, the scale is to symbolize the responsibility that comes with being a free acting agent within the world. The book will mainly serve as a way to emphasize the connection between its words and the events being presented to the user. Hopefully, this will also alter how the common student views books in general.

### **Why were these specific locations chosen?:**

The first location (Scene 2) had to be iconic and recognized throughout the world.

Shock and awe are of course a surefire way of catching somebody's attention but we also wanted to instill a sense of limitless possibility. The dialogue that follows sets the tone, this is no game and the students are not to confuse this technology with frivolous entertainment.

The second location (Scene 3) is purposefully set in a serene environment as the main purpose is to showcase the educational aspect of the technology. This section is rich in monologue and the focus should be on VRgil rather than on the environment. This section of the trailer will also highlight the creative interaction between VRgil and the environment while providing a sense of wonder.

The third location (Scene 4) is potentially the most controversial/ not immediately obvious as to why it was chosen. This scene wants to slightly unnerve the user and to realize the inherent seriousness of our situation. It also plays on the fact that our choices have direct and potentially everlasting consequences. This scene shows the words in the book changing as a direct result of moving the scale. This is to symbolize the choices we make will have a direct impact on our history and knowledge. In the end, the trailer puts hope and excitement at the forefront, reflecting how the viewer is intended to feel pondering this technology.