
MEZO
WORLD BIBLE V1
VRLA EXPO 2018
May 4th & 5th

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CONCEPT



CONCEPT

ORIGIN

MESOFUTURISM

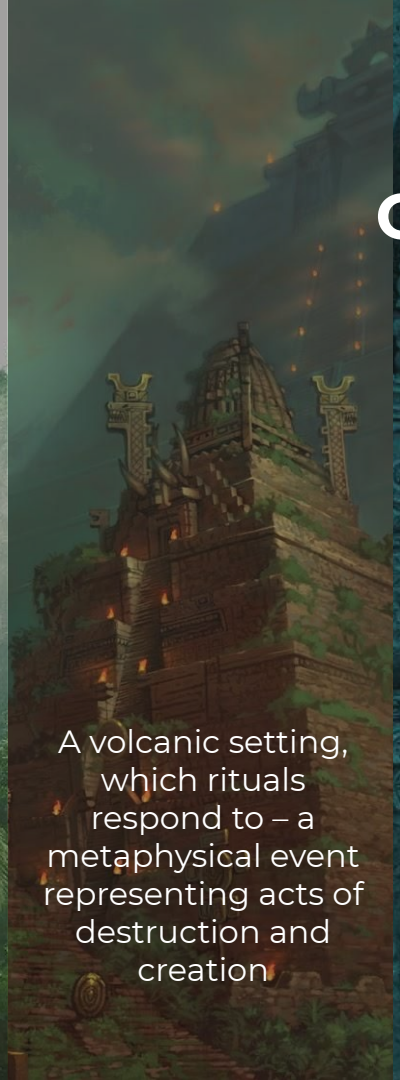
Cultural, scientific, and philosophical interpretations of a fictional world in which Mesoamerican societies (Olmec, Inca, Maya, Aztec) evolve to be technologically advanced civilizations of the future

CONCEPT

CONTEXT



A landscape resembling the Amazon rainforest with its mixed and coniferous bioluminescent cyborg trees



A volcanic setting, which rituals respond to – a metaphysical event representing acts of destruction and creation



Artistic mix of cymatics, sacred geometry, and hieroglyphics

All facilitated syntheses of nature



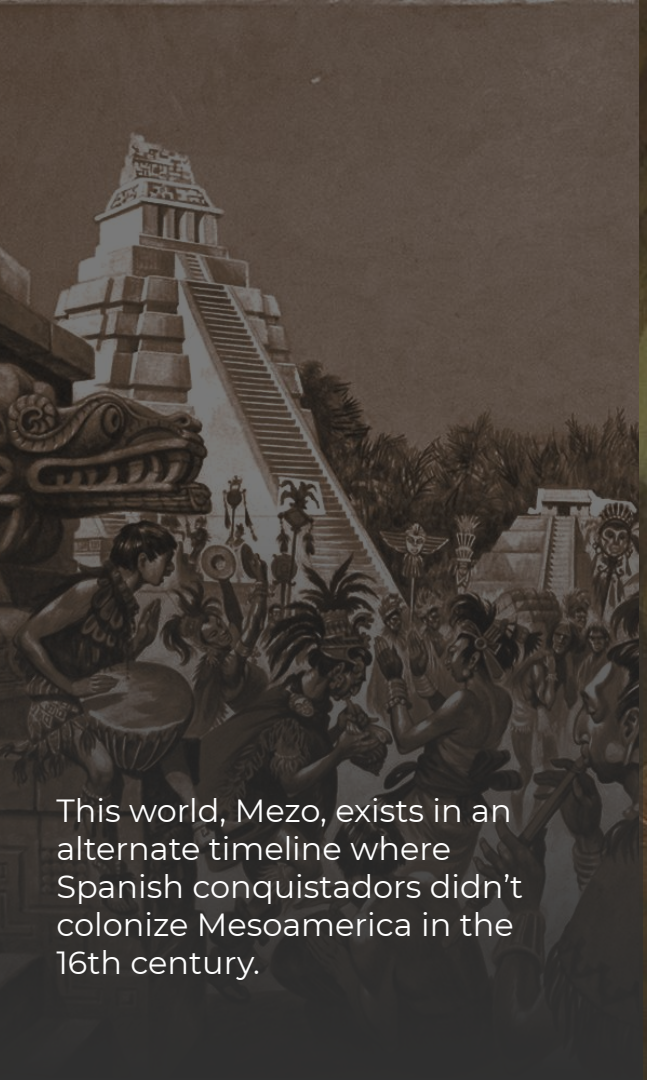
Mystical revelatory psychedelic experiences

Astral cycles between light and dark



Aesthetics inspired by the elemental nature of earth, wind, fire, and water

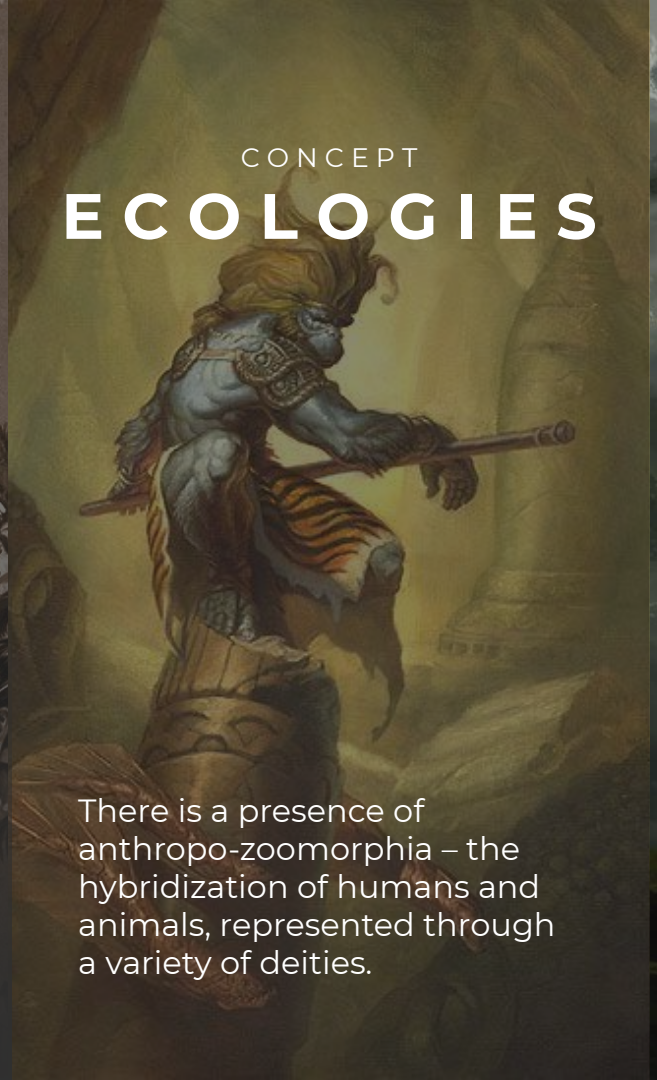
Strong use of alchemy



This world, Mezo, exists in an alternate timeline where Spanish conquistadors didn't colonize Mesoamerica in the 16th century.

