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SD5975 Presentation

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Ecce Homo: The Last Lucid Dream

VR Project

Nietzsche

Concept Introduction

Game Demo

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MScIME
Ecce Homo: The Last Lucid Dream

- **INTRODUCTION**
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INTRODUCTION

Project Overview

A plot-driven, first-person VR psychological narrative experience.

The Core Concept

Embodying Nietzsche's remaining "Rational Self" in a dying body, experiencing a mental flashback triggered by real-world hospital

Core Gameplay: Memory Anchors

Progression is driven by "Memory Anchors." Players interact with key artifacts (e.g., photos, trophies) to trigger localized cinematic flashbacks and psychological spectacles.

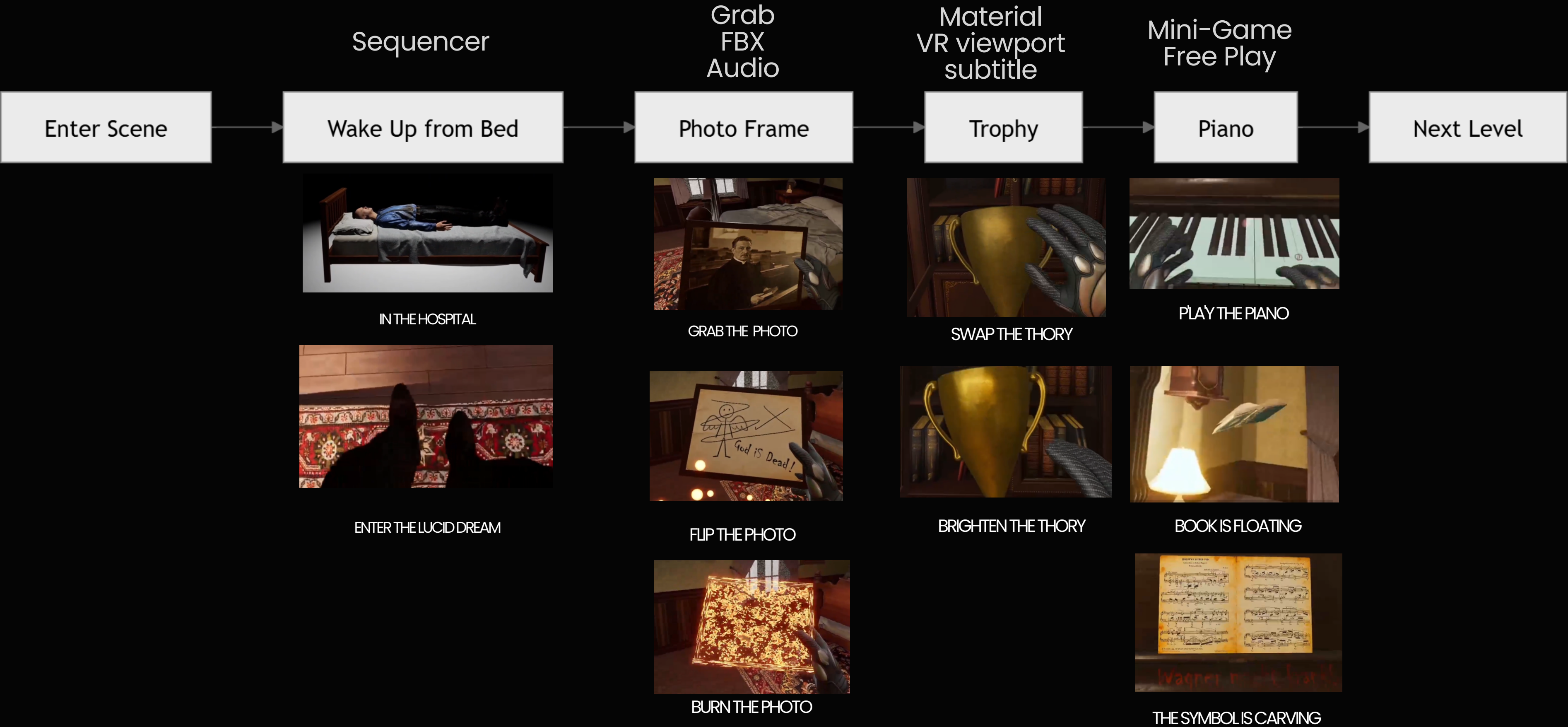
19th-Century
Nietzsche's
spiritual world
Madman
Life experience
Near Neath

