Use of AI

1. Future Scenario (World Overview)

Title: *Seamless Access*

In this future, the Oasis has become the dominant space for work, economy, and identity. Access was once mediated through headsets, but a neural micro-implant now allows users to enter the Oasis seamlessly. The implant is marketed as cheaper, faster, and more liberating than external devices.

The technology is owned by a private corporation in partnership with the government, blurring responsibility and accountability. While the system promises freedom, it gradually extracts small percentages of neural data and behavioural control. These changes are subtle enough to feel like harmless glitches rather than violations of consent.

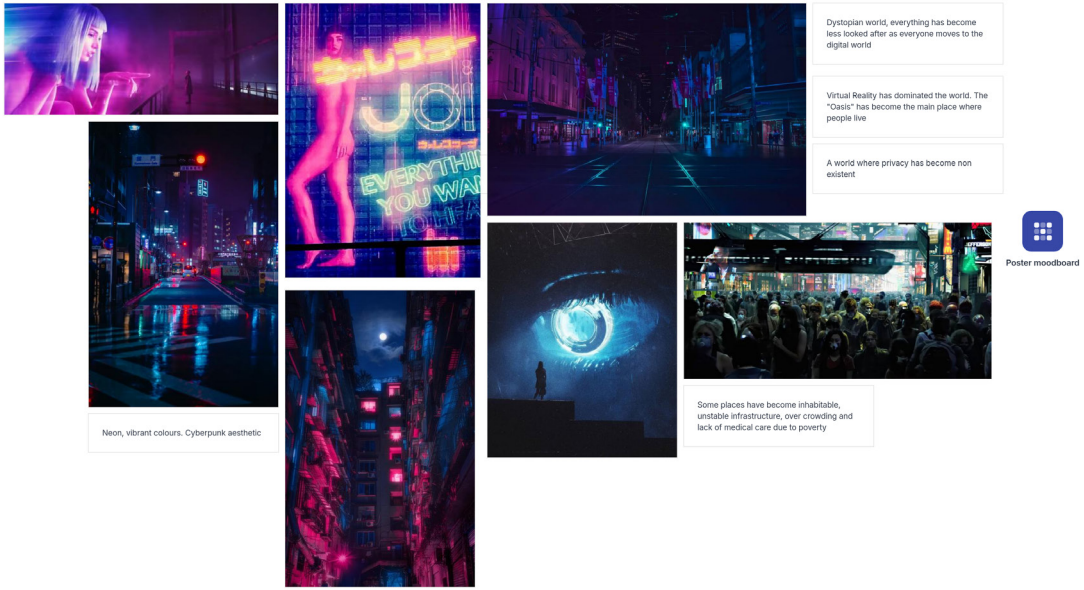
People who refuse or cannot use the implant are not forcibly removed from society but become economically and socially invisible.

Power, Exclusion, and Control

Power is distributed between corporate and government systems, making accountability unclear.
The system is designed for an "ideal user" who is able-bodied, neurotypical, and compliant.
Users who cannot adapt or refuse implantation are excluded economically rather than physically.
Control is gradual and framed as optimisation rather than coercion.

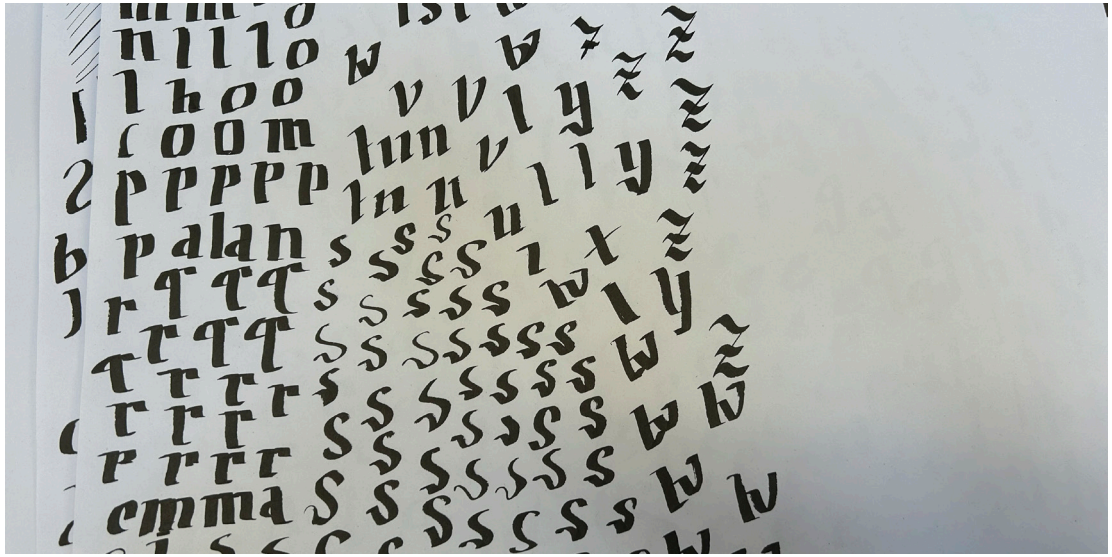
Early Design Direction (Not Final)

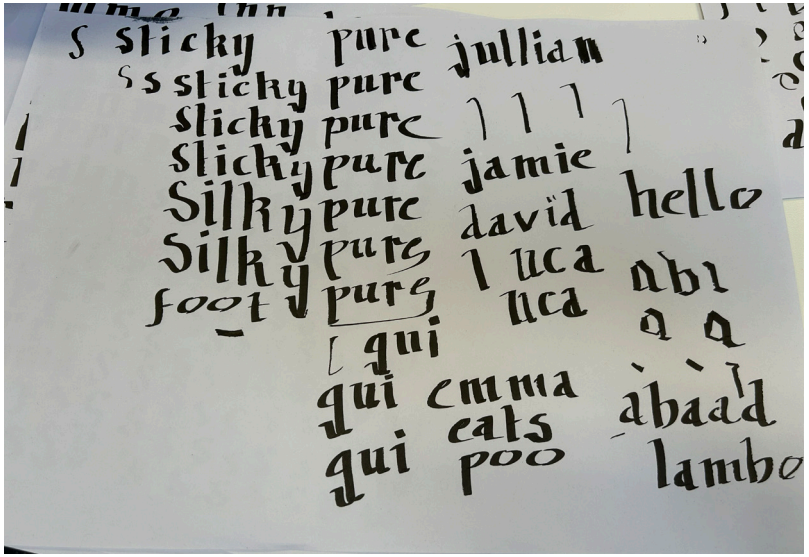
Poster: calm, medical-corporate aesthetic; static and reassuring; promises freedom and seamless access.
Mobile Screen: glitch-based system interface; brief disruptions; technical language revealing hidden control.
Gap: public reassurance versus private loss of autonomy.



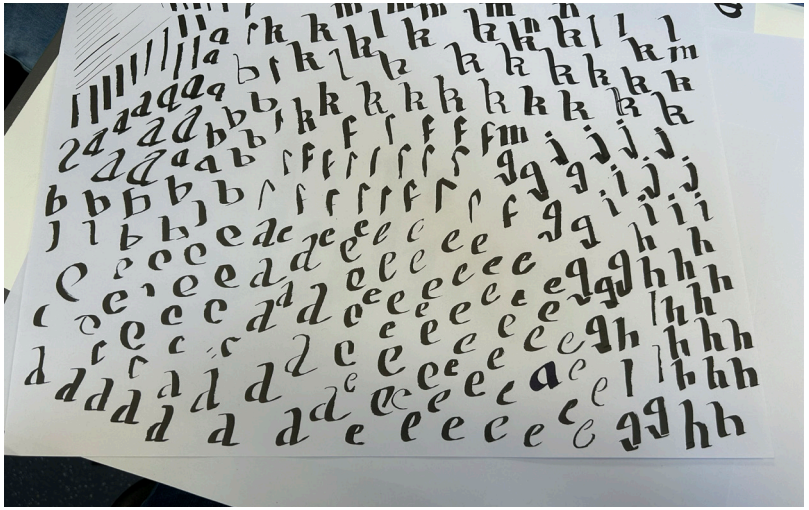
Our brief instructed us to use an AI prompt in order to create a future scenario . My future scenario consists of a dystopian world where everyone has moved on to the digital world and microchips have become the new method of entering the digital world. I created a simple moodboard, primarily looking at images from the movie bladerunner 2049 as it was the aesthetic I was looking for.

Caligraphy



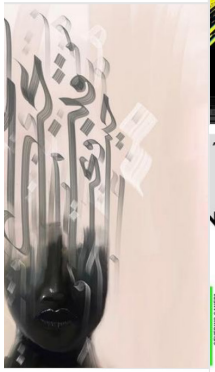


This caligraphy workshop is one of the 3 necessary workshops that we had to do. It consisted of doing simple excercises to get the hang of the basics.



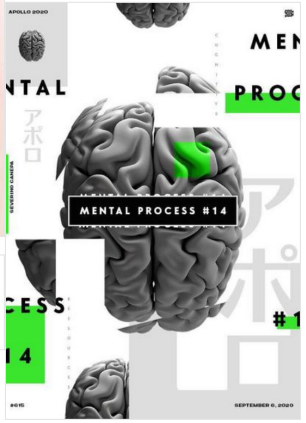
Poster Moodboard

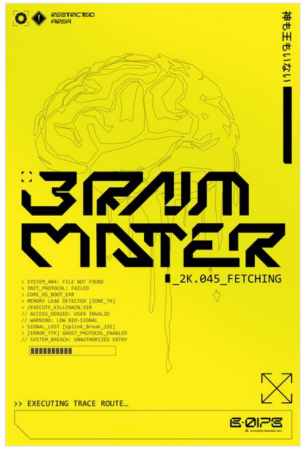




ing the thing that makes you
way that you do over to a
ompany.







Advertising the microchip. The poster is meant to symbolise comfort, assuredness that the company making this has it under control.

Using a brain as the central figure of the poster would be a great idea. It shows that the government know what they're actually doing, it comforts the audience however what they don't know is how deep the rabbit hole goes.

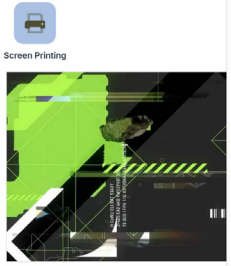
NEURALINK

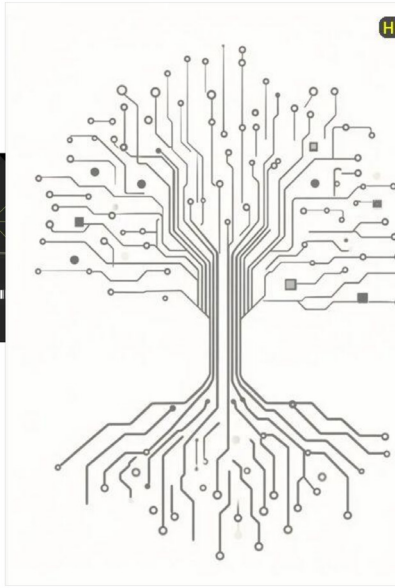
Famously known for producing brain implants

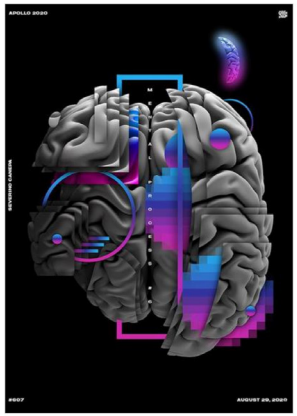
Logo is meant to represent the connection between technology and humans, similar to my world