CONCEPT

ECOLOGIES



There is a presence of anthropo-zoomorphia – the hybridization of humans and animals, represented through a variety of deities.



Deities in this world serve a mix of purposes - namely to create new forms of life to enhance the collective consciousness.

CONCEPT

DOMAINS

Temples are centerpieces of Mezo towns.

They are designed symmetrically to represent the harmonization of life.

They are hubs for communal gatherings, rituals, transcendence, and even politics, where mystically mediated visuals animate.

Inhabitants of this world use a variety of artifacts like obsidian, jade, cacao, and cinnabar, especially in trade.

Shamans alchemize these materials for spiritual experiences.

There's a diverse system of trade routes around the structure through which people trade artifacts.

CONCEPT

THE VRLA STORY

CREATE LIFE IN A NEW DIMENSION

Crisis strikes in the dimension of Mezo where an enormous volcanic eruption destroys much of its ecosystem. The temple acts as a beacon to visually and auditorily represent this.

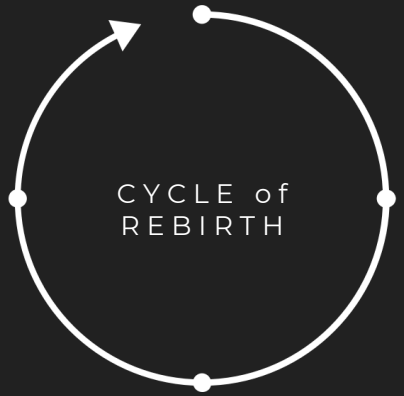
We are enlisted to use interdimensional goggles to enter Mezo as deities where we can use our newfound powers for reconstruction.

In Mezo, we can create new life instantaneously in the form of bioluminescent trees.

Collectively we journey through the seasons to build a new world – a new version of Mezo.

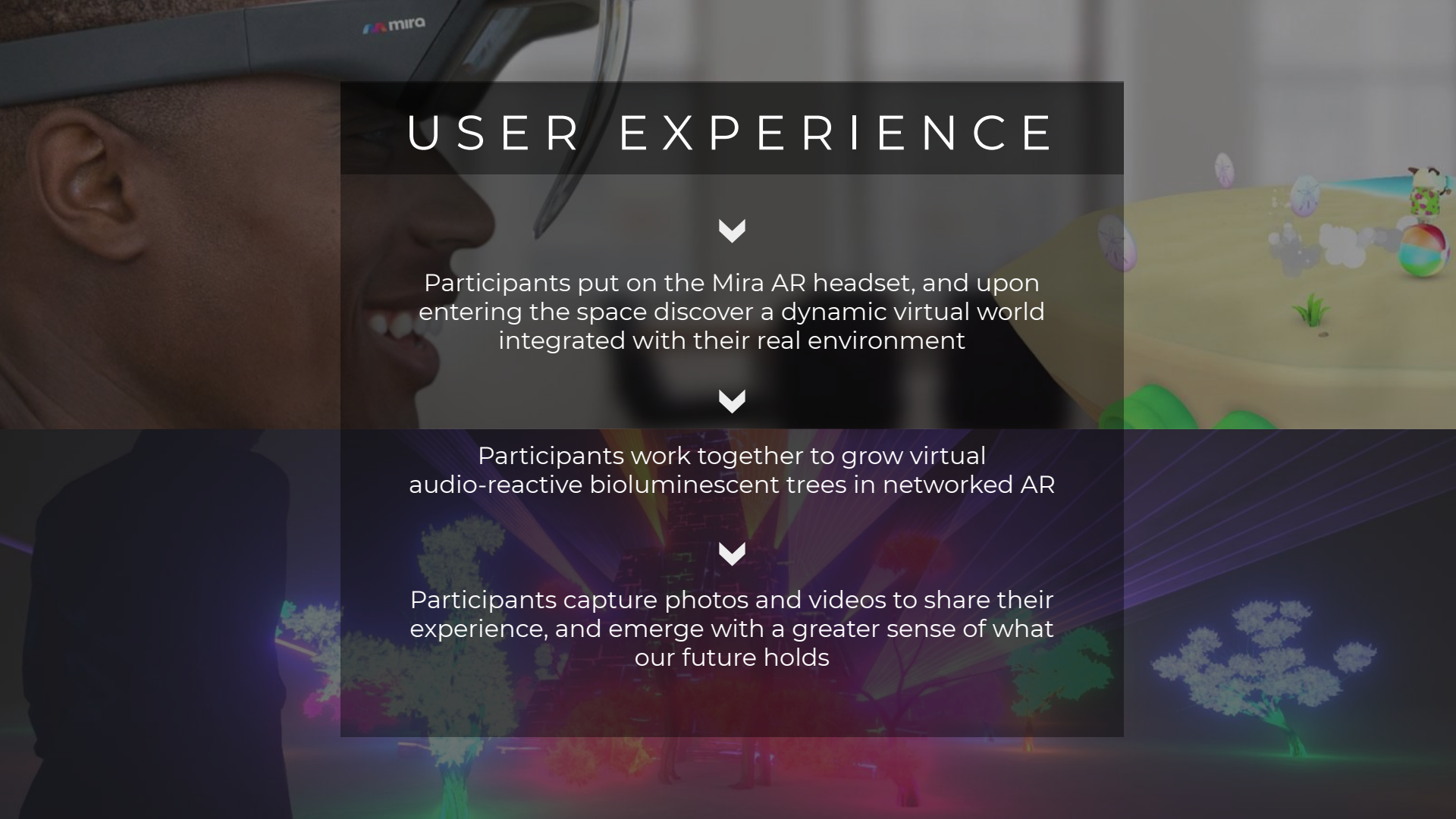
CONCEPT

THE MESSAGE



The purpose of Mezo is to get people excited and involved in change, and understand that challenging our values and dismantling the status quo is an important part of building a better world. **This is represented through the volcanic eruption.**

