

"One of the best art experiences I have encountered."

"...breathtaking virtual sceneries."

"Mysterious. Unexplainable."

"The ultimate empathy machine!"

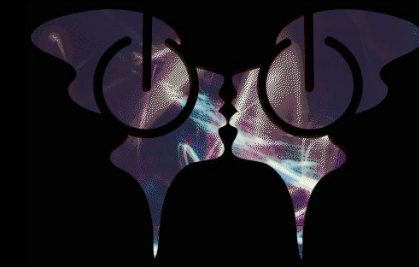
"Personal and transformative experience."



AVATAR'S JOURNEY

ESPOON KAUPUNGIN TEATTERI The International Theatre of Finland

ARTISTIC DIRECTOR EERO TAINEN



LOVE SIMULATION EVE

A CINEMATIC VIRTUAL REALITY THEATER PLAY

DOWNLOAD YOUR LIFE. **UPDATE YOUR LOVE.**





LOVE SIMULATION EVE

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Full-evening cinematic virtual reality theater play

For black box halls (about 90 m²), scalable down to room size (40 m²)

Length: 90 mins (47 mins in VR)

Up to 80 visitors / day (with hall version)

Hall version staff: 3 people (1 assistant + 1 actor + 1 game master)



WATER SPIRITS

DIVE INTO AN AI DREAM. CREATE YOUR LOVE ALGORITHM.

Short VR experience for two players

For festivals and art museums

Length: 5 minutes + 2 minutes on-boarding

30 visitors / hour (with 4 player rooms)

Staff: 1 game master / visitor assistant

TRAILER - LOVE SIMULATION EVE

Simulation of true love.

Upgrade from memories to fantasies.

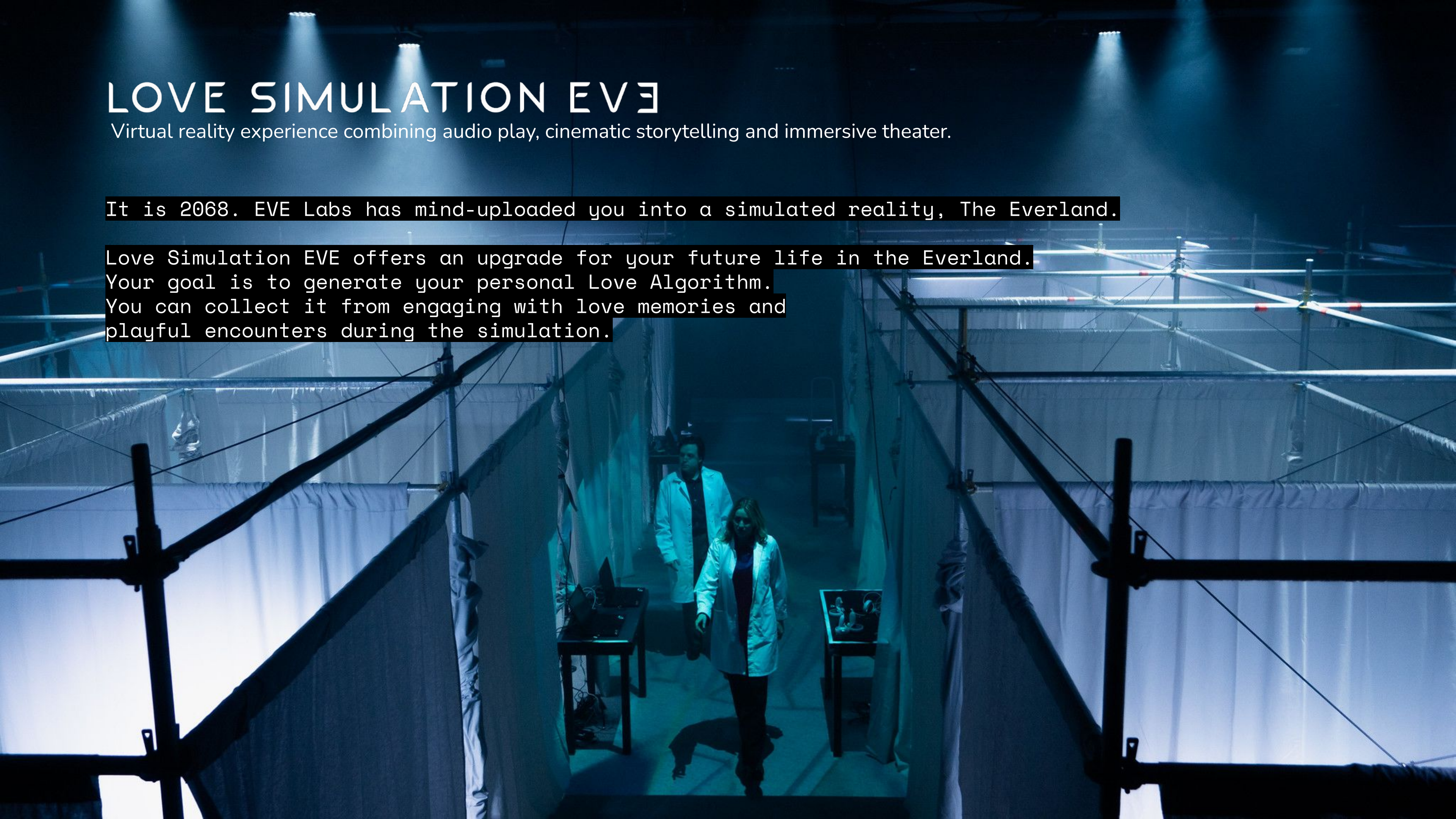
Alternative reality game that is not a game.