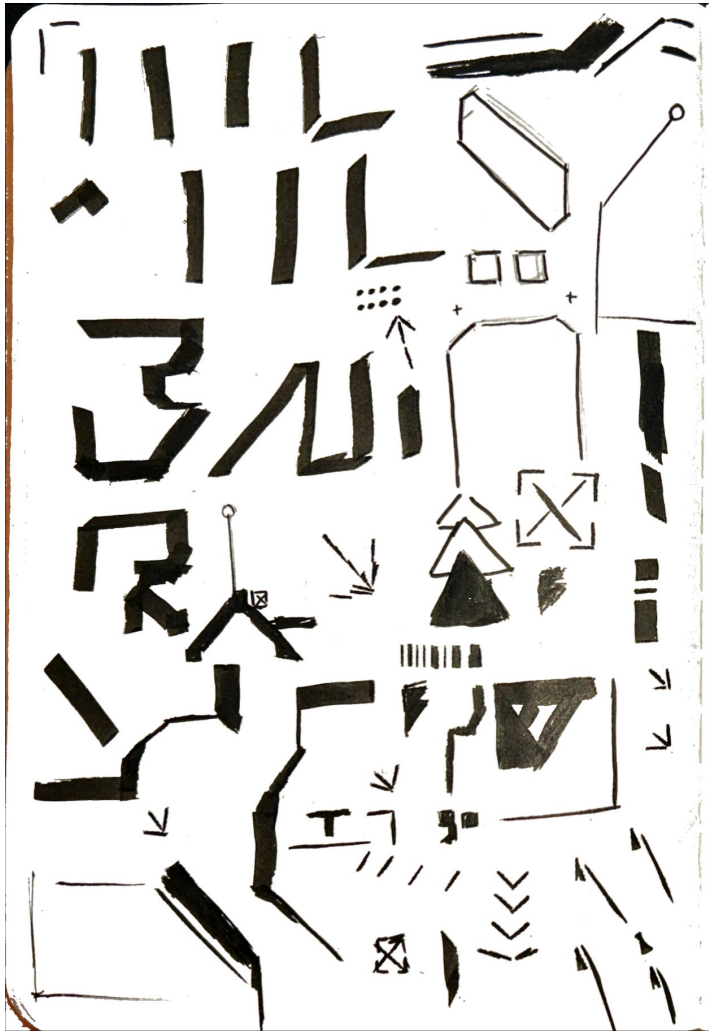


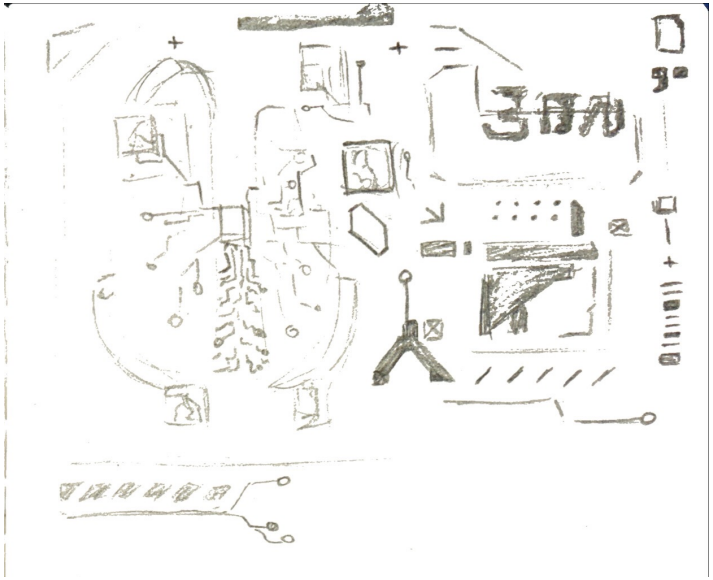




I started searching for cyberpunk aesthetic pictures, futuristic elements. They all had similar elements with the straight edged elements, futuristic fonts which were the main things that inspired me

Sketching/Gathering Ideas

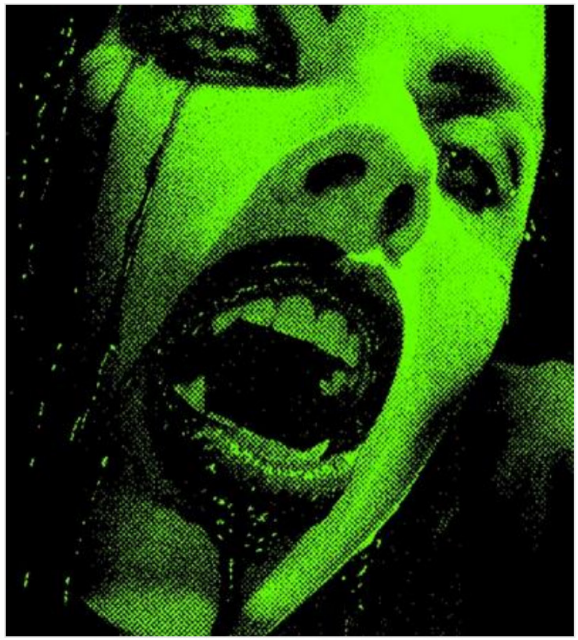


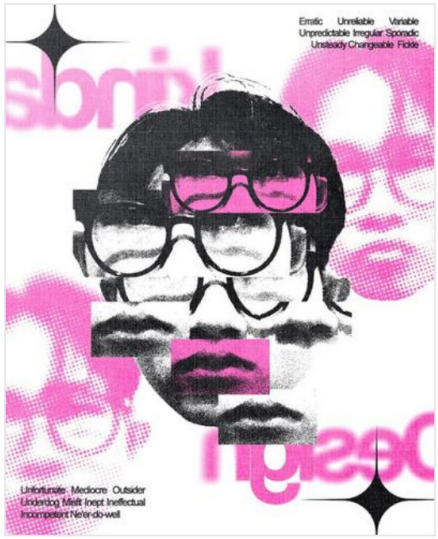


I began using the caligraphy pen and replicating the elements, from long strokes to small and details elements that would all shape how my poster would look

This sketch was an idea for the poster, I wanted to use a brain as the central point of the poster to assure the viewer that they know what they're doing, the small elements on the side were there to give me inspiration

Screen Print Moodboard







https://www.youtube.com/watch?v=3rfAnqf...

Halftone Dither Effect in PHOTOSHOP

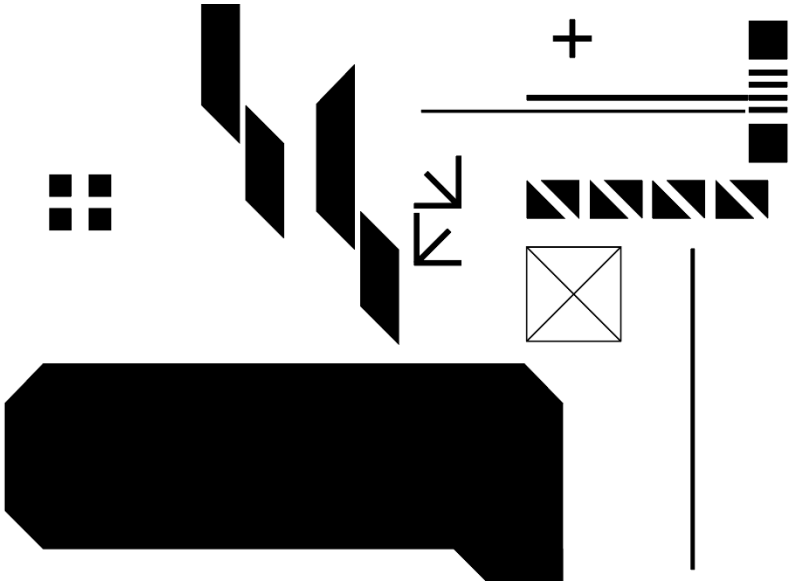


After realising that the caligraphy strokes wont be enough to count it as a phsyical poster, I decided to look into screen printing. I felt like it was the most sensible to go into as printing images was the main thing I wanted to do.

I looked at images with halftone effects and cut out images. As it spoke most to me when going for a poster that would represent a dystopian futuristic world.

Experiment # 1

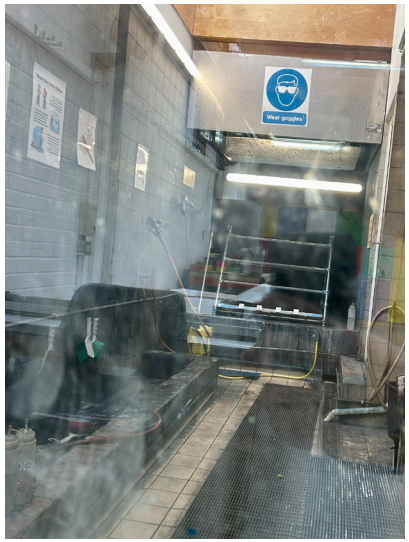


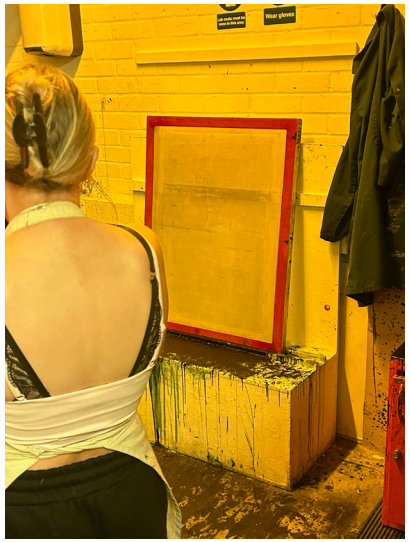


I started with designing the elements on Illustrator, and importing them onto photoshop where I used a threshold effect on an image of someone looking with to get this screen print effect. I imported the elements and tried to construct a poster using 2 colours. I used a futuristic font which looking back, is very hard to read and doesn't allign with how I want my poster to look

Screen Printing Workshop





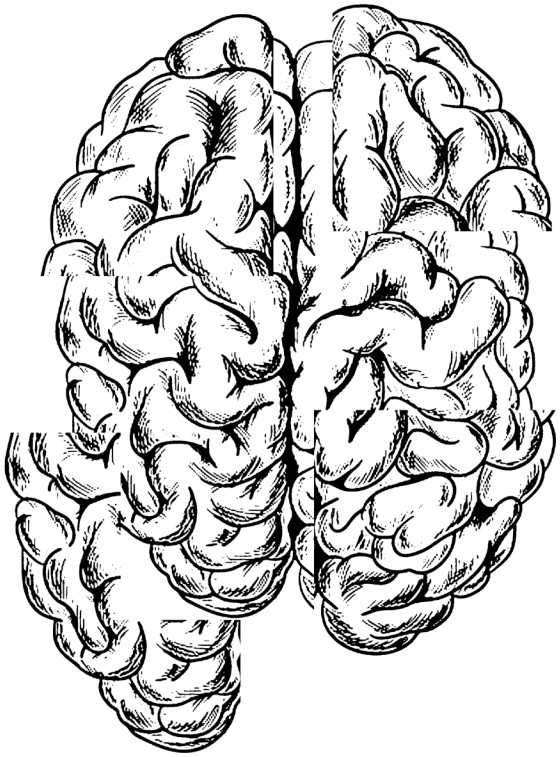


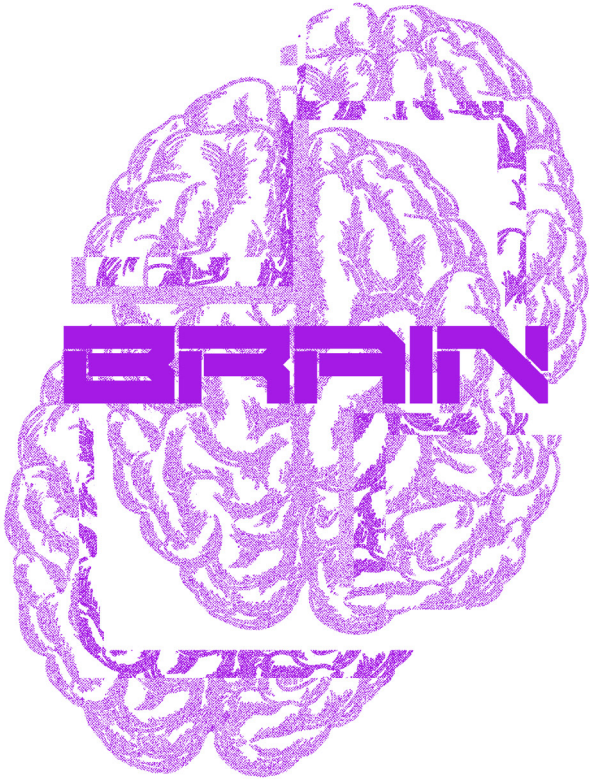




This workshop was about going from cleaning a dirty screen to printing onto paper. We started by jet washing and cleaning the screen, applying a new coat, imprinting the letters we wanted onto the screen by using a machine that sucks air out and setting it up onto a screen print machine.