LEVELDESIGN

Visual Art

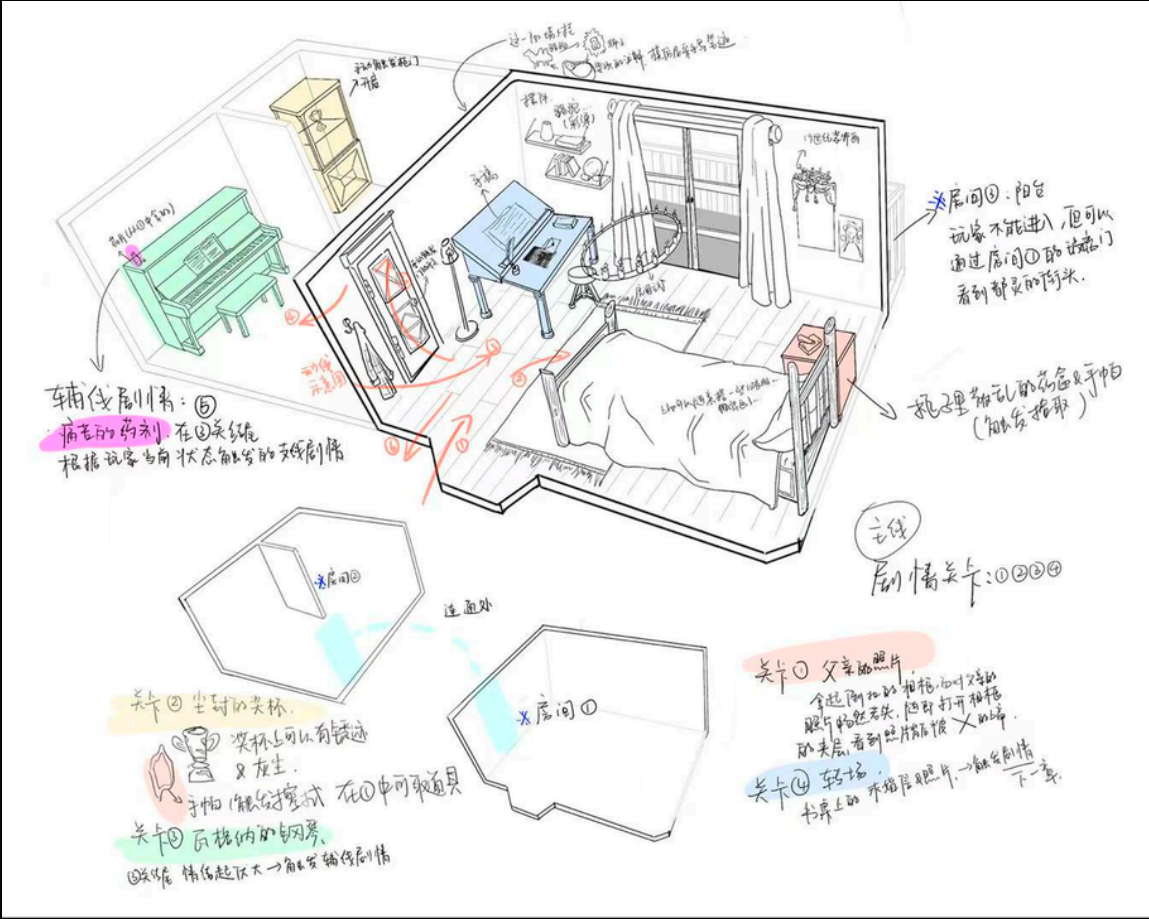
Storyboard
Sketching
Scene design
Character design

