

# Pluto: A Transmedia/Virtual Reality Gameworld

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## TITLE OF WORK

Pluto.

## URL OF WORK

<http://alldelicateduplicat.es/>

## MEDIUM

Transmedia.

## ABSTRACT

Pluto is a work of transmedia showcasing a gameworld which delicately blurs fantasy and scientific realism.

## ARTIST BIOGRAPHIES

### 1. MEZ BREEZE

Since 1995, *Mez Breeze's award-winning digital writing and games* have been influential in shaping interactive genres, internet art and online literature. She is the Creative Director of Mez Breeze Design, an Advisor to The Mixed Augmented Reality Art Research Organisation and Senior Research Affiliate with The Humanities and Critical Code Studies Lab, and was a Judge of Bournemouth University's 2014 New Media Writing Prize. In 2015, Mez has been shortlisted for both the Thiel Grant Award for Online Writing and in the "Games Development" Category of the MCV Pacific Women In Games List which profiles the: "...most influential women [in] the Australian and New Zealand Games Industries." Since 2011, Mez has partnered with *Dreaming Methods* to produce mobile-oriented *Apps*, transmedia, and 3D games, with their joint project called "*#PRISOM*" (an anti-surveillance game designed for Wearable Augmented Reality Displays and commissioned for The International Symposium on Mixed and Augmented Reality 2013) making the Finalist List of the 2014 Western Australian Premier's Awards in the "Digital Narrative" Category. "*Pluto*", their current transmedia game project to be released in 2015, was also shortlisted for the 2014 BBC Writersroom/Space Prize for Digital Innovation. Alan Sondheim has described "Pluto" as: "*Astonishing, wonderful, I'd think the future of gaming and electronic literature itself.*"

Mez's works reside in Collections as diverse as The World Bank and the PANDORA Electronic Collection at the National Library of Australia. Duke University have recently extended to Mez an invitation to develop a comprehensive career archive of her games, works, associated documents, correspondence and papers to be housed there at the David M. Rubenstein Rare Book & Manuscript Library.

### 2. ANDY CAMPBELL

Andy *Andy Campbell* is a digital writer and the author of [dreamingmethods.com](http://dreamingmethods.com), a website described by the Times Educational Supplement as "a semi-cinematic, semi-literary blend... a distinctive voice that couldn't be replicated in print." He is Director of Digital Media for One to One Development Trust ([onetooneddevelopment.org](http://onetooneddevelopment.org)) heading up website and multimedia design and working on a wide range of arts projects in communities often with challenging and hard to reach groups. Campbell was a judge in 2010/11 for the New Media Writing Prize established by Bournemouth University; the annual prize, now in its 3rd year, is supported by sponsors, including Dreaming Methods. Campbell is the Creative Developer for the pioneering digital novel *Inanimate Alice* written by award-winning novelist Kate Pullinger ([inanimatealice.com](http://inanimatealice.com)).

### A Short Artist's Statement

Pluto is a work of transmedia showcasing a gameworld which delicately blurs fantasy and scientific realism. John, a computer engineer, inherits a collection of arcane objects from Mo, his Aunt, who found them in an abandoned factory in the North in the 1960s. Over time, John and his daughter Charlotte begin to realise that the objects have unusual physical properties – and that the more they are exposed to them, the more their realities and memories appear to change. Through a 3D game and browser-based story/app, Pluto constructs a storyworld where perceptions are stretched beyond the "real" as we (think we) know it.

### Detailed Description

Pluto is a transmedia project which incorporates an immersive 3D-based gameworld that delicately treads (and blurs) the line of fantasy and scientific realism. It does so by structuring its narrative with a mix of fantastical elements alongside the grounding effects of actual psychological phenomena. The Pluto Game component is the result of certain psychological states/realities emerging within the protagonist, John, and his eccentric Aunt, Mo. John is a computer engineer who inherits a collection of arcane objects from Mo who found them in an abandoned factory in the North in the 1960s. Over time, John and his daughter Charlotte begin to realise that the objects have unusual physical properties – and that the more they are exposed to them, the more their realities and memories appear to change.

While playing Pluto, a player/reader will be propelled to question the nature of perception formation and reality construction. The Pluto audience will be left pondering their own sense of self evoked through concepts such as traversing the boundaries from childhood to adulthood; the construction and perception of reality through life experience and the influence of those closest to us; the petrifying thought of duplicate selves housed in alternate realities; and the elongation of the “real” as we (think we) know it.

### Technical Requirements

The Pluto Beta version will be available for download as a standalone file or is playable via a browser via a Unity plugin.

Ideal exhibition format is a standard monitor and/or screen projection on (preferably) a high-end graphics card PC setup [keyboard, mouse, running Windows]. Alternatively can be accessed online.

### VISUALS