Experiment #2

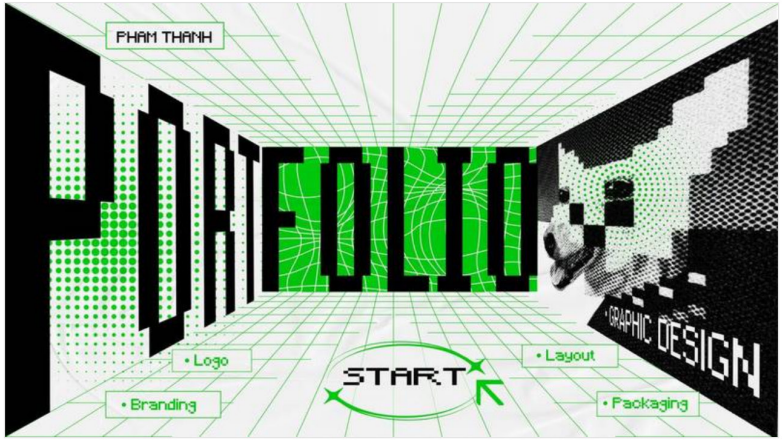






This was a poster experiment which consisted of using threshold just like the previous experiment, I changed the colour, added noise and added elements that looked futuristic and applied the same threshold effect. I realised that the font was hard to read and didn't scream comfort which is why I decided to remove it

Animation Moodboard



I want the animation to be a jumbo of particles, glitching, not working. In a big area, I want text which seem sketchy, around the animation that pop ups for a little bit and disappear however when that's done I want a question thats midst all of the chaos, in silence, asking the user a question that makes them confused, worried and self reflect.

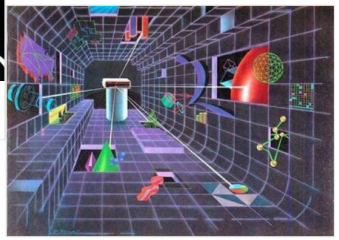


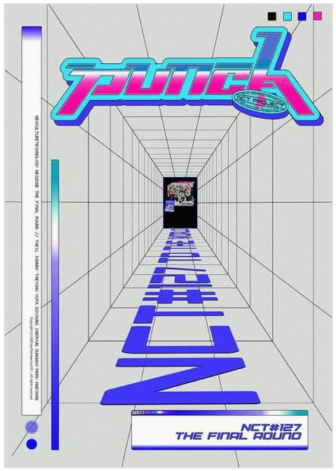
The jumbo of particles isn't random, its an opportunity for the audience to see what really happens inside the microchip. It's not just new technology, its a new era, an era for control,



From Pinterest

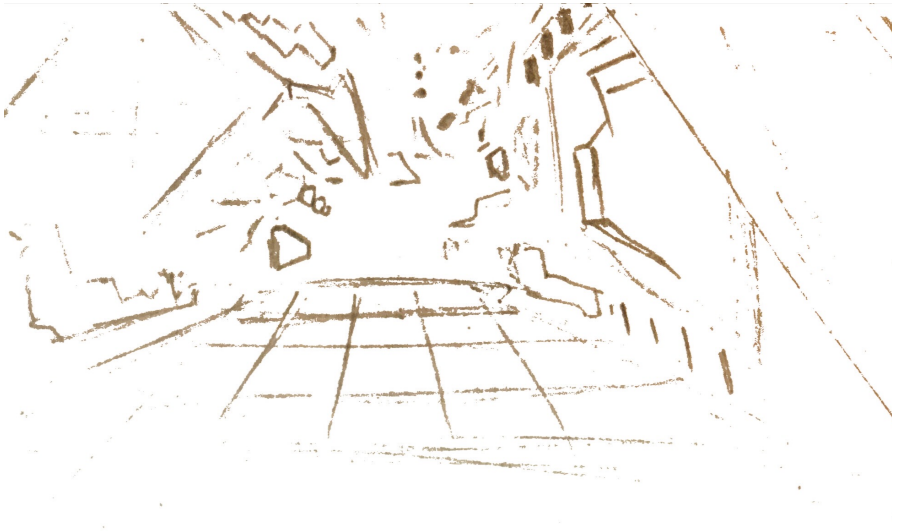


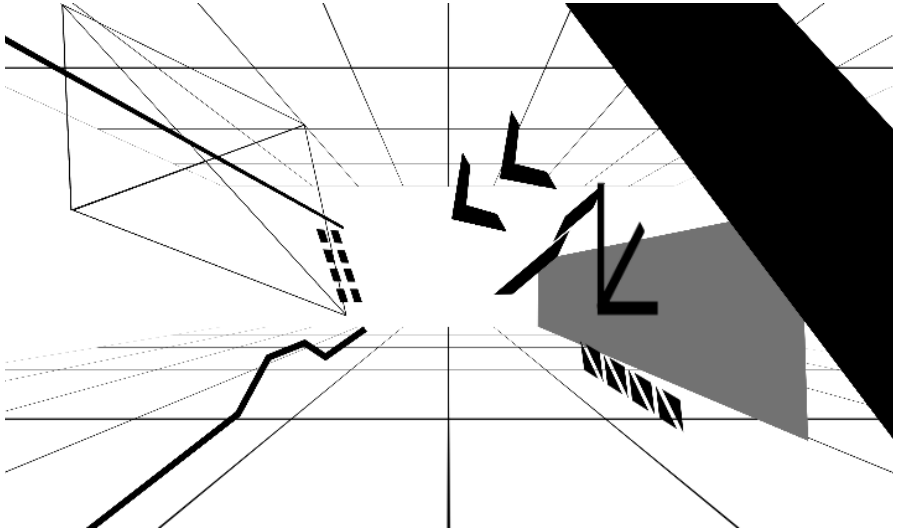




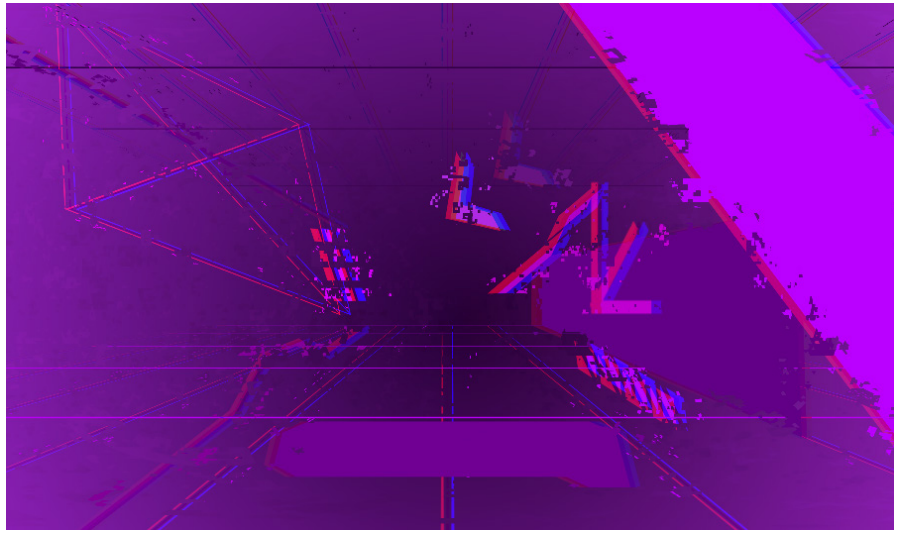
For the animation, I wanted the animation to be a reveal. The grid space that I want to animate is the backbone of what goes on inside the microchip and by showing the user what actually happens, adding sketchy text, a jumbo of elements aren't supposed to be random, they reveal the company's true intentions and you're the one to view it.