It relates to our time and political context because division (right/left, white/black, women/men) can be perceived as threatening even though it is the exciting sign of the creation of a new world as we write our future history. **This is represented through the creation of the magical trees.**



USER EXPERIENCE

Participants put on the Mira AR headset, and upon entering the space discover a dynamic virtual world integrated with their real environment

Participants work together to grow virtual audio-reactive bioluminescent trees in networked AR

Participants capture photos and videos to share their experience, and emerge with a greater sense of what our future holds

CONCEPT

AR WORLD



Visual and auditory beacon



Interdimensional goggles

Creating life



Building the new world


FEATURES

FEATURES

COMPONENTS



Large temple structure



Projection-mapped visuals



Hi-Fi spatial audio



AR experience

FEATURES

CORE COMPONENTS

TEMPLE

- Centerpiece of expo
- 20 feet tall
- Interactive attributes
- Within 65 x 65 ft space or more

AR EXPERIENCE

- Users generate bioluminescent cyborg trees
- Trees animate with music in real time
- Networked experience
- Users represent deities from this world

FEATURES

AUDIO-VISUAL

SPATIAL AUDIO

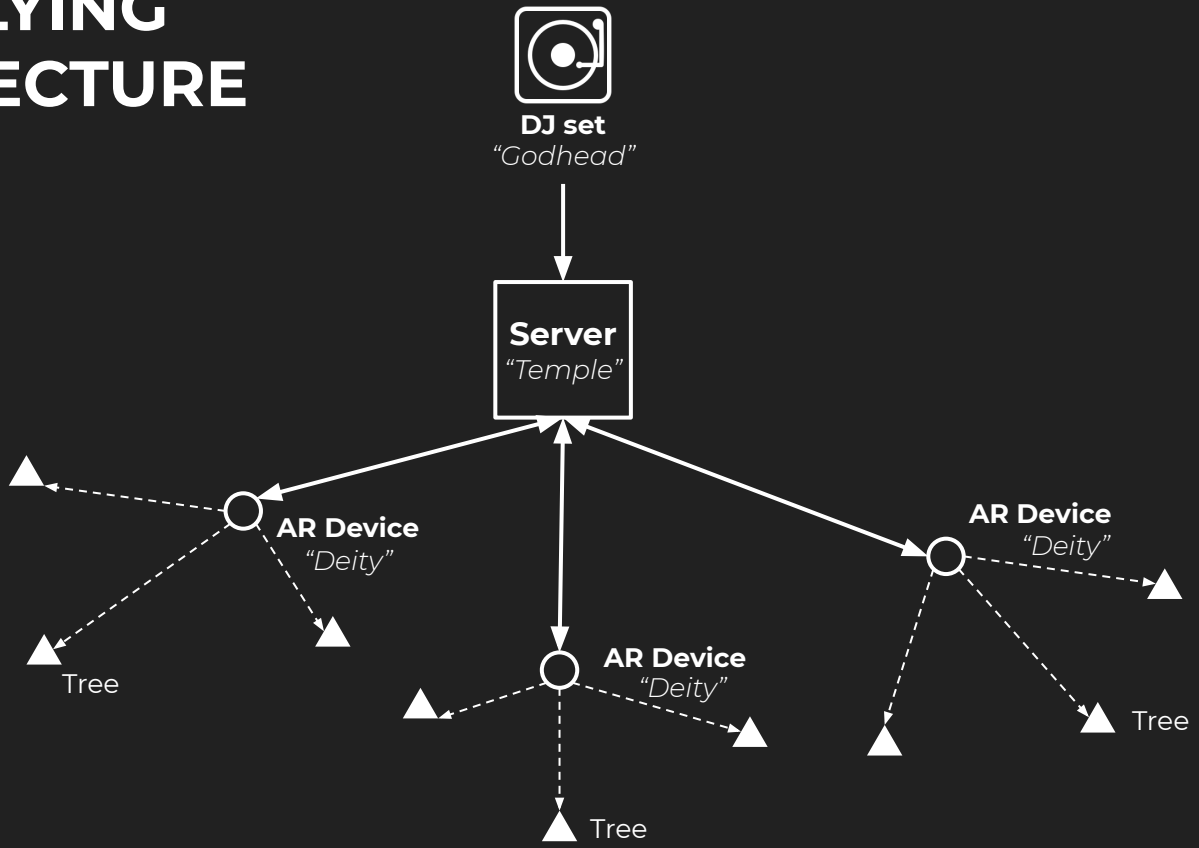
- Artist-generated music
- 3D sound design
- Hi-fi audio components

PROJECTION MAPPING

- Artist-generated visuals
- Outstanding visibility
- State of the art projectors

FUNCTIONALITIES

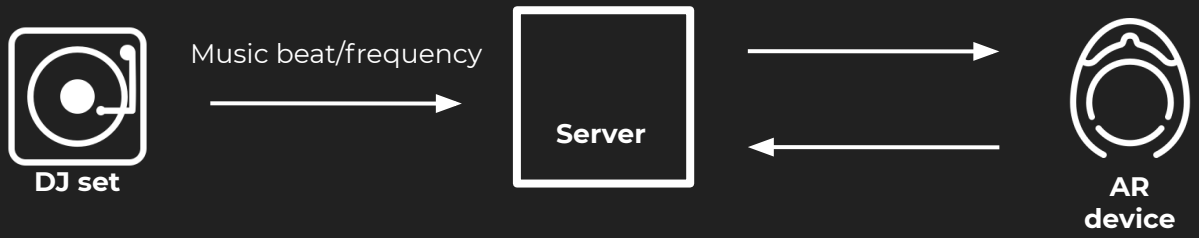
UNDERLYING ARCHITECTURE



FUNCTIONALITIES

AR DATA FLOW

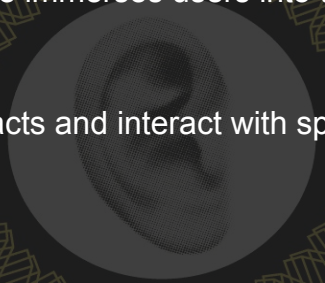
- Sending existing trees position/model ref/usertag
- Streaming current music beat/frequency
- Event based animation