FLOWCHART



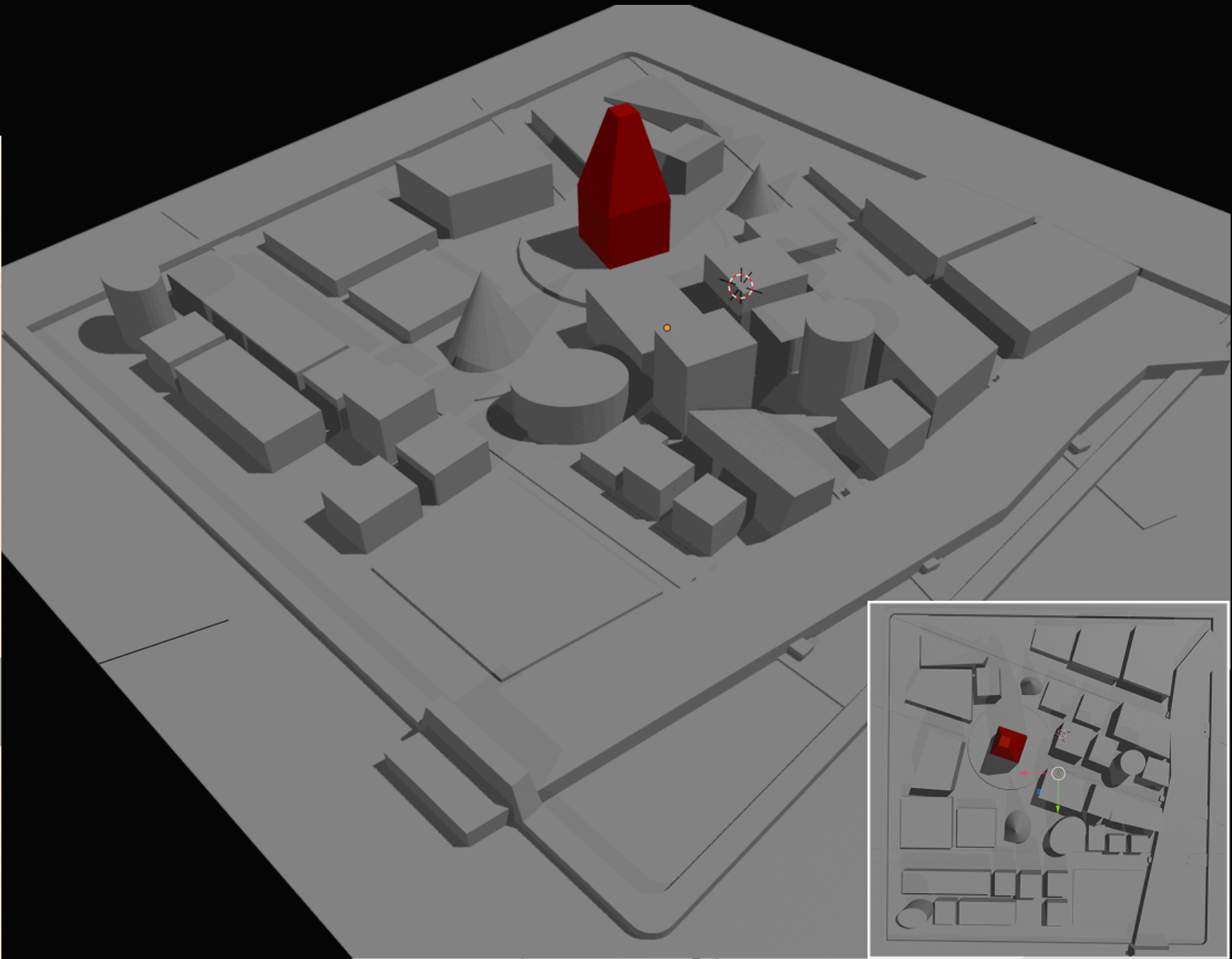