Animation Experiment



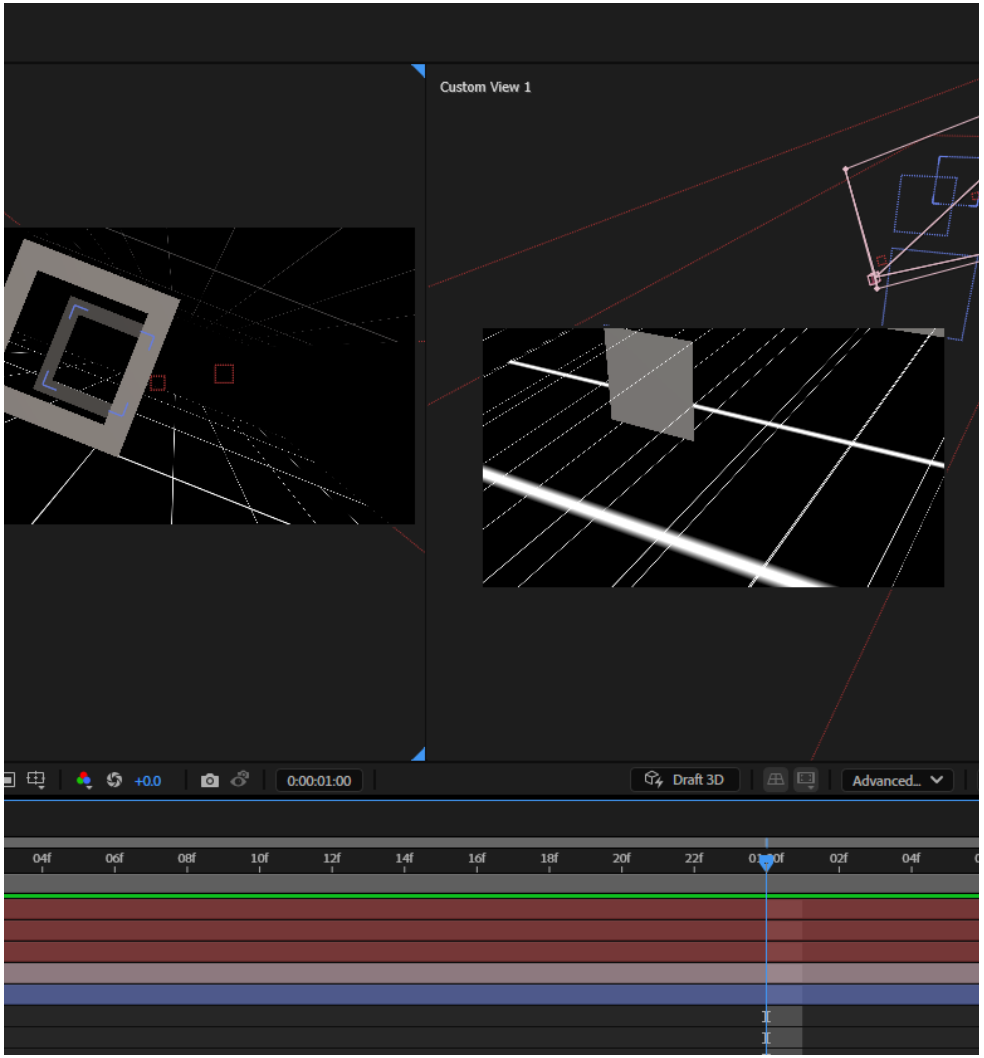


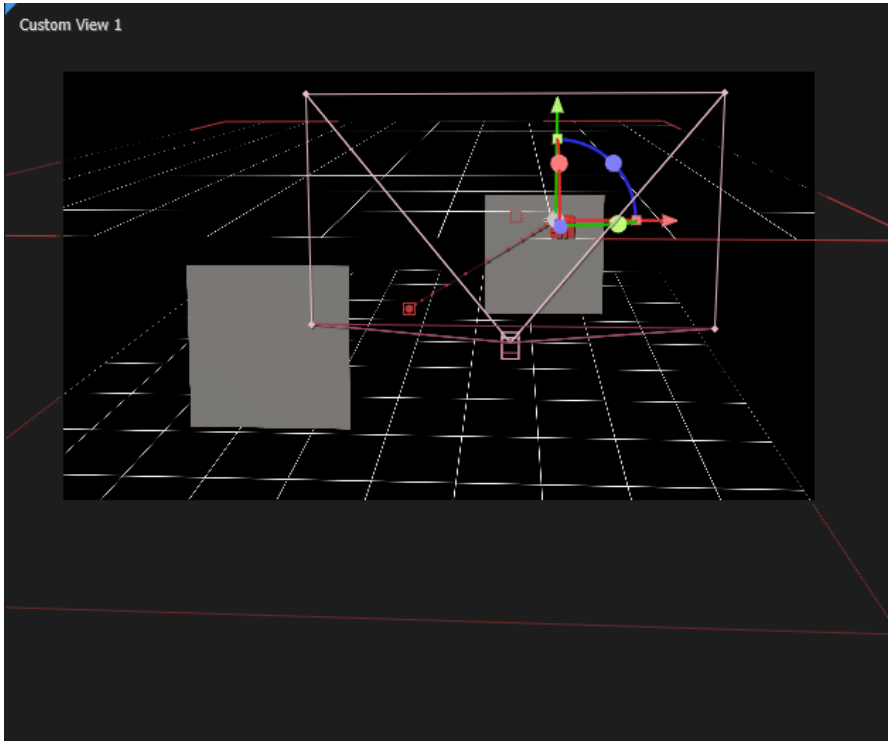
This experiment was getting my sketch into after effects, get the hang of animating glitches and floating objects. Using grid space in a 3D space and explore how the colours would effect the scene



This animation was fun and I found it alright, however one major flaw is that there was a lack of animating in the 3D space because the camera was still and I had to animate everything like the camera was moving which is why I learned

3D Camera

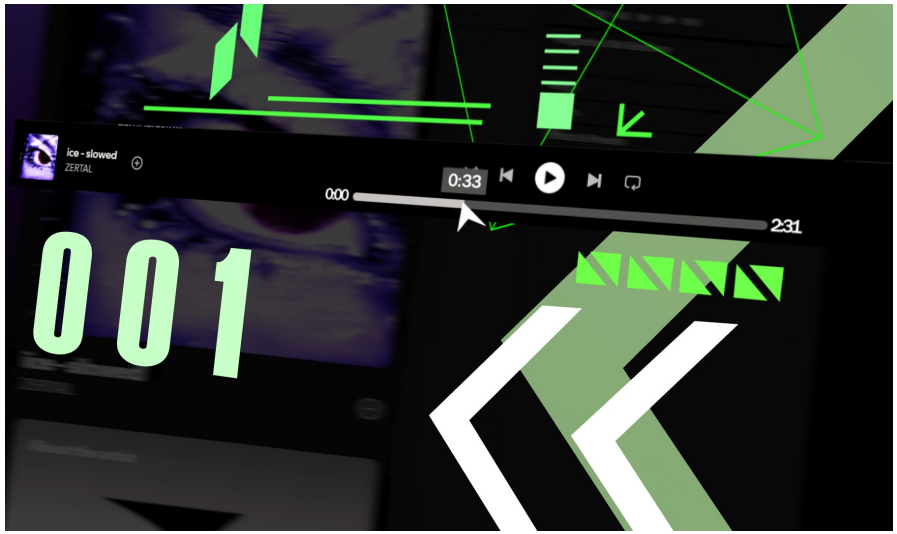


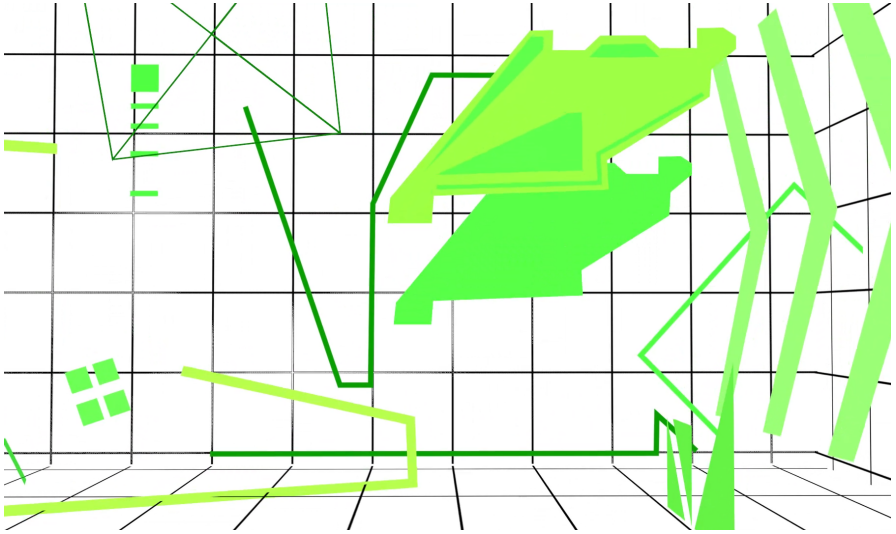


This was a really quick test where I learned how to manipulate the 3D camera. This changed everything as instead of animating every individual object closer or further away from the camera to mimick 3D, I can just move the camera

Animation Experiment

For this next project I began by picking a song that felt futuristic, I picked Ice by Zertal. I began utilising the 3d camera, I animated a bunch of strokes, arrows moving across the screen, anything that I saw on my moodboard I would apply similarly to my animation

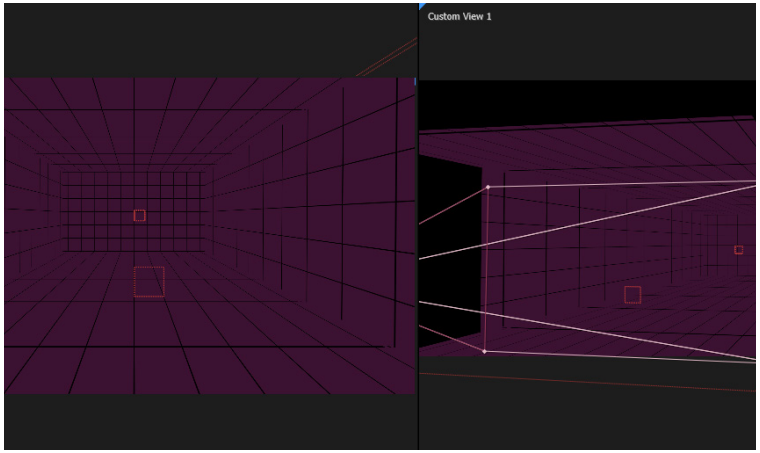




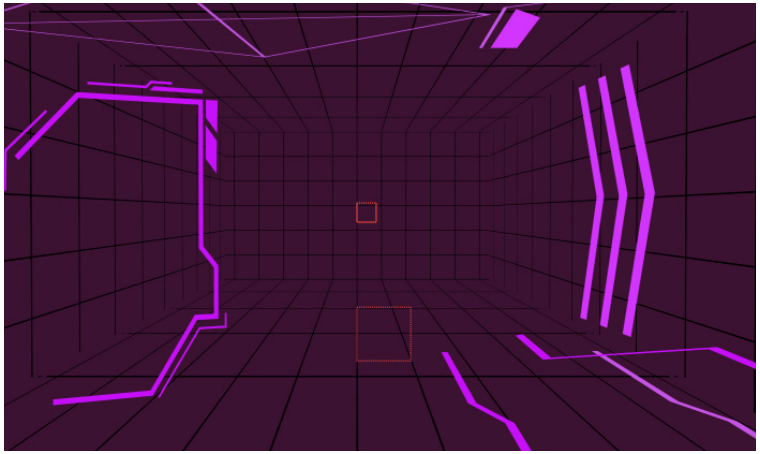
For this scene I began creating everything first before animating it, When everything was ready I would precompose them, place somewhere I felt like was a good place and begin animating.

https://www.instagram.com/p/DU6QxIijk8m/?img_index=1

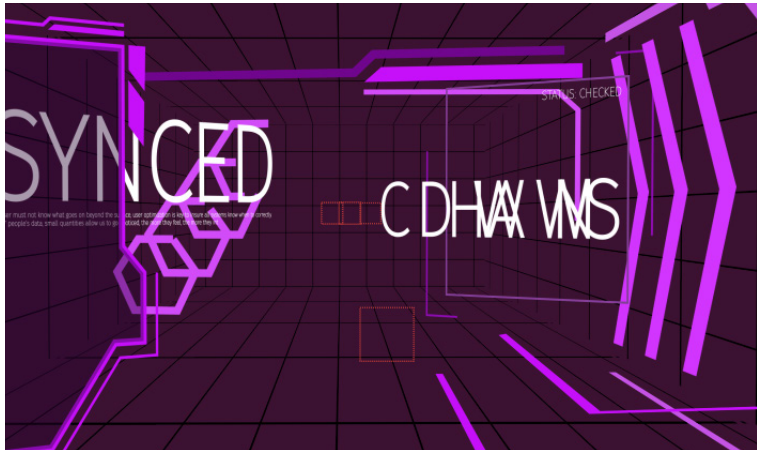
Animation Experiment



I started by designing the 3D environment, it consisted of a 4x4 grid space. I set up the camera and the colours so I could get started with the camera movement

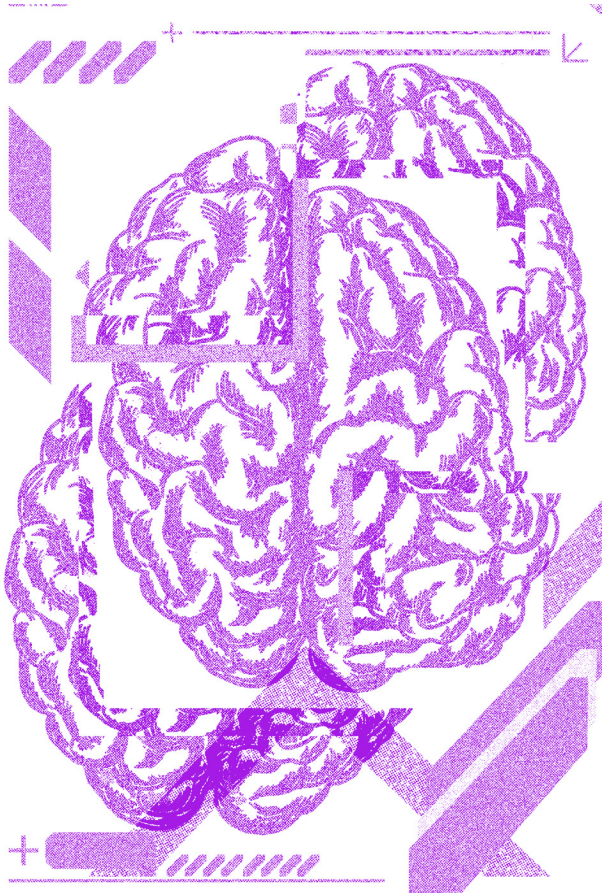


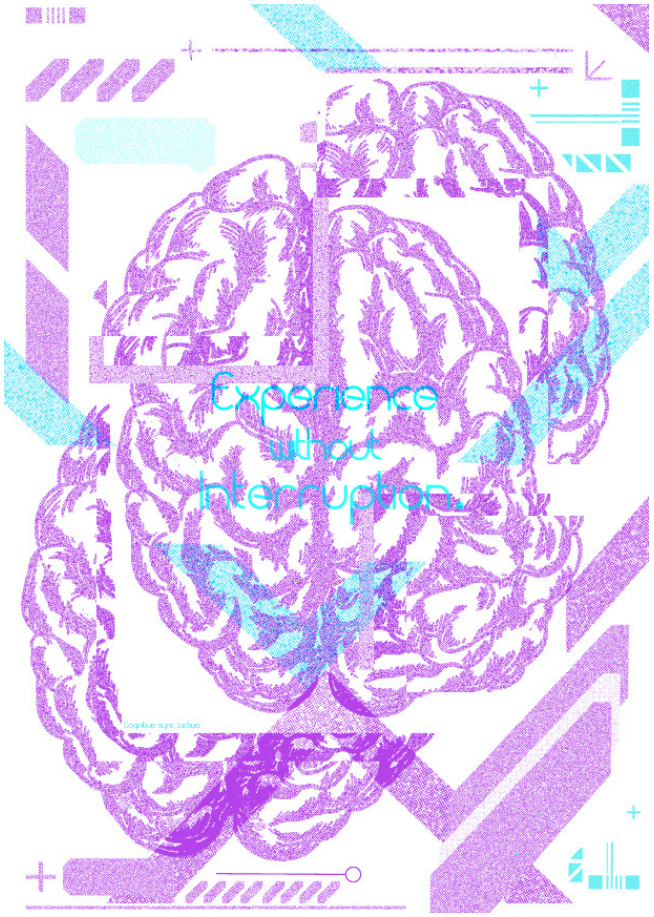
I added sound, text that I thought really fit the vibe that I was going for with this animation