- Sending tree generation event
- Tree position and model ref
- User tag

FUNCTIONALITIES

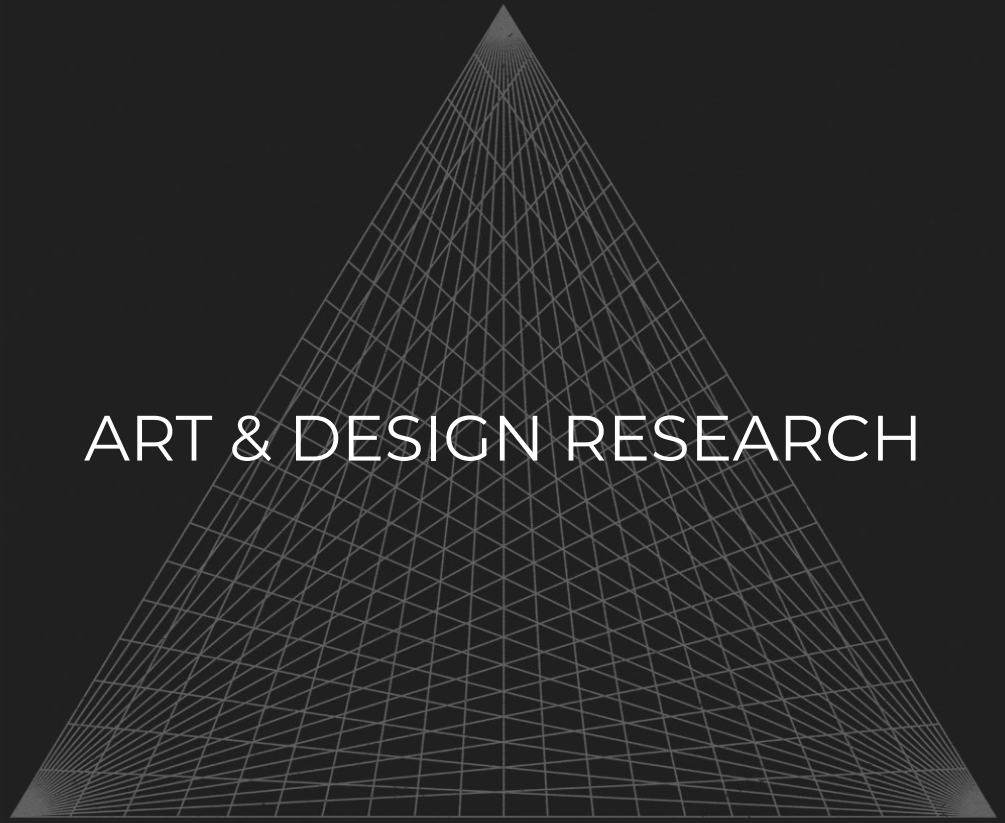
AUDIO



• 3D sound experience immerses users into the mystical world of Mezo

• Users discover artifacts and interact with spiritual beings beneath a canopy of 360˚ audio

• Artist-generated music fuses sounds from the ancient world with cutting edge synthetic textures