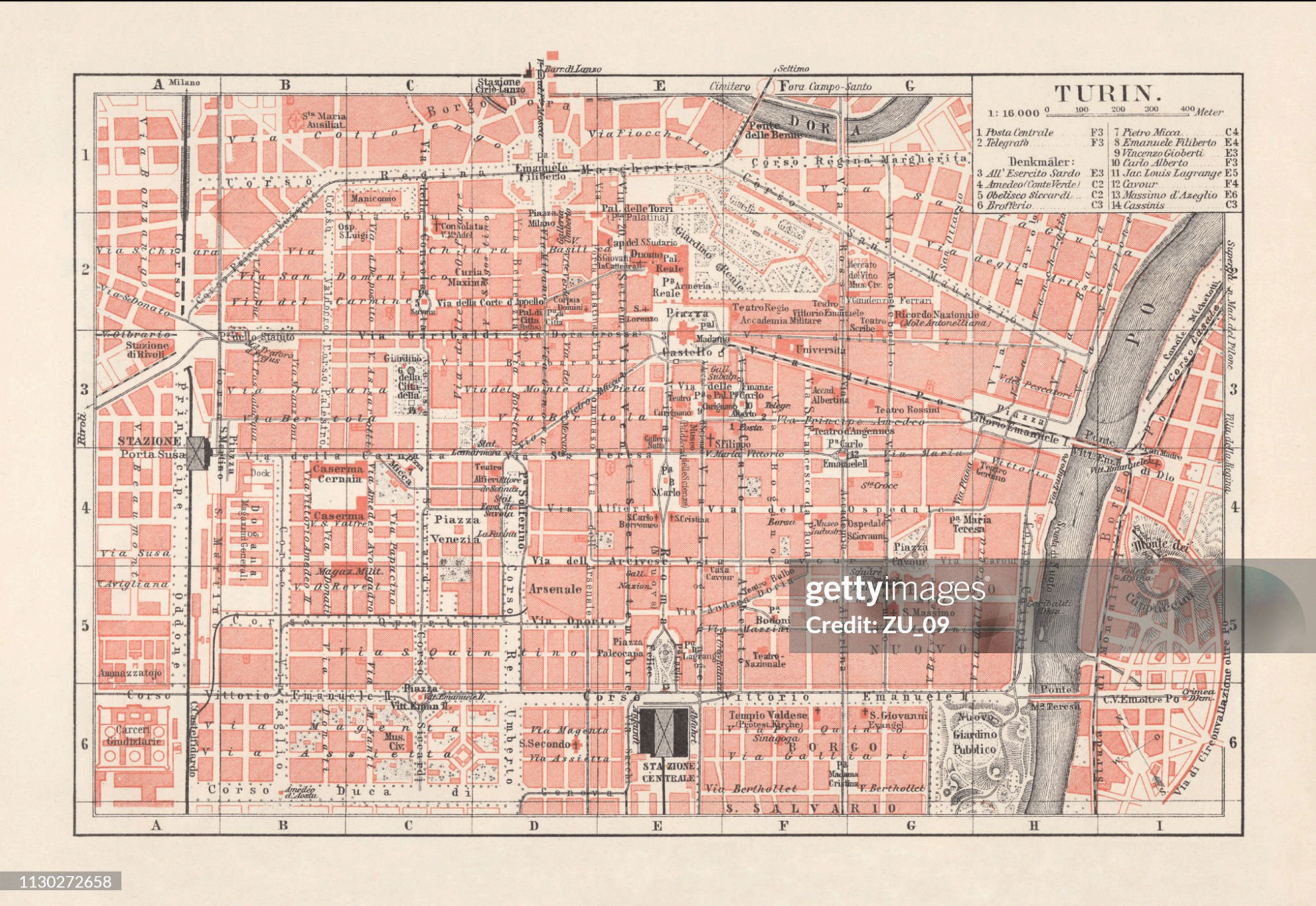
LEVEL SCENE