LOVE SIMULATION EVE

Virtual reality experience combining audio play, cinematic storytelling and immersive theater.

It is 2068. EVE Labs has mind-uploaded you into a simulated reality, The Everland.

Love Simulation EVE offers an upgrade for your future life in the Everland. Your goal is to generate your personal Love Algorithm. You can collect it from engaging with love memories and playful encounters during the simulation.



Intimate encounters

Cinematic scenes from the mind-uploaded memories of Deves.




The player engages with volumetric memory captures of the protagonists (black figure in the videos). Different types of Love Algorithms are emerging from different scenes.

If the players want to capture the Love Algorithm, they move to embody the characters' point of view and posture to save the algorithm to their own avatar body.




The stories of EVE Lab's Developers


The Deves' memory scenes reveal their life stories.



EVE Labs investor Henri, wife Greta and daughter Anna live as a happy family until Greta has a stroke. Wishing to return to their old life, Henri and Greta leave Anna behind and upload themselves to the simulation.



Evelin and Iona dream about a child. After years of unsuccessful efforts, Evelin starts to create a virtual baby in the simulation. Evelin has to continue alone to the simulation as Iona changes her mind during the mind-upload process.



Noen and Daniel live together, yet closeted from their traditionalist church. As their secret comes out, Noen's father kills Daniel. Noen works to bring Daniel back to life in the metaverse.

Intimate encounters

Meeting another player in an avatar form.

Water Spirits is an example of a playful section from the Love Simulation. It grants the players superhuman powers to control water masses telekinetically with their hand movements. Players' non-verbal communication formulates beautiful Love Algorithms in the moments of synchrony.

A highly-appraised 5-minute *Water Spirits* works as a stand-alone art installation if the full-evening Love Simulation is productionally too heavy. Set in a dream of artificial intelligence, this playful two-player encounter uses environmental storytelling and a three-act narrative that forms a dramaturgical whole.

TEASER - WATER SPIRITS



LOVE SIMULATION EVE

WATER SPIRITS

Intimate encounters

Face-to-face & one-on-one encounters

After the VR section, the player returns to the physical reality with the help of one of the protagonists. After a one-on-one moment, the actor walks the players to the last stage of the simulation.

