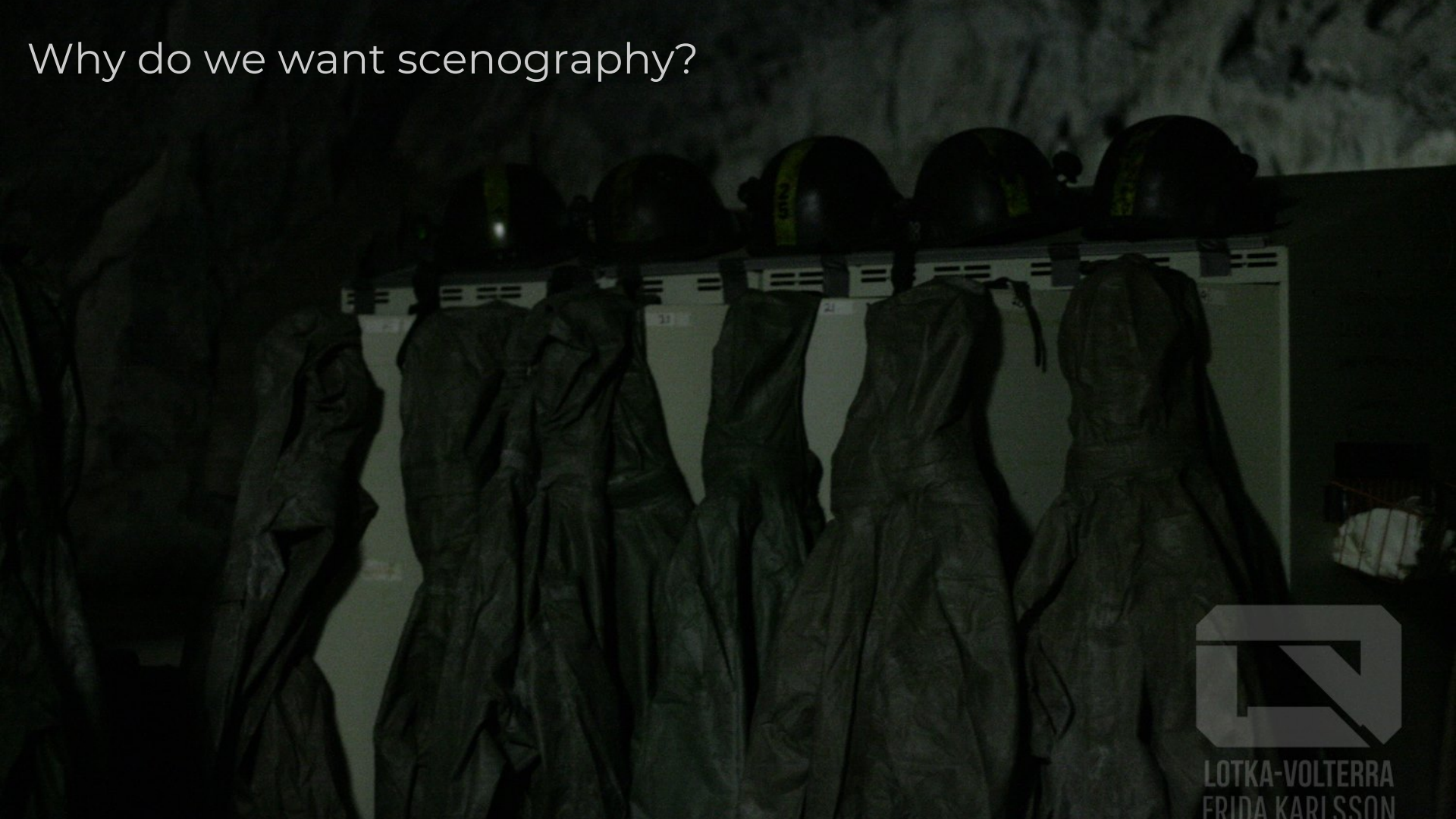


Creating Meaningful Environments

Carl Nordblom, Knudepunkt 2019

Why do we want scenography?



LOTKA-VOLTERRA
FRIDA KARLSSON

Why do we want scenography?

- You want a fuller experience of a certain setting or story
- It intensifies the immersion
- You get cooler pictures and promotion
- It is beautiful in itself
- It offers more ways to interact with the story
- It lessens pretending. Things are what they are and we can intuitively agree on what objects are



LOTKA-VOLTERRA
FRIDA KARLSSON

What emotion or state of mind is most central to the story?