ART & DESIGN RESEARCH



ART & DESIGN RESEARCH

THE TEMPLE

Imposing
presence


Symmetry


Ancient


Giant trees
growing from it
Floating
parts

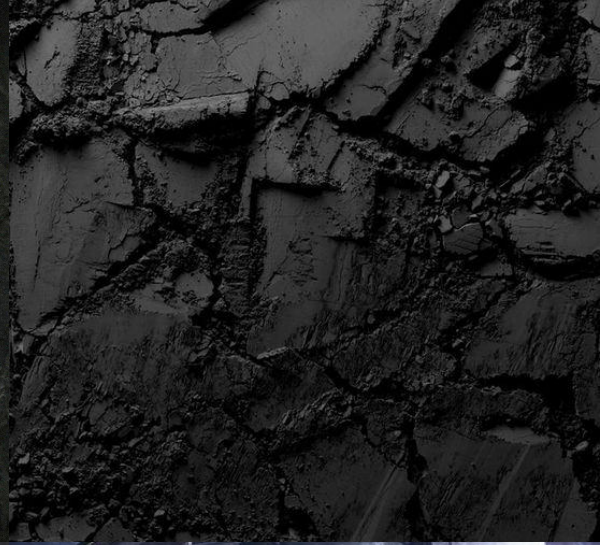



Human shapes

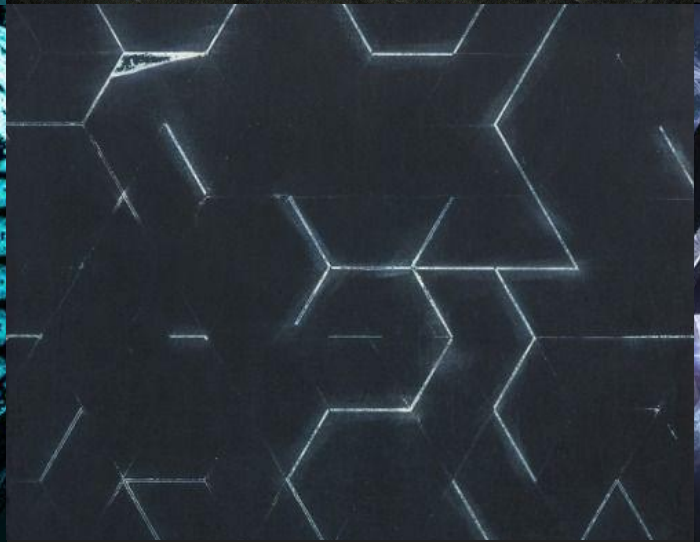


ART & DESIGN RESEARCH

TEXTURES AND PATTERN







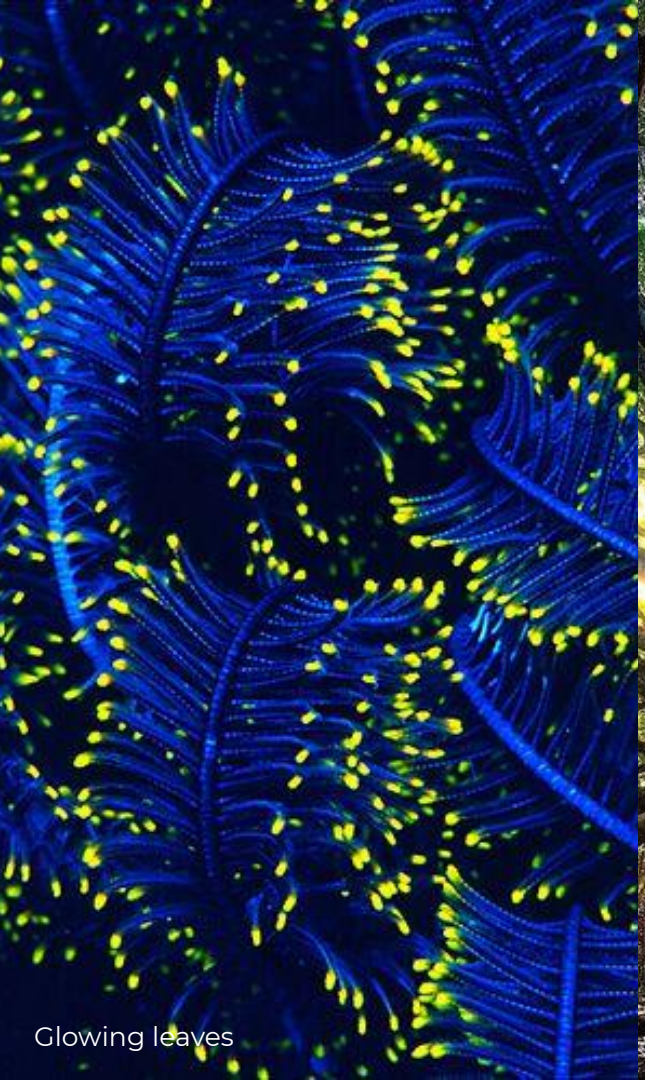


ART & DESIGN RESEARCH

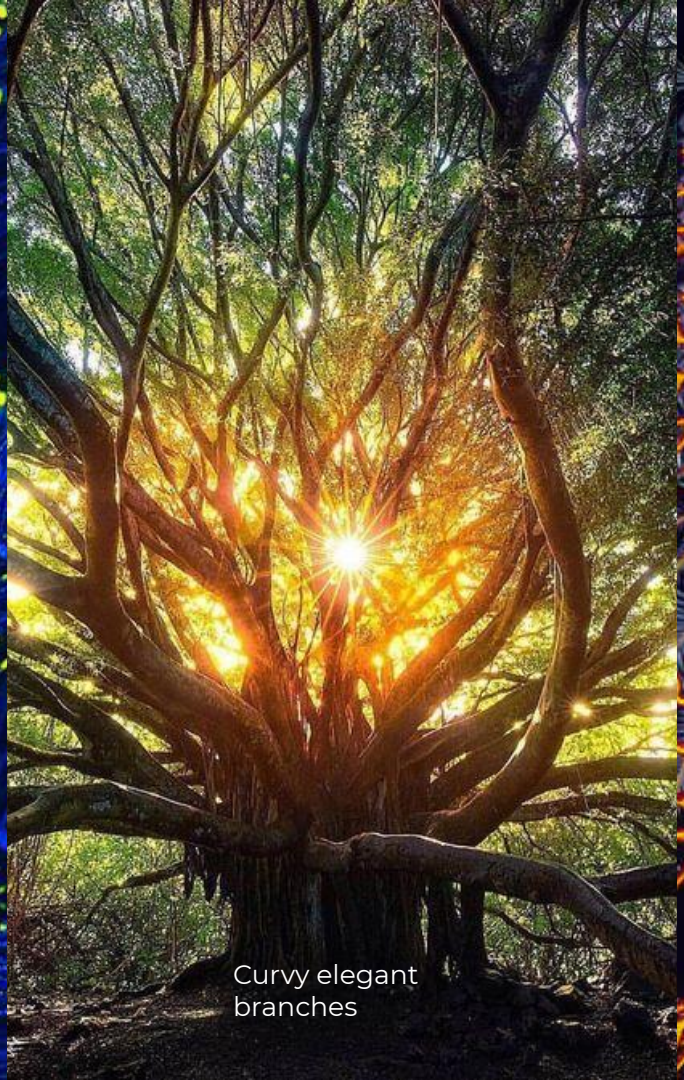