In the final Encounter Room, the two players listen to the final audio play and encounter each other face-to-face. The players can now return to our simulation world of Everland with the gift of being able to create micro-loving moments with anybody.

AUDIENCE FEEDBACK

"HOW WOULD YOU DESCRIBE LOVE SIMULATION EVE?"

Interesting and somewhat *mysterious*

previously untried and definitely recommended

Challenging

Love simulation EVE *must be experienced, it cannot be explained.*

choose-your-own-adventure style vr-simulation/game

Interesting, well produced, *smoothly functioning*

holistic, *mind-expanding*

New, immersive and incredibly *awesome idea and execution!*

An interesting sample of what 3D and virtual worlds can bring to theatre. A *mind-blowing* experience!

The experience was a great *combination of admiring the impressive virtual environments from the outside and being part of them.* You could peer into the lives of the characters from an outsider's perspective and observe them, but you could also get inside their skin by mimicking their actions and wondering how you would act in their shoes.

Touching and memorable

An *advanced VR experience* that you should get involved in as directly as possible

Lots of everything, *interactive VR experience* with VR animations inside. A very *ambitious* project that has been very well executed. I WOULD DEFINITELY RECOMMEND!

Ultimate empathy machine!

A unique and interactive art experience

worth going for the vr glasses and the experience

Surprisingly heartbreaking, impressively produced. Felt safe, didn't have to worry about being in the same room as a stranger. The virtual world was easy to get into.

A great experience that gets close to you both mentally and physically.

Unique, something new. A cool experience!

What an experience! Hanging out in the sea was really fun :)

Great. Really touching. At the end I thought for a moment I was trapped in a virtual world.

A personal and intimate experience, which you have to experience for yourself.

A Drama Game

A complete experience.

a unique experience

a relaxing, immersive, fun experience. you could come and relax

A unique, personal and interactive virtual theatre experience

Great virtual experience. Like being in a laboratory...

Definitely worth experiencing. A playful feel in a theatrical virtual world.

Something new, incredible, unprecedented that you just have to experience. Awaken your curiosity and go with an open mind.

DIRECTOR'S STATEMENT - EERO TIAINEN

Love Simulation EVE is a culmination of a many-year journey into creating immersive experiences and interactive narratives. It combines all the aspects I have learned about immersive theatre, filmmaking and game design. The research in depth psychology and my own transformative experiences have also influenced the experience design.

The player's journey is structured as a rite of passage during which the player's old self is transformed into an anonymous water spirit avatar form. Much of world design inspiration has been taken from the phenomena of near-death experiences and "life review" experiences. The visitor descends to the bardo of the simulation, dissolves into the heavenly "Quantum Sea" and is finally reborn again to their afterlife in the Everland - the reality simulation we all share.

What hopefully comes out from this series of intimate one-on-one encounters is a person who has been updated with an ability to create "love algorithms". Love is our superhuman strength, the power to create micro-loving encounters (term inspired by Barbara L. Fredrickson). Love Simulation EVE suggests that our love algorithms can upgrade reality beyond this drowning world simulation.

Eero Tiainen (born in 1985) is a Finnish XR experience creator whose approach combines metaphysical world-building and transpersonal psychology with intimate play. His latest creations are the cinematic VR play Love Simulation EVE and the dyadic VR installation Water Spirits. Earlier works include fictional and documentary VR films, immersive performances and VR games. Tiainen supports the XR arts at the Finnish Virtual Reality Association FIVR and as a director of the XR Art Festival Embrace.