- Paranoia
- Dreamlike chaos
- Tradition
- Structure
- Community
- Inequality
- Comfort
- Competitiveness
- Existential angst
- Belonging



Socially comfortable & actively present
environments

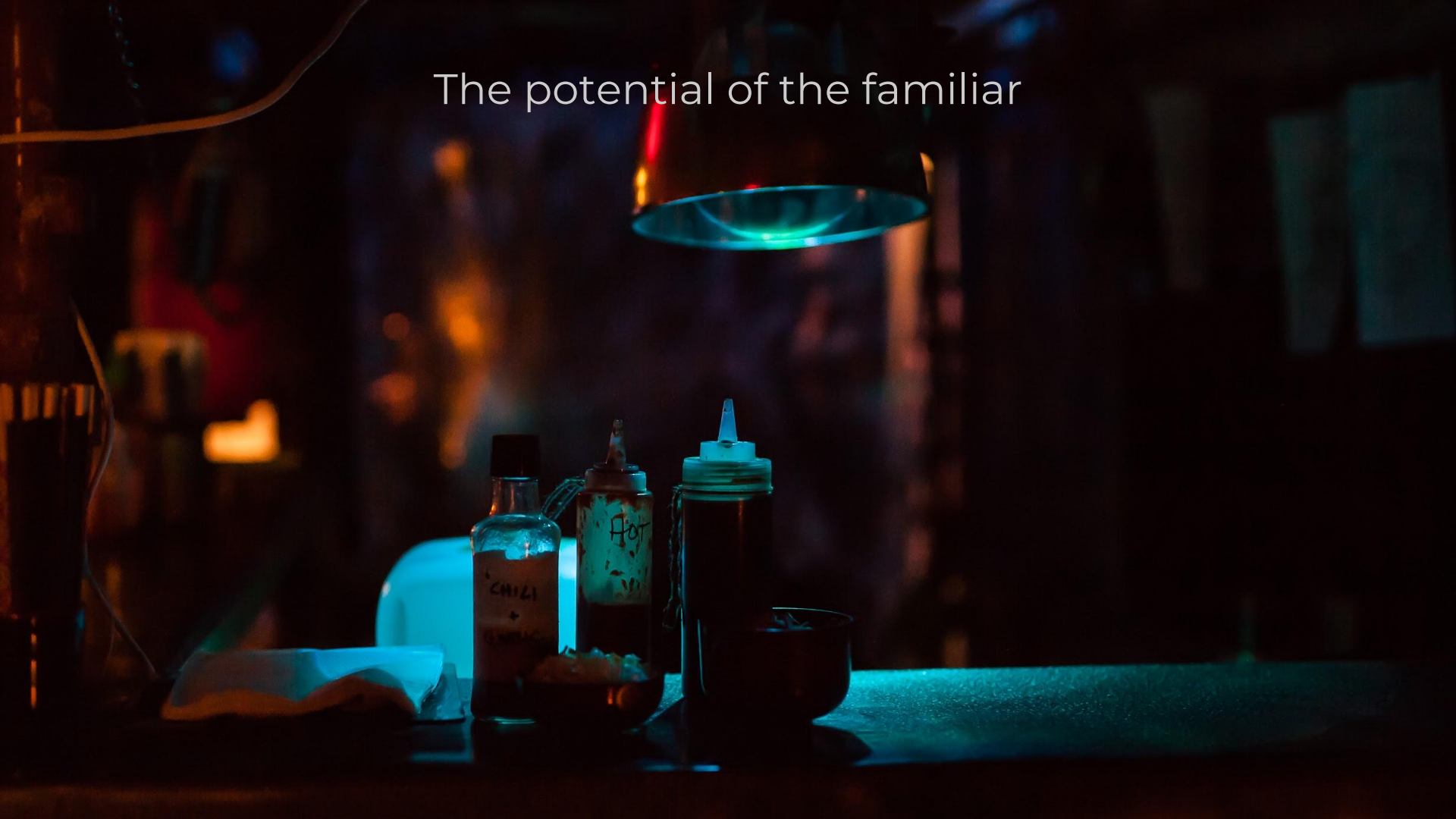


Photo: Frida Selvén

Abstraction or 360 illusion



The potential of the familiar



What is efficient scenography?



- Darkness. Change light bulbs and add lamps or projections
- Create rooms within rooms
- Shape movement patterns with furniture, locked doors or screens
- Add printed material

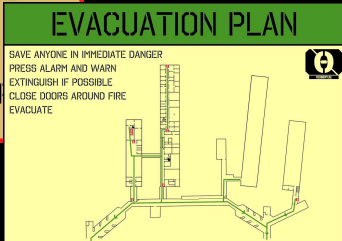


Make the low status fun and the boring meaningful.



INNOCENT
FAME:
A B C D E F
NULL
SHE
THEY
HE

NO
LIVE AMMO OUTSIDE
SHOOTING RANGE
EMPTY YOUR WEAPON



Import information into the game



Abstract environments



The Scenography of costumes



LOTKA-VOLTERRA
FRIDA KARLSSON



Labels and signs





Old tech



Faked really old tech



Bell system on Wifi by Tim Gremalm and Carl Nordblom



Projection mapping for cyberpunk street ads using VPT

Thank you!

Larps mentioned

Lotka Volterra - Berättelsefrämjandet and Atropos

1912 - Atropos

Reborn - Atropos

Echo Chamber - Atropos

The Forbidden History - Atropos

Do Androids Dream? - Atropos

When Androids Pray - Atropos

Where Androids Die - Atropos