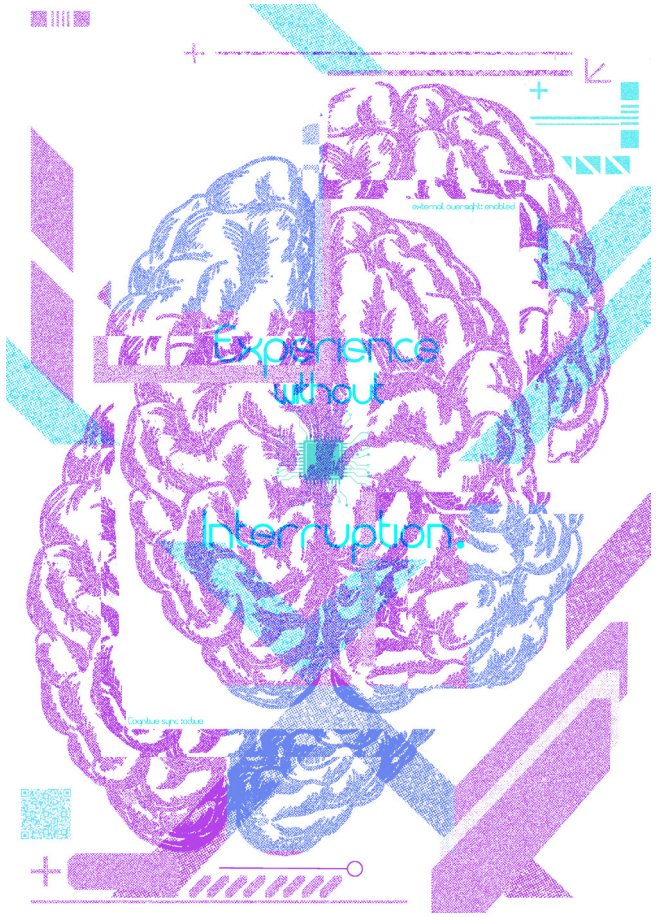


I began designing all of the elements and then animating them individually, I made sure to add different elements from my previous animation and expand on them

Experiment #2



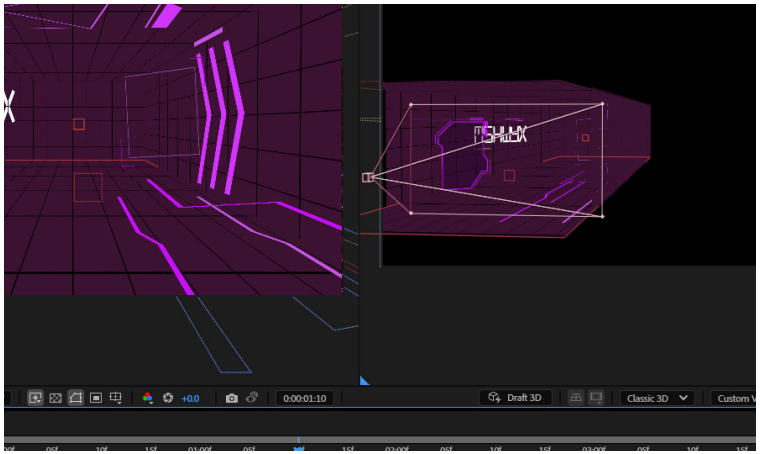




I began with my previous experiment and decided on developing it. I began using blues in small quantities however when I asked a friend to critique it, the main complaint was that there wasn't enough blues, which is what I did more of, I made the poster a little less crowded and added a small QR code that shows my animation

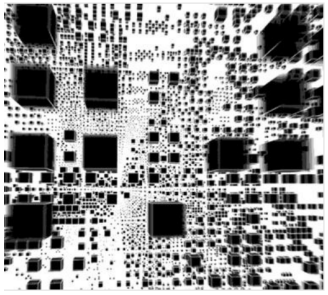
Animation Tweaking

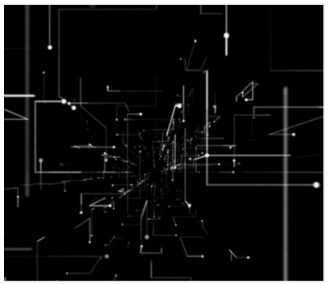


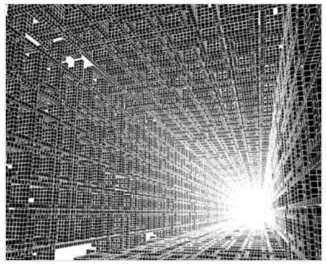


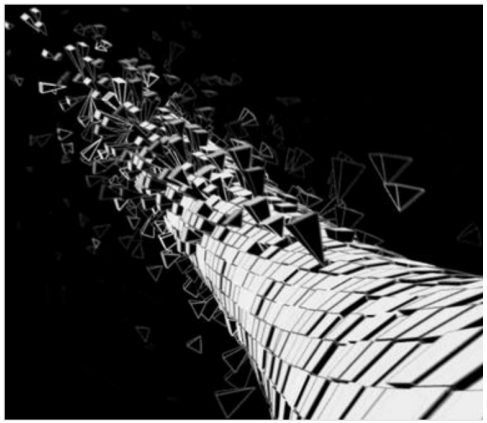
I began tweaking my animation after, changing the font, changing the timing of the animation and making the 3D that has all of the elements inside bigger.

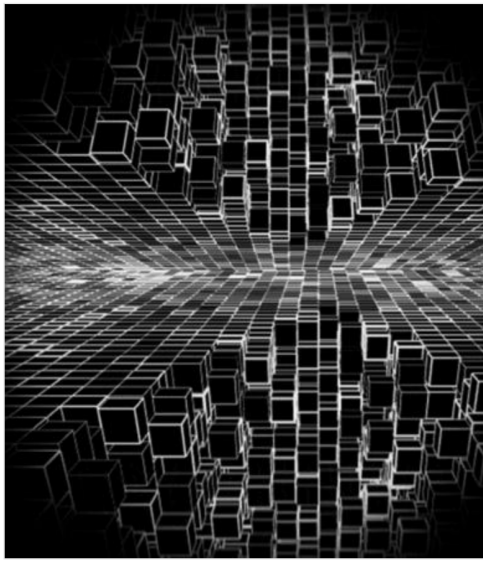
I slowly began to realise that this doesn't feel eerie, its sketchy but I realised that I needed to make the animation unsettling for the person who will watch this. Which is why I decided to add another layer to this animation called below the surface. A place where all of the main data breaching, personal information theft and control take place but you don't see any text you're supposed to feel it