LOVE SIMULATION EVE

VR TECHNOLOGY

LOVE SIMULATION EVE

GAME ENGINE

- * Unreal Engine 4.27 / 5.0
- * Multiplayer VR support

CINEMATIC “MEMORY SCENES”

- * Volumetric capture: Azure Kinect cameras + EF EVE + 8i + Unreal Engine →
- * Photogrammetry for 3D model creation

PERFORMANCE CAPTURE

- * Motion capture of performers
- * Avatars: Photogrammetry + MetaHuman Creator →

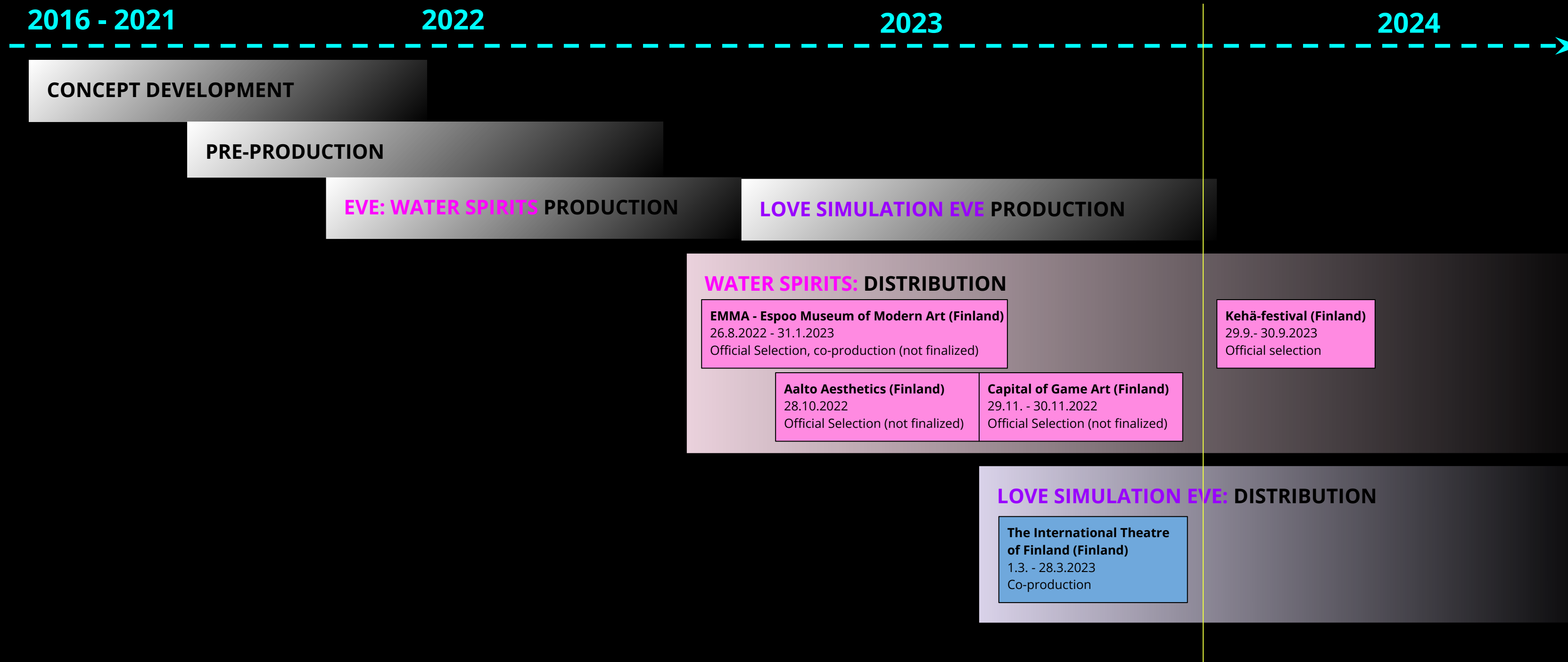
HARDWARE

- * Meta Quest 2
- * PCVR connection with Link

The technology support



PRODUCTION TIMELINE



LOVE SIMULATION EVE

PLAYER'S JOURNEY

1. **Audio introduction** at home / waiting area before the show (13 minutes)
2. **Pairing at the Reception:** The experience can be accessed with a pair only.
3. The **Terminal:** The Farewell video messages from the three Developers of EVE (10 minutes)
4. An assistant picks up a pair of players and takes them to their player rooms.
5. **47 minutes virtual reality.**
6. EVE Labs representative leads the players to the final section.
7. Final Encounter audio section: the players meeting face-to-face.
8. Exit through the Reception.