Level 1 Sketching



LEVELSCENE

City Reference – A map of Turin published in 1897



LEVEL SCENE

Level 3 Scene



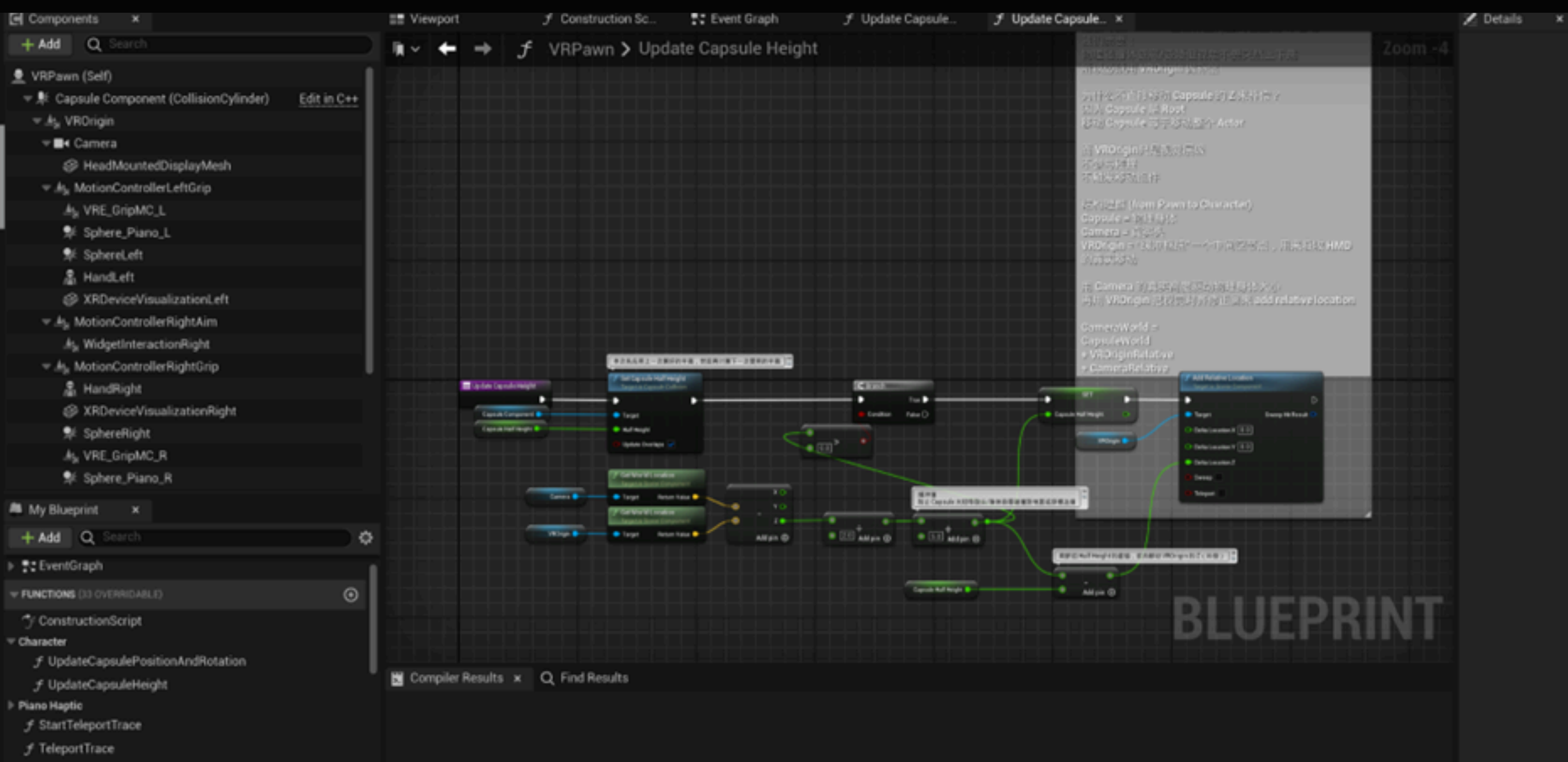
INTERACTIONS

Brief review on Blueprint

VR Pawn
UI/Audio
Interaction
Editor Tool

FBX
Guideline Hint
Footsteps
...