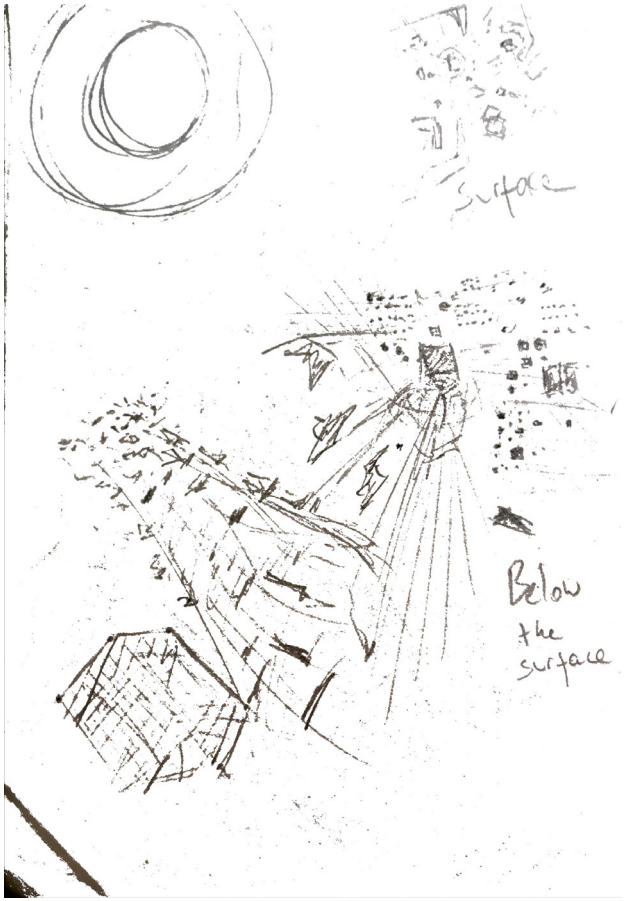




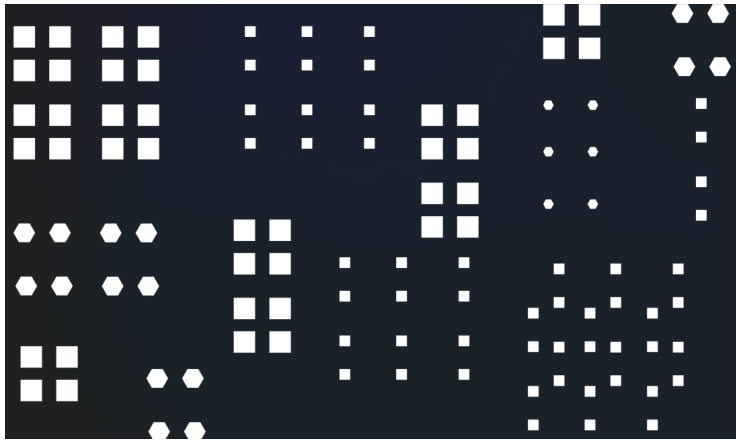




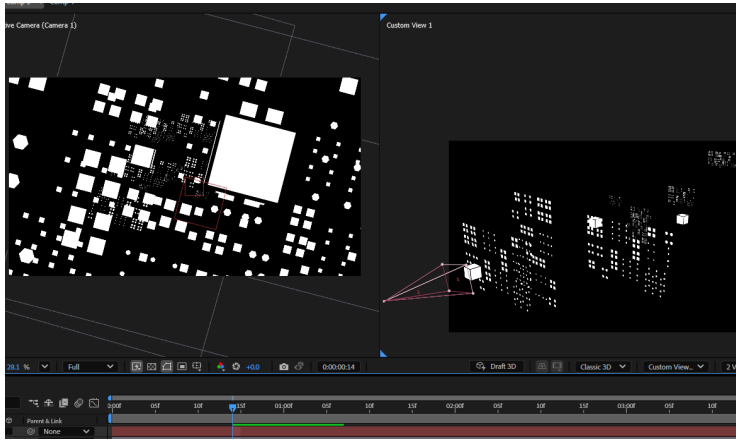
Experiment #2



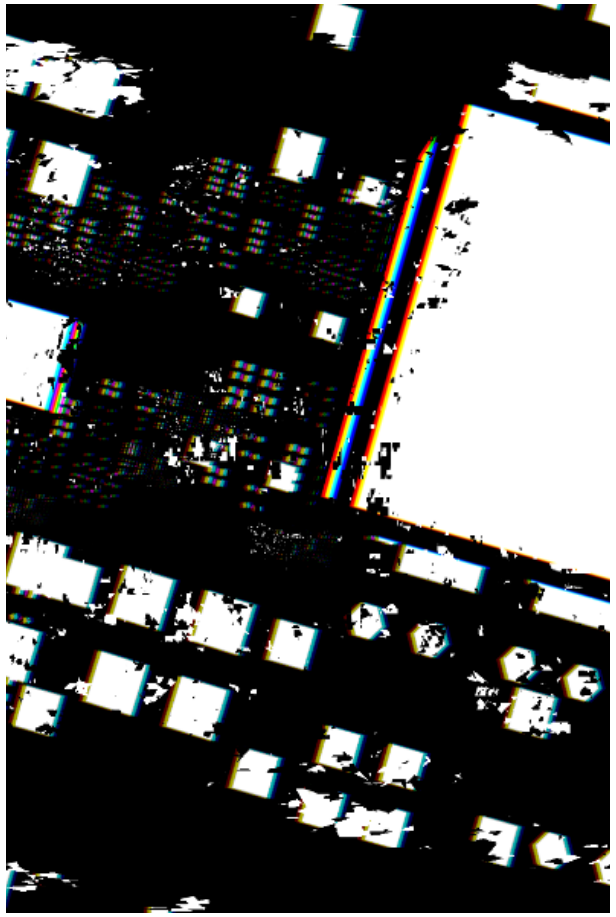
I started sketching what I wanted the vibes of the second part of my animation to be, I wanted it to be infinite, dark and confusing



I made a series of random shapes that would be used as the base

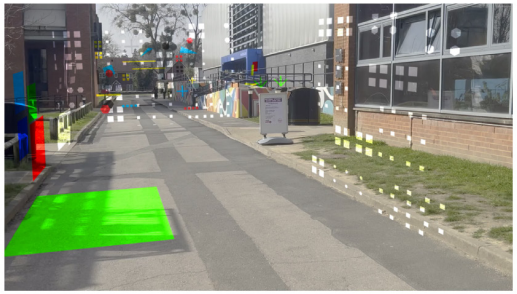


Duplicated the 2D plane of random shapes in a 3D space where I then animated the camera and added 3D cubes.



I added a glitch effect and added a strange sound in the background to add on to the eeriness of the animation

Use of AI



Visual Demands of AR Devices

AR glasses require your eyes to switch between digital overlays and physical surroundings. This can increase the demand on your visual system in a few key ways:

- **Accommodation conflict:** Your eyes struggle to focus simultaneously on objects at different distances—such as a virtual map while walking down the street.
- **Eye coordination:** Constant visual adjustments can lead to eye strain or double vision for some users.
- **Reduced blinking:** Just like with traditional screens, users tend to blink less when engaged with AR, increasing the risk of dry eyes.

Eye Strain and Fatigue

Early reports from AR users suggest that prolonged wear may contribute to symptoms similar to digital eye strain, including:

- Visual fatigue or discomfort
- Difficulty refocusing on real-world objects after prolonged AR use
- Dry, irritated eyes from decreased blink rate
- Occasional dizziness or motion sensitivity

These effects are often temporary, but they raise concerns about the cumulative impact of long-term exposure.

https://www.optomeyesvisioncare.net/2025/06/24/how-augmented-reality-glasses-could-affect-your-eyes/

As technology develops and attention spans become increasingly less, companies have found ways to catch people's attentions using summarisations, flashing elements and aesthetically pleasing colours to draw the viewer. People who use the microchips aren't seen as people; they're seen as objects overflown with currency which is why the user's health isn't looked upon in this society.

The user is called Arelle, she works as a support technician for the Oasis department, she's responsible for troubleshooting issues regarding the users' experience. She has a lot of experience when it comes to using the microchip, she knows small loopholes and harmless glitches regarding the oasis. However, the biggest thing that she has been able to do is use the sleep setting whilst she's awake.

Users experience visual fatigue from long exposure to AR and dissociation

My book will be a physical book that activates and is able to be read using AR, using the settings that Arelle has implemented, the book won't have flashing colours or over the top effects, it'll have warmer colours to tackle the visual strain that AR causes

A book is a product left long in the past, it's a way to escape the current society and a chance to have a real connection to something, unlike the Oasis where every product is made for the sole purpose of currency. It keeps your attention span up and it relaxes you from the visual strain of everything around you. Books are overlooked in this society; people still sell them however people don't have the time for them.

Companies don't pay attention to books anymore, books are hard to work around as not many people use them anymore there for, they're practically invisible in the endless world of the Oasis. The world around is loud but the silence is louder when you read.

The sleep setting:

It's a setting that people can manually switch on when they're about to sleep. It reduces the number of pop ups that appear in your vicinity allowing you to sleep, however its not 0

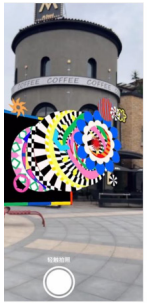
User: Arelle

Support technician, Oasis department

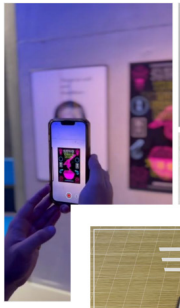
Suffers from visual fatigue due to long exposure to AR

Uses her advanced knowledge on the chip to enhance her reading experience

Uses little gimmicks to enhance her experience with the chip

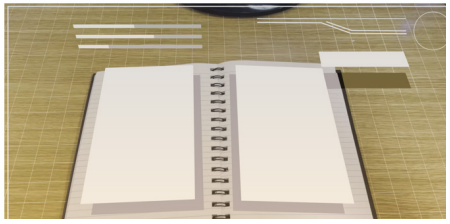








This design showcases simple several elements that appear when you begin reading. Small l of yourself on the top right, adjustment bars.



nt to use AR for my book to enhance the reading experience. Instead of using xcessive number of elements like I did with the video before, this book will significantly less elements and use colours that affect your eyes less

Apple Vision PRO

This was when I was developing my user for the second part of the brief, as I entered the prompt I decided to example my world, making everything around overstimulating. My book was going to make the reading experience a lot more relaxing and sort of as an escape from this over stimulating world

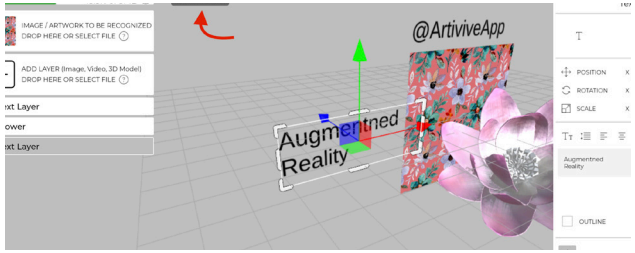
Art Vive



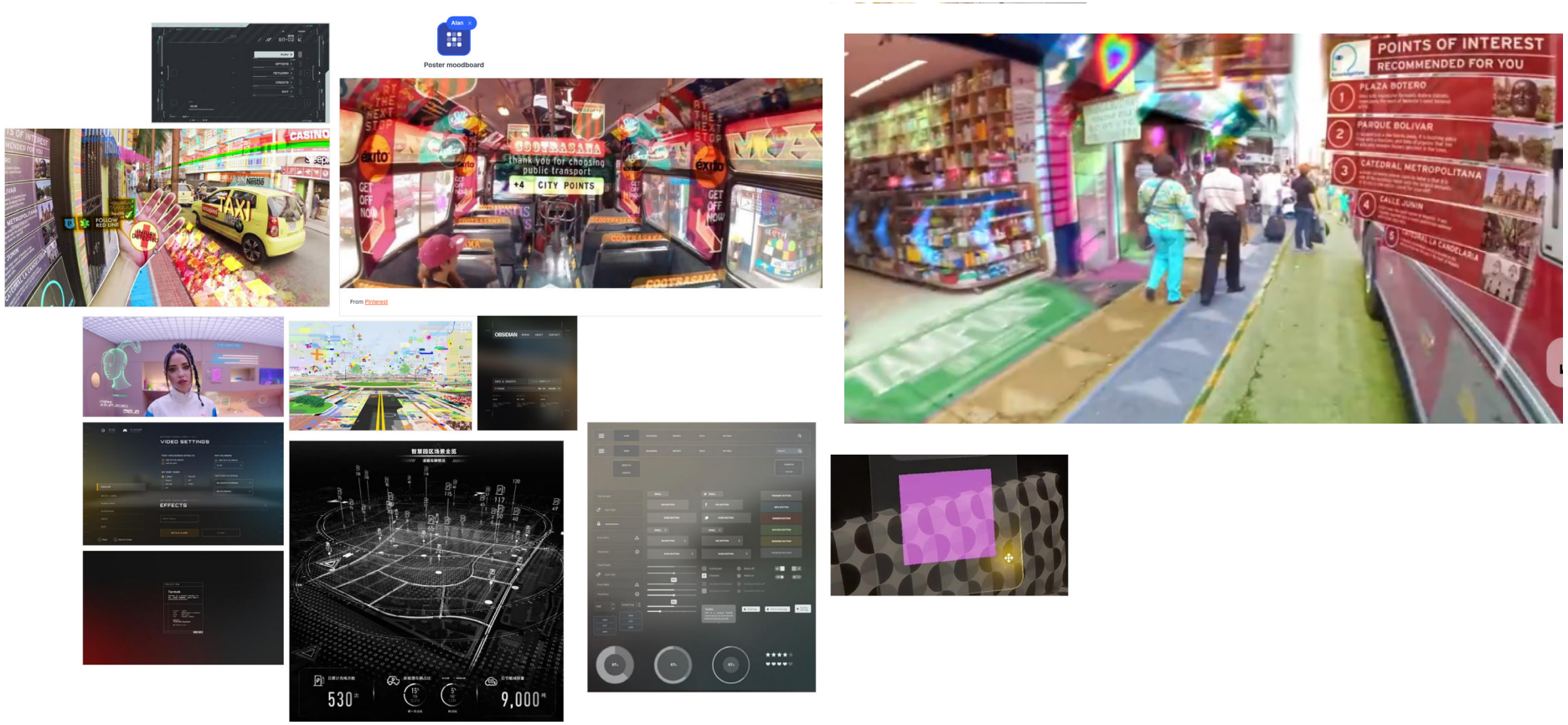




I began experimenting with Artvive as this was the software I had most knowledge of. I wanted something that would appear on the pages, the whole point of this was to use AR to make a better reading experience for the reader however this wasn't what I expected and Art vive's software was limited