THE SACRED TREES

Fractal shapes
and symmetry





Glowing leaves



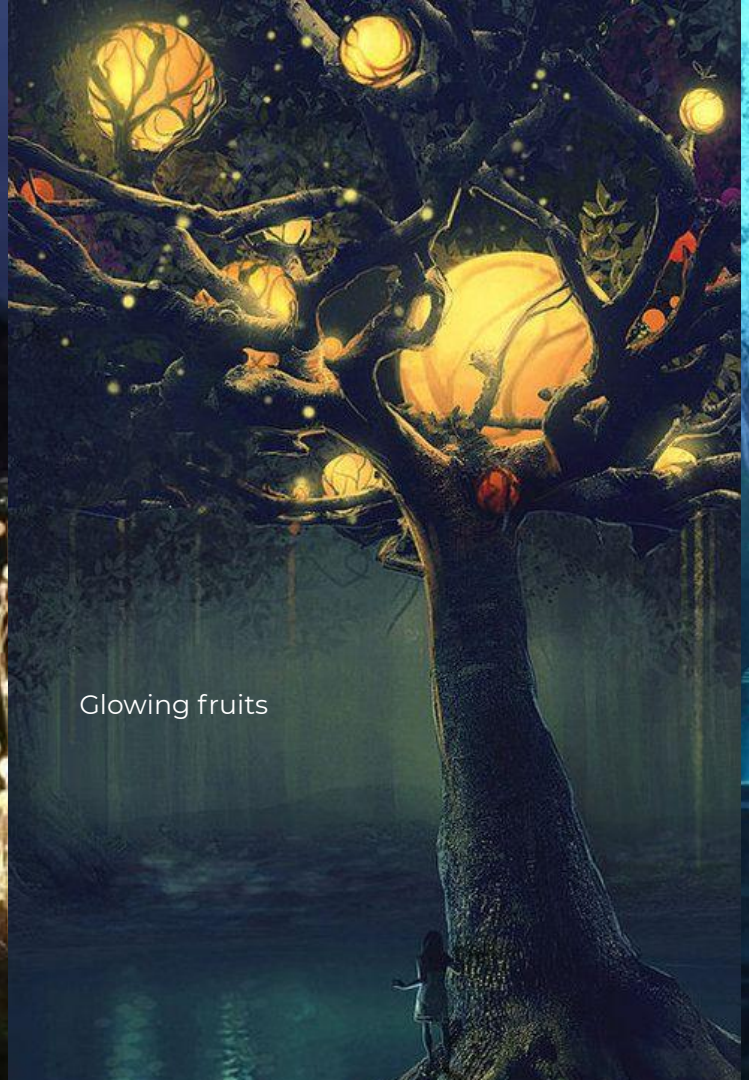
Curvy elegant branches



Psychedelic colours



Glowing grass



Glowing fruits



Harmonious colours

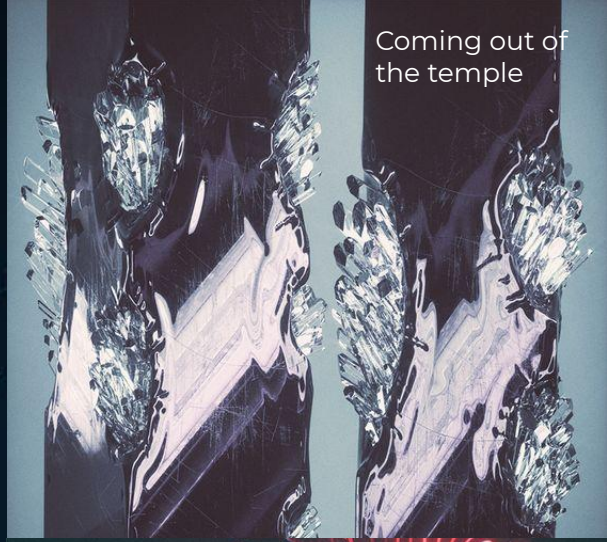
ART & DESIGN RESEARCH

THE MAGIC

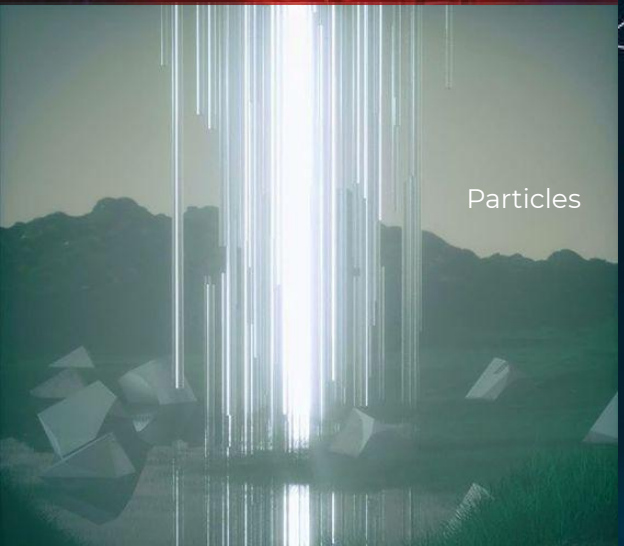
See-through openings showing inside light/magic activity