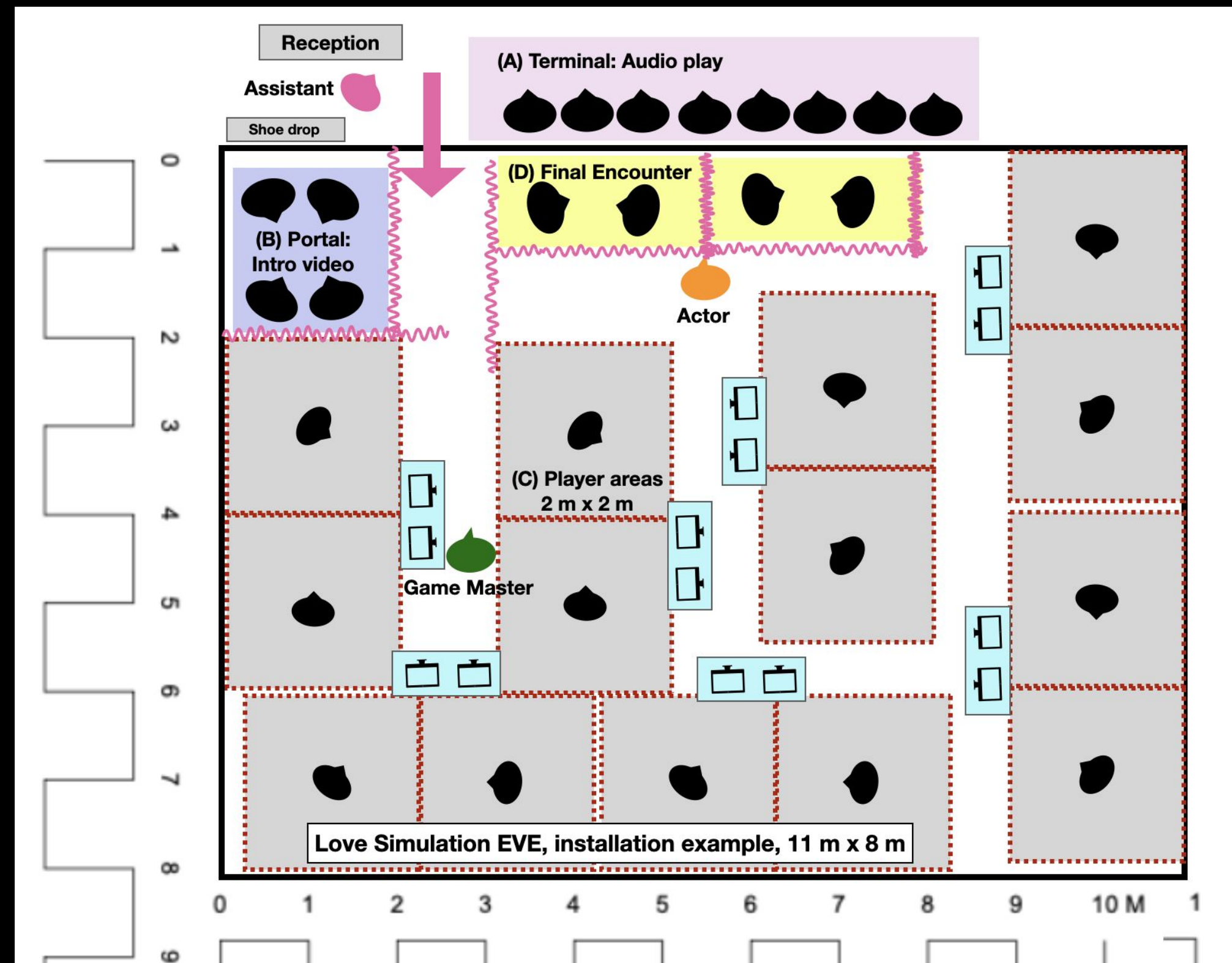


Photos: Darina Rodionova

INSTALLATION EXAMPLE & AUDIENCE FLOW - THE HALL VERSION

This is the normal version: 14 player areas, Staff of 3 (Assistant+Game Master+Actor), space: 90 m²

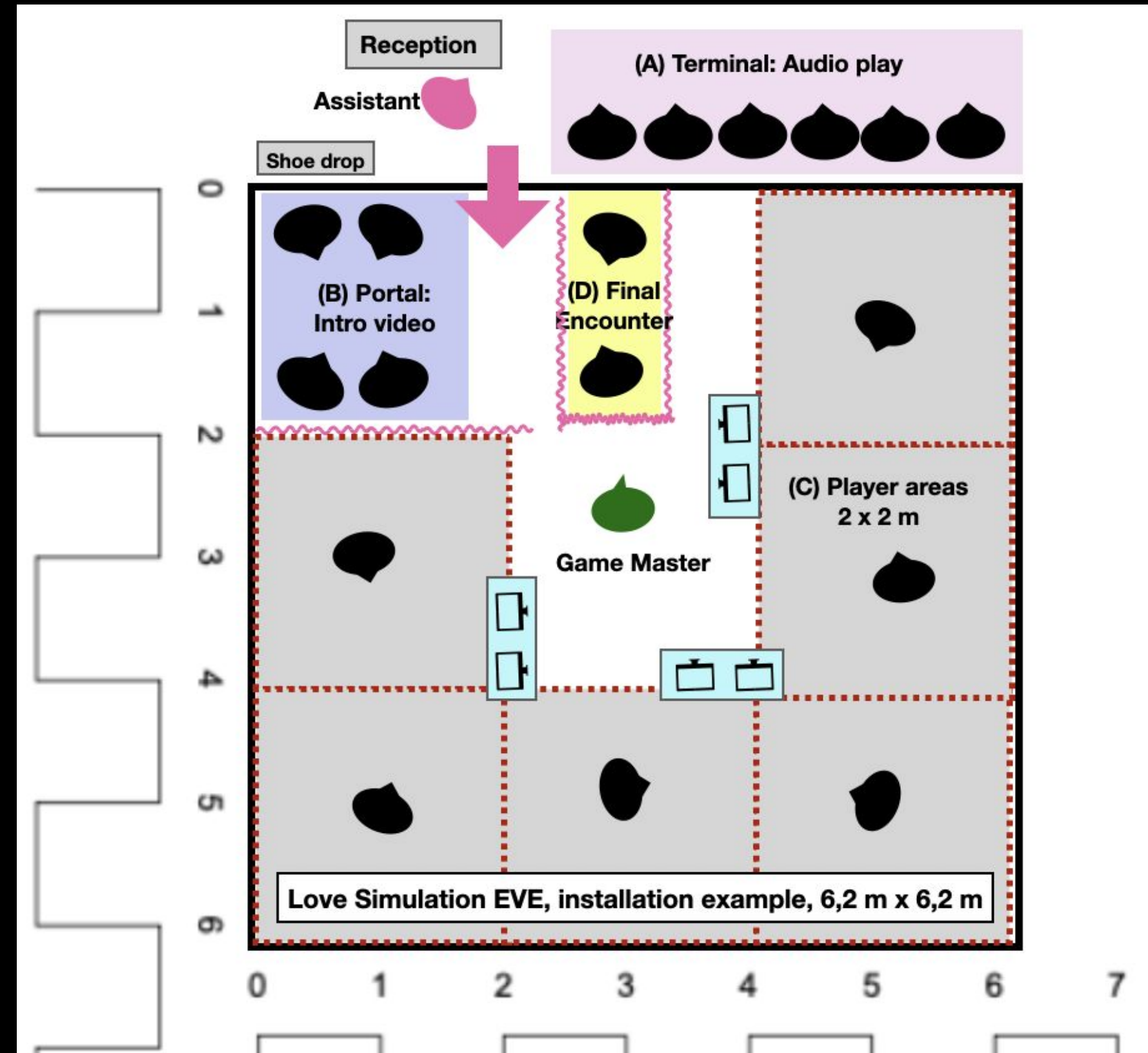
1. **Reception assistant:** Visitors book their slot for two visitors simultaneously. The **assistant** gives both players headphones and instructs them to listen to an audio play at the **Terminal area (A)**. The audio play lasts 13 minutes.
2. After the Audio Play, the **assistant** leads the pair of players to the **Portal (B)**. The shoes are left outside the installation room preferably. The players receive tablets and headphones, and they watch a 10-minute intro video. Black drapes dissect the room into different areas.
3. The **Game Master** leads the players to their **Player areas (C)** and helps them with the headset. The VR section lasts 47 mins.
4. After the VR part, the **Actor** leads the players to the **Final Encounter**. The visitors face each other, equipped with headphones.