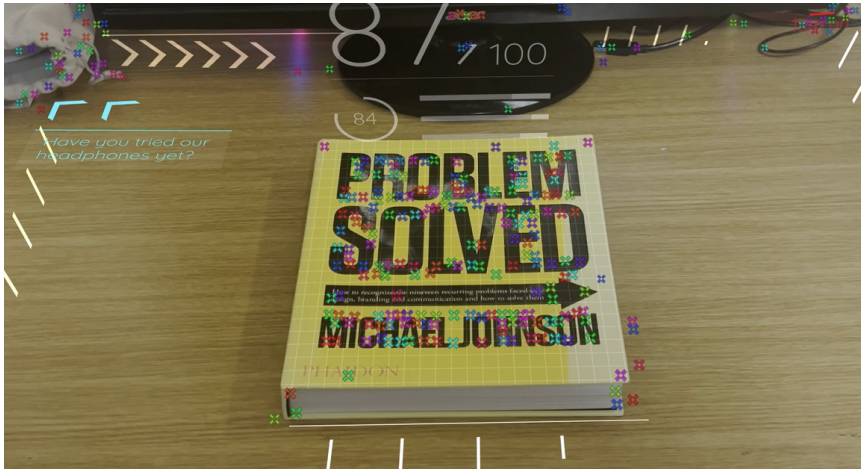


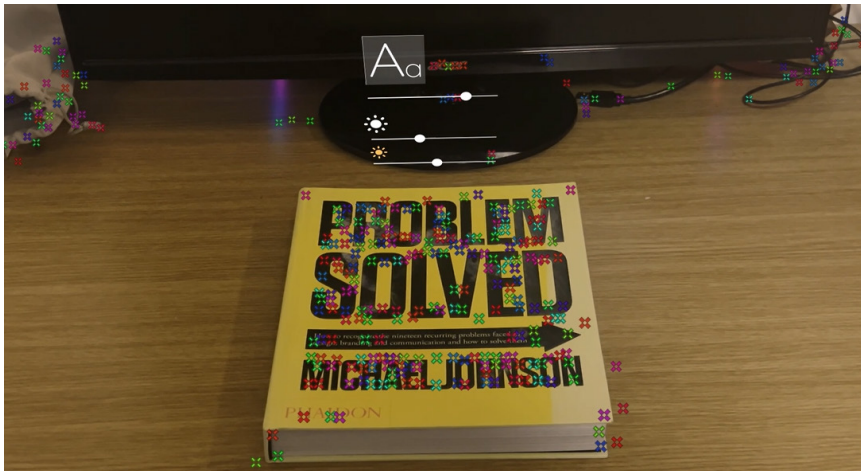
Planning

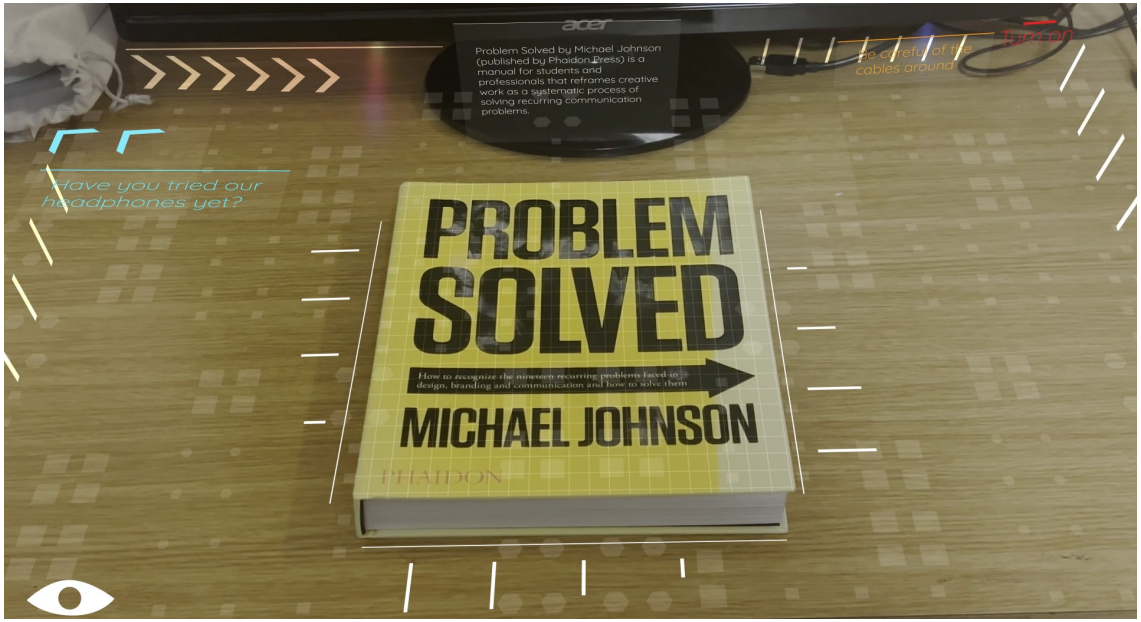


I began with a moodboard on the vibe I wanted for the video I was going to present for my demo. I wanted something that showcased the overstimulating environment, simple UI and to demonstrate the idea of using AR to enhance your reading experience

Video Demo







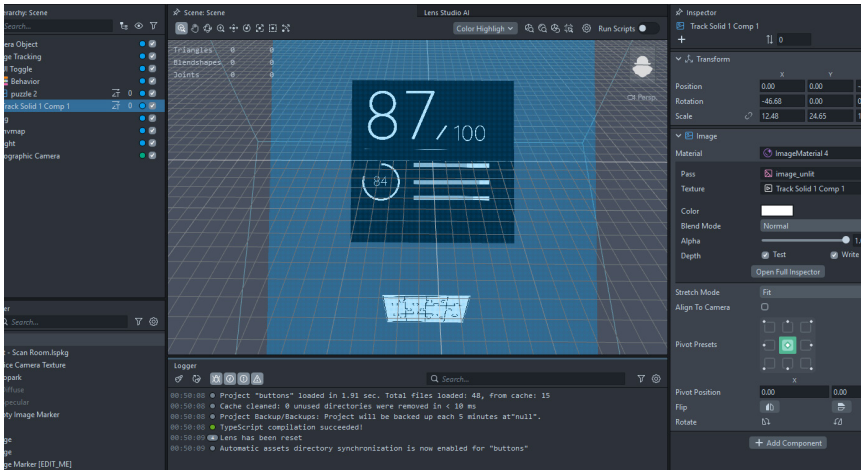
I developed a demo of what I wanted to achieve, the video showcases the overstimulating environment, the sleep setting being activated which creates a barrier for the specific user. Theres a score of the book which is based on what you like, a description of the book and a slider for the brightness, warmth and the font you would like for your text to be

When given feedback on my presentation, I was told my research needed to be stronger and to show a demonstration on how this would change your reading experience

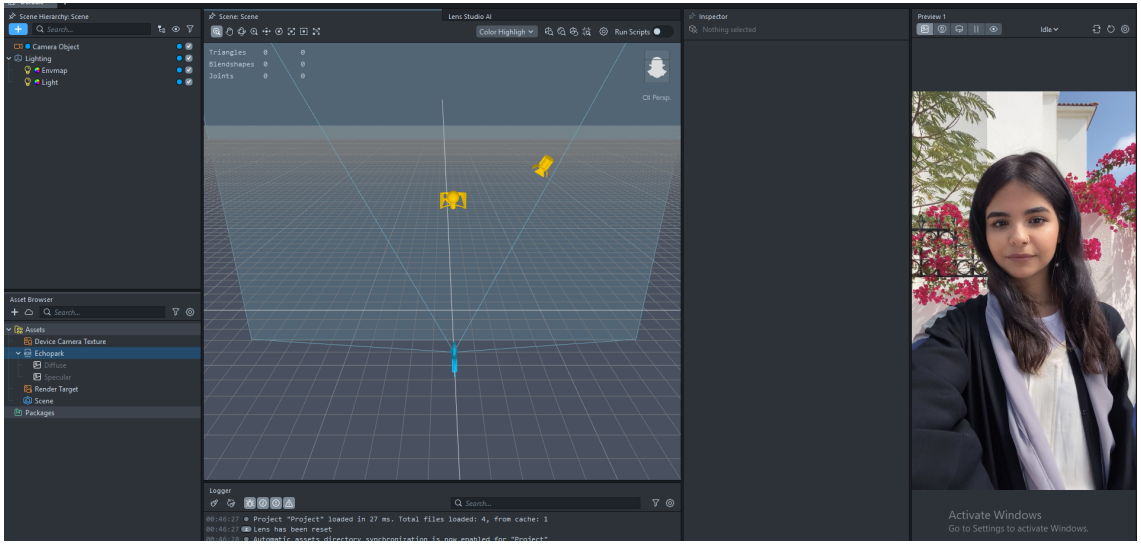
Lens Studio



It had an asset library, where you choose things that do certain things and you map it using code

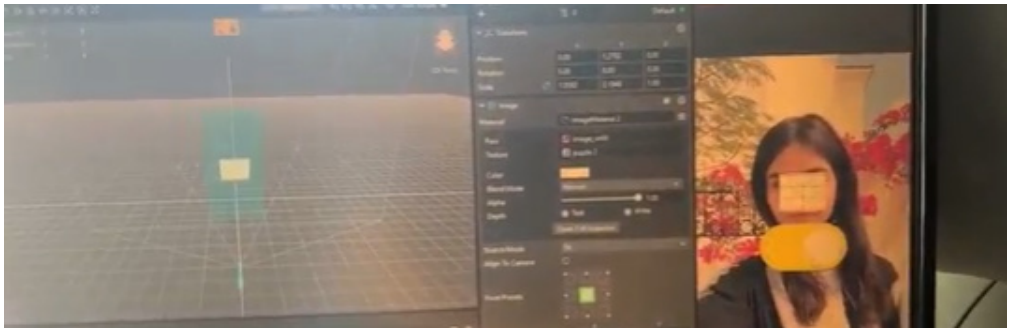


Poor attempt in me mapping animation to the button

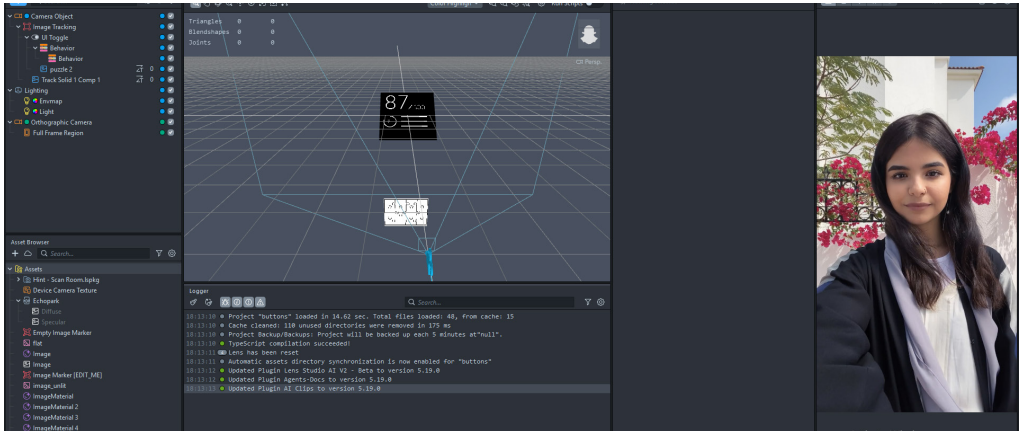


Using Lens Studio was incredibly difficult, it required knowledge of using the app and also knowing the basics of JavaSricpts and coding which I had no prior knowledge to. It's an app that is very capable to achieve what I want however with my current knowledge and lack of time it was hard to learn something that takes months to properly understand, compiled in a matter of weeks. A lot of the software was just playing around, figuring out what any of the buttons and learning new things

