

Consensus Trance II



WHAT EXACTLY IS THIS?

Good question. Thank you for downloading Consensus Trance II. This program is a work of digital fiction that presents a readable, written narrative within a 3D game-like environment. As its name suggests, it is a direct continuation of the first chapter of the project “Nightingale’s Playground” which is available to freely read/experience at www.nightingalesplayground.com.

Consensus Trance II is an experimental attempt to bring the written word directly into a brief but atmospheric 3D world. As with all our work, it is best experienced with the lights turned down and the volume turned up.

GETTING STARTED

Consensus Trance II does not need to be installed on your computer, but it does need extracting out of its archive. To get started, unpack the ZIP or StuffIt file to a location of your choice on your computer and then simply double-click the program icon (.exe or .app) to launch it.

You may see a warning that we are an “unverified software publisher” - click that you are aware of this but would like to run the program anyway and the project will fire up at full-screen.

OK. WHAT DO I DO NOW?

Several paragraphs of text will set the scene, along with a soundtrack. Click the mouse to progress through these until you see a three dimensional view of a hallway in front of you.

Consensus Trance II works very much like a 3D game. If you’ve ever played Doom, Quake or Half-Life, you’ll be familiar with the usual control situation.



CONTROLS:

Use the MOUSE to pan around - look left/right or up/down

Use the ARROW KEYS to walk around through 3D space

Press ESCAPE at any time to quit

WHAT DO I HAVE TO DO?

Move around and explore the house, reading the fragments of narratives as you go along. Walking through a narrative segment will often cause it to make a sound and disappear, indicating you have read it and/or finished with it. Read and walk through as many narratives as you can.

Walking through some particular narratives will trigger events such as doors opening or other narratives appearing. If you feel that you are stuck, make sure you have read/walked through every trace of the written word you can find. In some instances, you may have to go back through the house to see if you have missed anything, or if any new narratives have emerged since you last looked.

RIGHT. SO DOES THIS THING HAVE AN ENDING?

Yes. The work does reach a conclusion, at which point you will see the Dreaming Methods website URL and the application will quit.

REQUIREMENTS:

The program preferably needs at least 1GB RAM and a decent graphics card (128mb or higher), although it has been tested on an integrated graphics system and worked (give or take some graphical glitches.) You must have a screen resolution of 1280 x 800 or higher or the program will fail to run.



WHO CREATED THIS WORK? AND HOW?

Consensus Trance II was designed and put together by Andy Campbell with Judi Alston. You can see more of our work at www.dreamingmethods.com - a website that showcases a whole range of atmospheric digital fiction experiments. This is the first project we have created that is downloadable and runs in 3D.

We used the authoring software COPPERCUBE 2.0 to produce the piece. This is an exceptional program by Ambiera that can export 3D for PC, Mac, Flash and WebGL. See www.ambiera.com for more information.

CONTACT US:

Please do - we'd be happy to hear from you. We'd also love to have your feedback.
Email andy@onetooneproductions.com or judi@onetooneproductions.com