# Innovative VR project 'Human Within' set to redefine interactive storytelling



Signal Space Lab, in collaboration with Actrio Studio, has announced the upcoming release of "Human Within," an innovative virtual reality (VR) project that promises to redefine interactive storytelling in the medium. The experience is slated to launch on January 9th for Meta Quest 2 and 3, with a subsequent release planned for SteamVR. With its ambitious multimedia blend of video games and film, "Human Within" aims to engage users in a unique narrative journey.

Set against the backdrop of a near-future dystopia, "Human Within" delves into the ramifications of technological misuse, focusing on the effects of advanced artificial intelligence (AI) and related technologies on contemporary society. The project draws clear inspiration from notable science fiction films, such as "Lawnmower Man" and "Transcendence," as well as current AI developments like ChatGPT.

The developers have crafted several innovative storytelling mechanics designed to enhance user interactivity:

1. **User Involvement**: Players will navigate the storyline through the consciousness of the character Linh, immersing themselves within a virtual internet space that allows for both observation and active participation.

2. **Point Cloud Interactivity**: The project will feature extensive exploration of digitally recreated environments, increasing engagement with the plot.

3. **Diverse Visual Styles**: Narrative elements will unfold through three distinct visual formats: - **Internet Space**: A merging of 2D film elements with 3D graphics. - **Flashback Scenes**: Interactive sequences presented in 360-degree stereo film. - **Point Cloud Recreations**: Fully immersive 6 degrees of freedom (6DOF) 3D environments.

4. **Choice and Consequence**: User decisions will be integral to the narrative, with significant moments influenced by player choices that can alter both the story's past and its conclusion.

Directors Avi Winkler and Anne Weigel guide the story, which revolves around a cyber engineer named Nyla and her sister Linh, who embark on the challenging development of a revolutionary supercomputer at Forward Industries. The plot takes a sinister turn as Nyla tries to exit the project, resulting in both sisters being detained and compelled to persist in their work.

The pre-production phase for "Human Within" began in 2019, with principal photography concluding just this past December. The project has garnered support from prominent entities such as Meta, Canada Media Fund, Medienboard Berlin-Brandenburg, and Filmstiftung NRW Germany, ensuring robust backing for its development.

The project has already commenced its festival circuit, making its debut at the FIVARS festival in Toronto and the Beyond The Frame Festival in Tokyo during October 2023. With its pioneering take on interactive storytelling, "Human Within" sets ambitious goals to establish a new benchmark for narrative experiences in virtual reality.

Source: [Noah Wire Services](https://www.noahwire.com)

## Bibliography

1. <https://www.roadtovr.com/vr-film-human-within-black-mirror-quest-3-steam/> - Corroborates the release date of 'Human Within' on January 9th for Meta Quest 2 and 3, and its subsequent release on SteamVR, as well as the interactive storytelling mechanics and the involvement of directors Avi Winkler and Anne Weigel.
2. <https://voyglasses.com/blogs/blog/human-within-vr-explore-dystopian-worlds-with-quest-3s-lenses> - Supports the details about the immersive experience, the use of VR prescription lenses, and the narrative set in a futuristic city with advanced technology.
3. <https://thevrrealm.com/reviews/human-within/> - Confirms the interactive elements, such as user involvement through Linh's consciousness, point cloud interactivity, diverse visual styles, and the choice and consequence mechanics.
4. <https://www.roadtovr.com/vr-film-human-within-black-mirror-quest-3-steam/> - Provides information about the project's focus on the effects of advanced AI and related technologies, as well as the inspiration from science fiction films and current AI developments like ChatGPT.
5. <https://voyglasses.com/blogs/blog/human-within-vr-explore-dystopian-worlds-with-quest-3s-lenses> - Details the storyline involving Nyla and Linh, and their work on a revolutionary supercomputer at Forward Industries.
6. <https://thevrrealm.com/reviews/human-within/> - Describes the various visual formats used in the narrative, including internet space, flashback scenes, and point cloud recreations.
7. <https://www.roadtovr.com/vr-film-human-within-black-mirror-quest-3-steam/> - Mentions the support from prominent entities such as Meta, Canada Media Fund, Medienboard Berlin-Brandenburg, and Filmstiftung NRW Germany.
8. <https://voyglasses.com/blogs/blog/human-within-vr-explore-dystopian-worlds-with-quest-3s-lenses> - Discusses the pre-production phase and the festival circuit appearances, including the FIVARS festival in Toronto and the Beyond The Frame Festival in Tokyo.
9. <https://thevrrealm.com/reviews/human-within/> - Highlights the project's ambition to set a new benchmark for narrative experiences in virtual reality.
10. <https://www.roadtovr.com/vr-film-human-within-black-mirror-quest-3-steam/> - Explains the user's ability to control camera angles and examine additional information about the current scene, enhancing the narrative connection.
11. <https://voyglasses.com/blogs/blog/human-within-vr-explore-dystopian-worlds-with-quest-3s-lenses> - Mentions the availability of 'Human Within' for pre-order on the Horizon Store for Quest 2 and 3, and its listing on Steam for PC VR headsets.
12. <https://vrtodaymagazine.com/vr-project-human-within-dev-diary1/> - Please view link - unable to able to access data