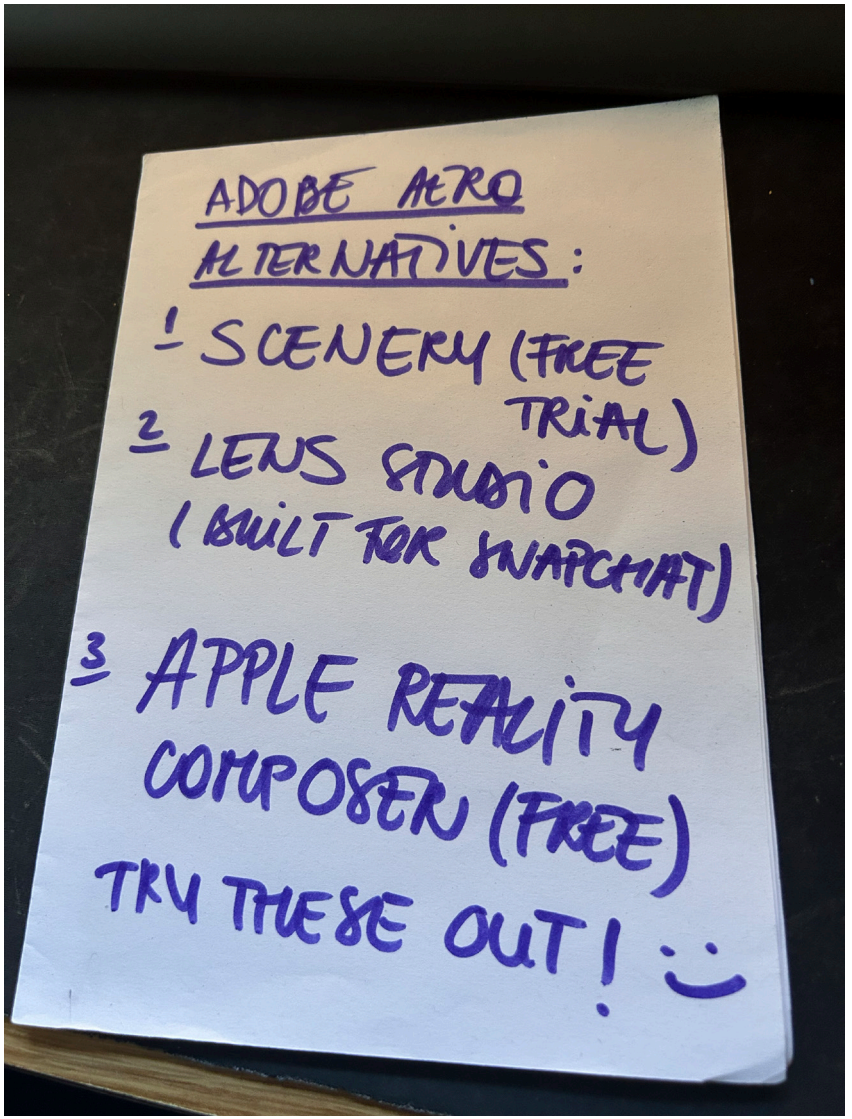
Lens Studio



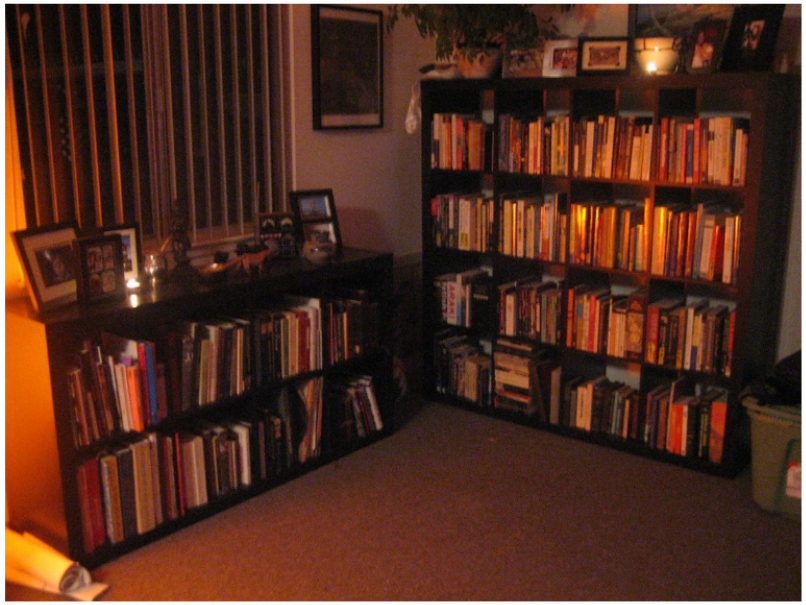
After spending 3 hours learning java script and finally mapping a switch to turn on and off an image, I realised this would be much more complicated, after talking to Jamie I decided to stick with doing a video as my way to demonstrate how this would work



I was given softwares to experiment given by Sabina when I explained her my idea, I decided to try Lens studio because I thought it would be the least complicated, however I was completely wrong

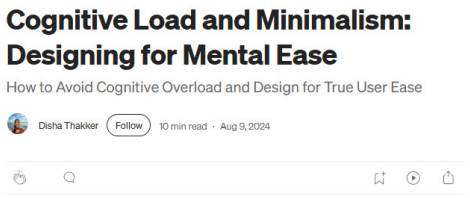


Research



Before animating how the reading experience would actually be like, I first began to research on why the reading environment matters when reading. I realised that it's as simply due to how much your brain can process information and how efficiently it's being used on the right things when reading.



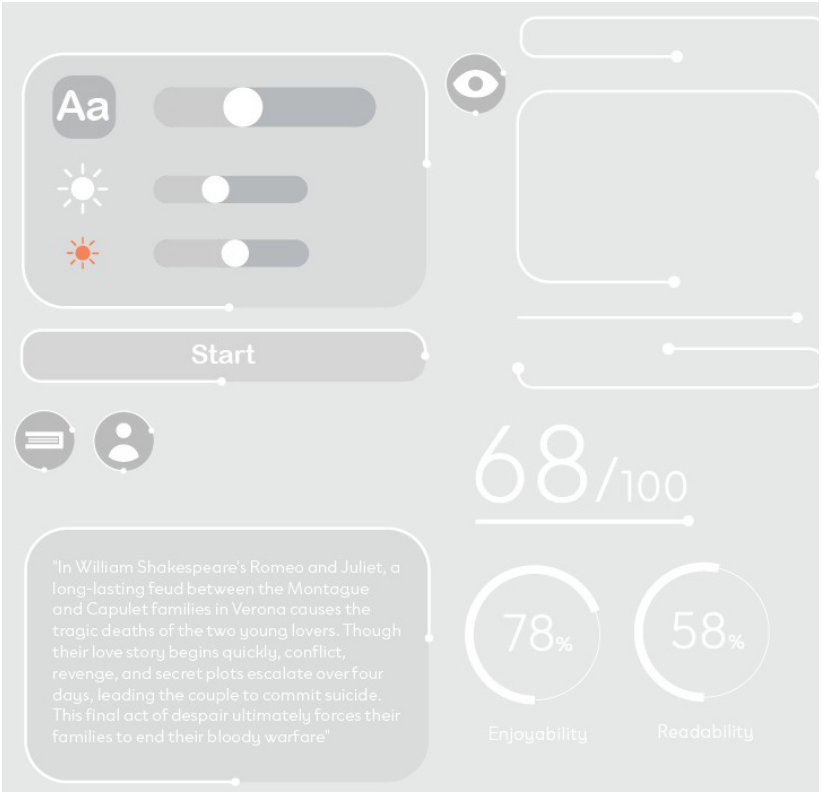


Reading is all about visualising the text and processing the information so by limiting the amount of things surrounding your area, you'll be able to focus more, reduce the amount of unnecessary brain energy that is being used besides reading which is why when it comes to actually reading the pages I will have little to no distractions in my final animation

Layout design

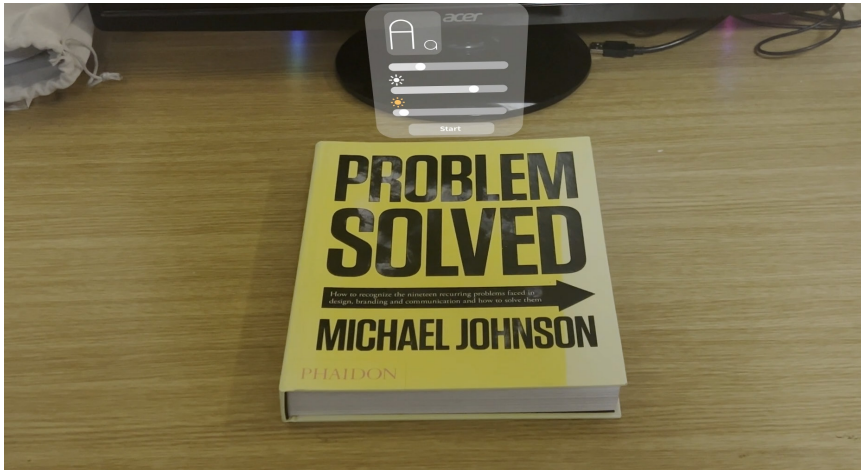


This was my first draft before starting Art Vive of how I wanted the UI to look like, I realised that it looked more like something you would see in analytics rather than a reading experience, there was too many elements and when you read, there shouldn't be any distractions



My second layout focused more on minimalism, lighter colours and being easier to read. I realised that reducing the elements in your face reduces your cognitive load, allowing you to focus better

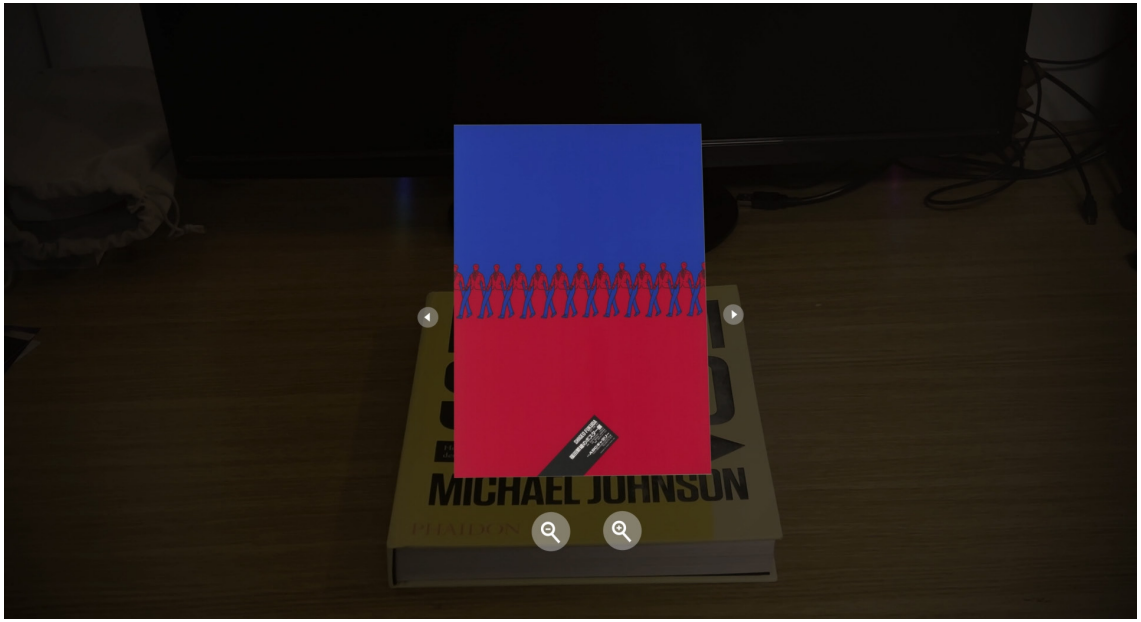
Demo



Changed the UI of this new animation, more rounded corners, softer design, friendlier for the reader



1 page at a time, with arrows to the next pages, changed fonts, darker background for optimal reading



This is my final animation showcasing how my reading experience would go. Showcases the sleep setting, customising your reading experience and being in a quiet reading zone where the AR pages can be freely picked with hand tracking and having a summary for individual images for better learning.

Evaluation

This brief was extremely fun and a great learning experience. I learned a lot about story making, AR and improving my motion graphic skills. Dystopian worlds is a topic I've always been fascinated with and this brief allowed me to use my current skills to develop a long term dream, to make my own world.

One thing I enjoyed the most was creating the animation, an AR experience was an idea that came out of nowhere and I felt like attempting to do something like an AR experience would put me aside from everyone else whos mostly doing books

One thing I could've improved more was time management in terms of the second brief, I felt like if I managed my time better and learned how to properly use Lens Studio I could've probably done something that was close to what I was envisioning however a video demo is just as good if not better because it gives me more control on what I can add