Luminescent magical parts



Coming out of the temple



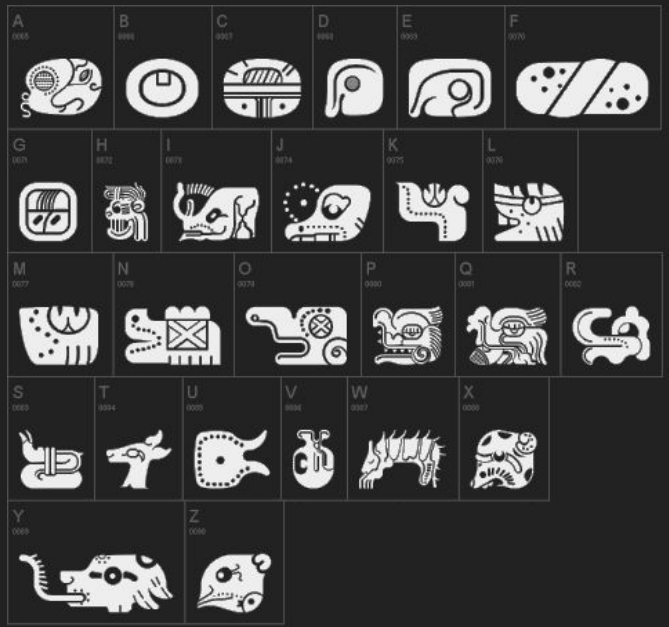
Particles



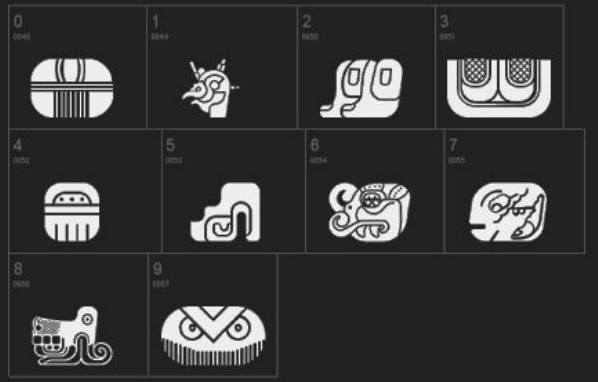
Neon lights

ART & DESIGN RESEARCH

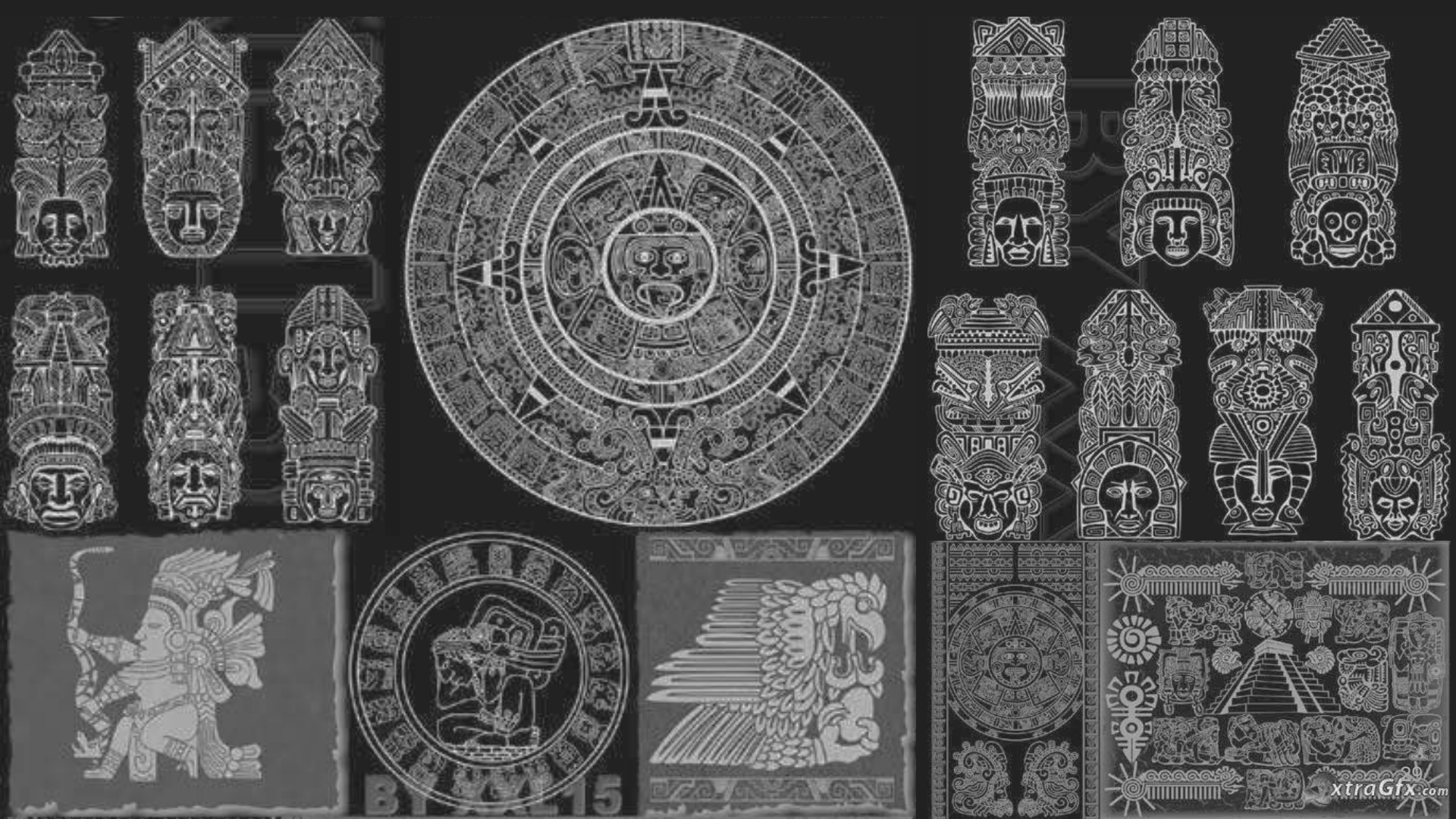
APP AND PRINT

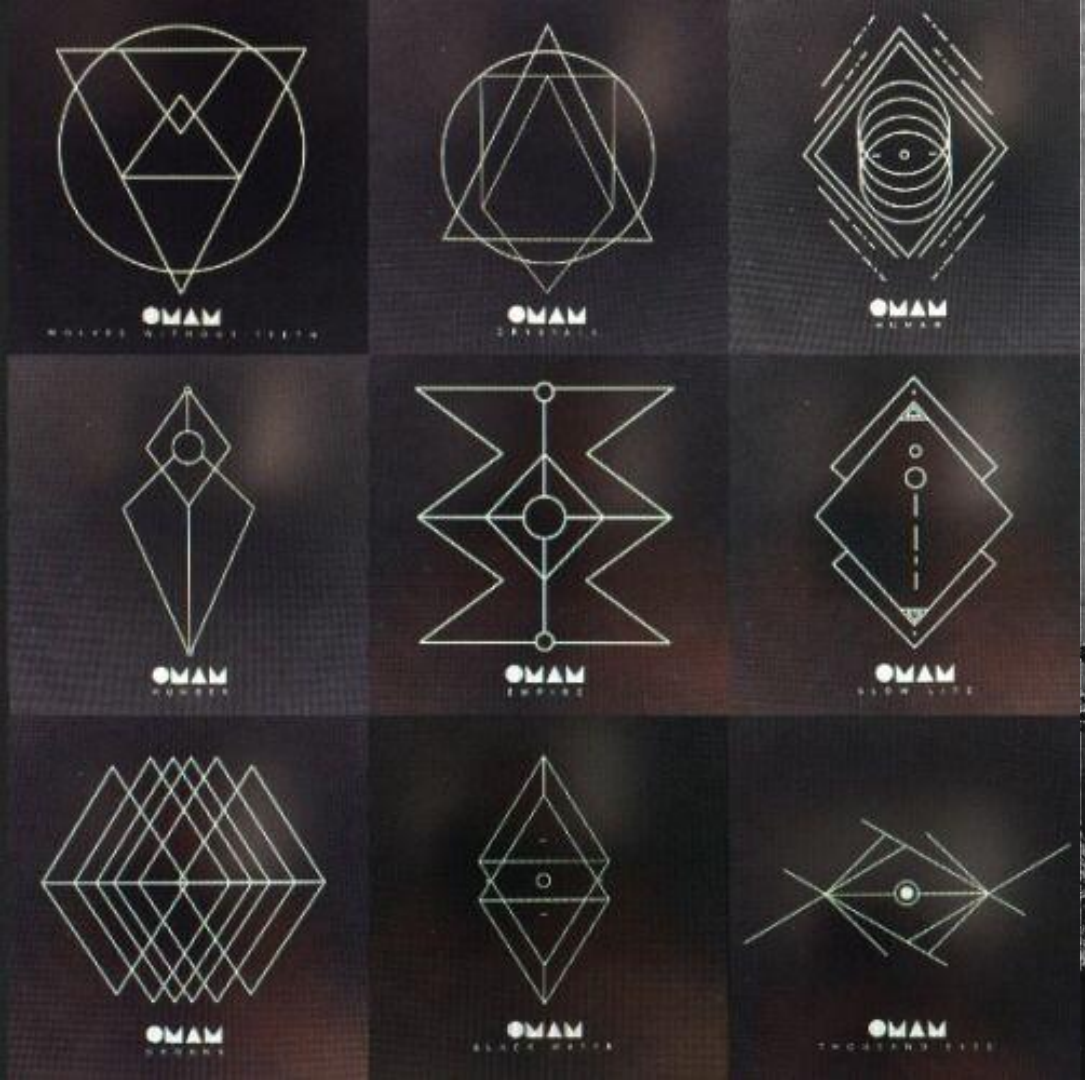









xtraGfx.com



Minimalistic
and geometric

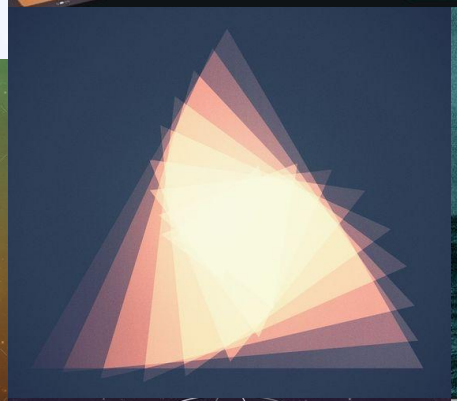

MODERN
SCAPE
22/03/2014


COSMOS
TODAY


READY
TO
LAUNCH.
0023
02
35
137°
Your current location




SPACE

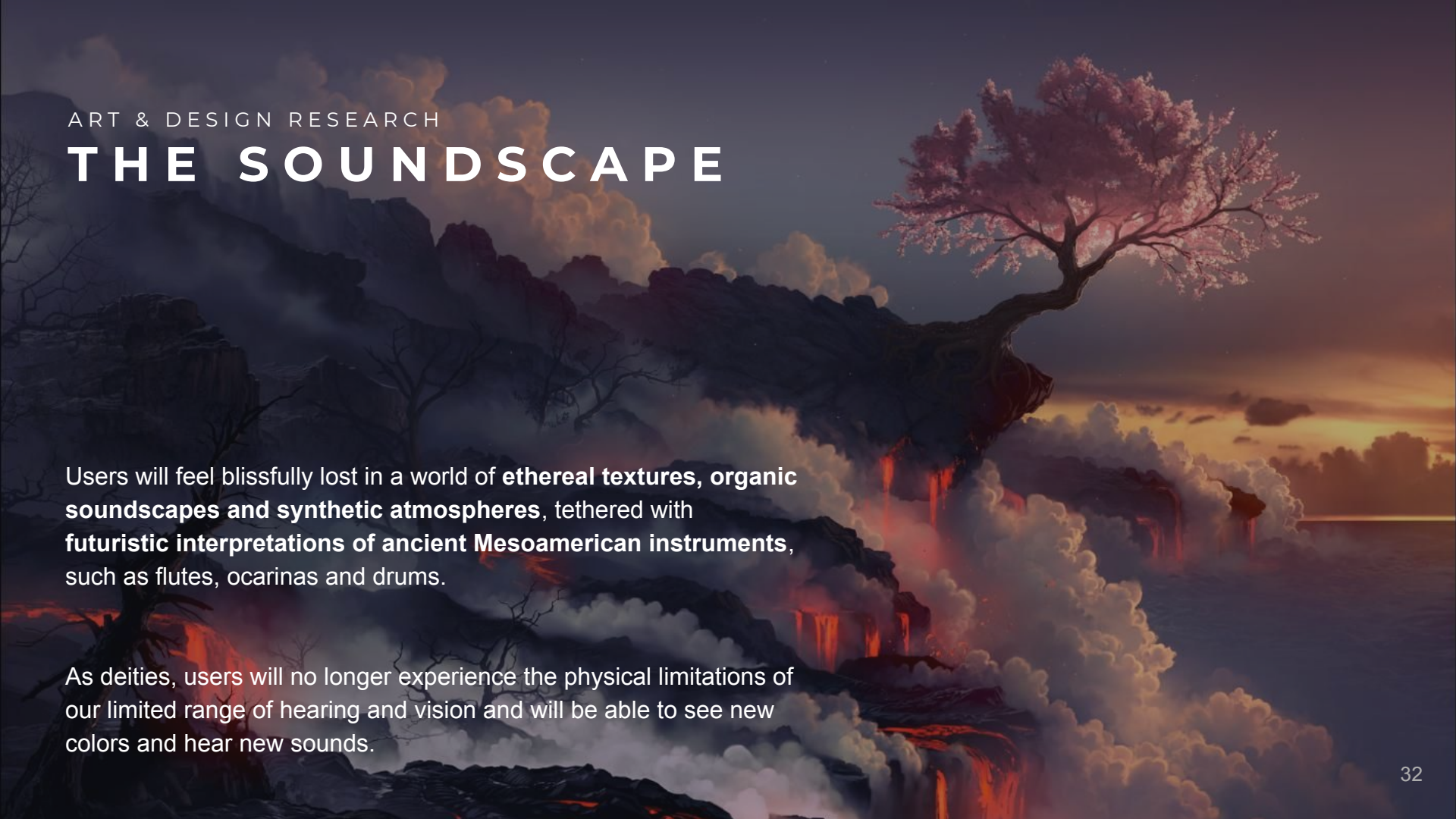



SEA


AMSTERDAM
ENTER THE VOID




Gulf of Aden
Location statistics



ART & DESIGN RESEARCH

THE SOUNDSCAPE

Users will feel blissfully lost in a world of **ethereal textures, organic soundscapes and synthetic atmospheres**, tethered with **futuristic interpretations of ancient Mesoamerican instruments**, such as flutes, ocarinas and drums.

As deities, users will no longer experience the physical limitations of our limited range of hearing and vision and will be able to see new colors and hear new sounds.

ART & DESIGN RESEARCH

THE MUSIC

Mesofuturistic instruments will evocate **invisible energies** outside the visible and audible spectrum (like electromagnetic radiation). The music will be a reflection of all that is possible beyond the limited naked human eye and ear.

It will be dynamic and evocative of the **emotions of discovering a new world**.

Shamanistic vocal chanting will symbolizes **spiritual divination and transformation**.

CREDITS



Contributors

Christian Falstrup	Creative Director	*christian@virtualrealityla.com*
Greg Davenas	Design Director	*gregoire.davenas@gmail.com*
Cody Tarpley	Music Director	*cody@cozyra.com*

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