INSTALLATION EXAMPLE & AUDIENCE FLOW - THE ROOM VERSION

This is the smallest version: 6 player areas, Staff of 2 (Assistant+Game Master), room about 40 m²

1. Reception assistant: Visitors book their slot for two visitors simultaneously. The assistant gives both players headphones and instructs them to listen to an audio play at the **Terminal area (A)**. The audio play lasts 13 minutes. There are 6 seats here.
2. After the audio play, the assistant leads the pair of players to the **Portal (B)**. The shoes are left outside the installation room preferably. The players receive tablets and headphones, and they watch a 10-minute intro video. Black drapes dissect the room into different areas.
3. The assistant leads the players to their **Player areas (C)** and helps them with the headset together with the Game Master. The VR section lasts 47 mins.
4. After the VR part, the Game Master leads the players to the Final Encounter. The visitors face each other, equipped with headphones.



EQUIPMENT LIST

LIGHTING: The installation space has blue-tinted atmosphere lights. Team EVE brings 2x 10m meter blue LED strips, but **all the available atmosphere lights** from the venue are welcome.

RIGGING & CURTAINS: The different sections are divided with black curtains/drapes. We hope the venue to have **black drapes**. Ideally, the **ceiling has rigging structures** for lights, curtains and cables.

TABLES & CHAIRS: Installation requires **work desks, chairs and stools from venue partner**.

BACKGROUND MUSIC: There is an atmospheric soundtrack in the installation space. **One or two speakers** are needed for this.



LINKS FOR MATERIALS

Marketing material

Information texts, posters, logos, trailers and promo pictures.

Tech Riders

Details regarding installation space. Also includes detailed step-by-step instructions for setting up the two-player connection to 2 PCs and LAN.

Build

The latest versions of the VR project file.

VENUE PARTNER EQUIPMENT LIST	Specs	Amount	Responsibility
Speaker set for atmosphere sound	Audio Player comes from Team EVE	1-2 speakers	Venue
Black drapes/curtains	Width approximately 20 meters, preferably from ceiling to floor		Venue, if possible
Tables	Reception + VR equipment / computers	4	Venue
Chairs	For reception, waiting area, player rooms, final encounter	20-30	Venue
Stools	For electronics at the Portal / other	5-10	Venue
Extension cables / sockets	3-5 meter long, 6 sockets	5	Venue
Extension cables for electrics	10 meter long, min. 2 sockets	5	Venue



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