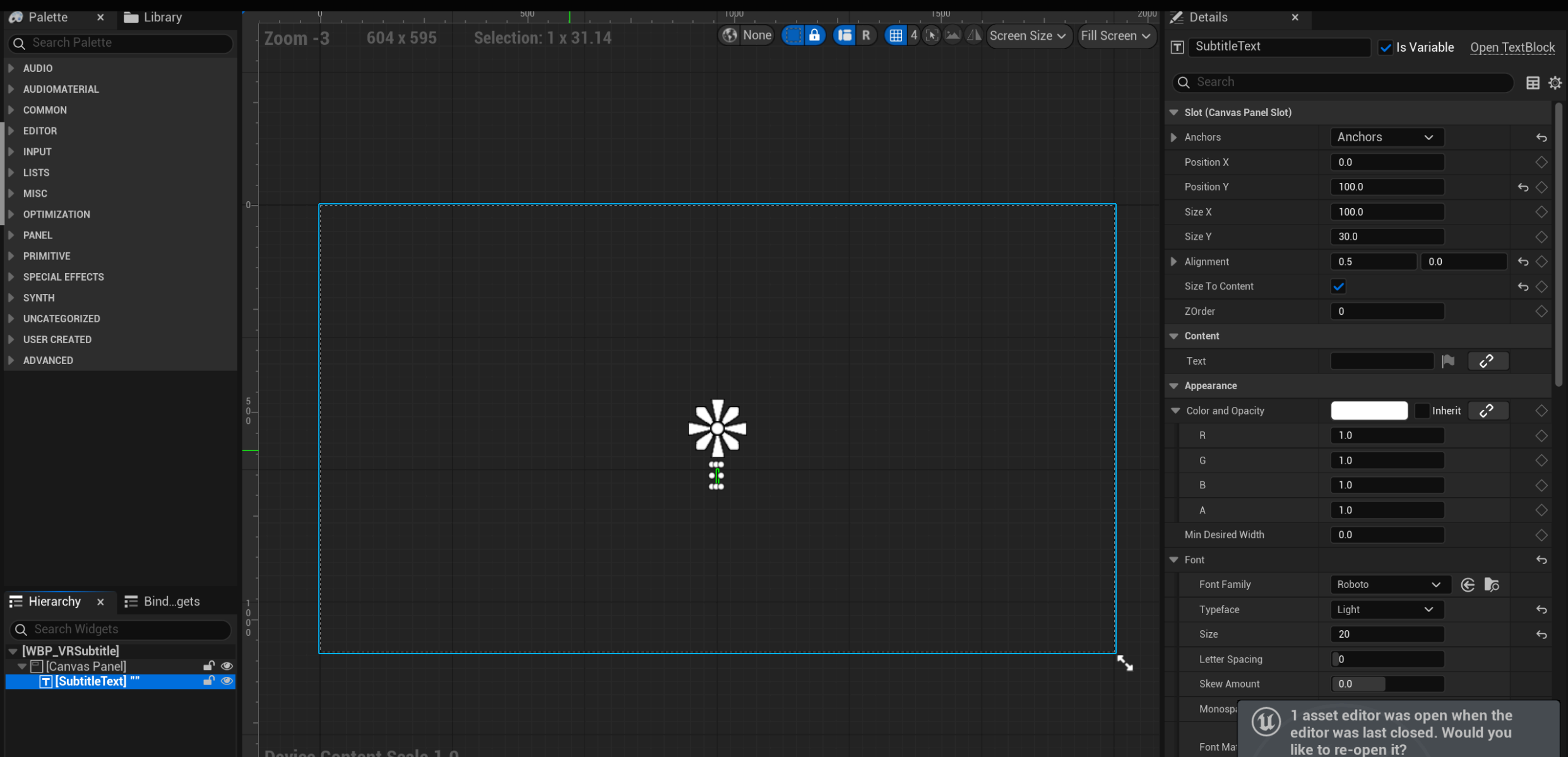




VR PAWN

Followed Tutorial 02: Change your Pawn to Character with Capsule

Left Controller: Movement (Vertical/Horizontal)
Right Controller: Snap to Change Direction



WIDGET

Followed Tutorial 03: Transparent Widget in the World Mode

Components

+ Add

Search

BP_PianoManager (Self)

DefaultSceneRoot

Phase_1_Audio

PianoWholeSong

Phase_0_Audio

Audio_AmbientBGM

Phase_2_Piano

Phase_2_Audio_1

Phase_2_Audio_2

Phase_2_Audio_3

Phase2_Audio_HeartBeat

My Blueprint

+ Add

Search

GRAPHS

EventGraph

FUNCTIONS (21 OVERRID)

Construction Script

Mistake Or Miss

Haptic

New Correct Related

New Demand Phases

HandleKeyPressed

CompleteSong

UpdateCurrentTargetKeyRef

RefreshHints

StartTargetKeyTimer

MACROS

VARIABLES

Components

Main Logic

Media

Viewport

BP_PianoManager > StartPhase0Presentation

Zoom -4

abandoned method: level sequencer!!!!!!!!!!!!!!

Create Level Sequence Player

Level Sequence

Out Actor

Return Value

Settings

Create Event

Object

self

Signature: ()

NotifyCurrentPhasePresentationFinished()

Bind Event to On Finished

Target

Event

Play

Target is Movie Scene Sequence Player

Target

StartPhase0Presentation

Print String

In Stop

Play Phase 0 Sequencer

Development Only

Fade Out

Target

Fade Out Duration: 2.0

Play with VRSubtitle

Audio Component

Return Value

Start Time: 0.0

Play with VRSubtitle

Audio Component

Return Value

Start Time: 0.0

Phase 1 Delay Time

Target is BP Piano Manager

Target: self

Play

Target is Audio Component

Target: self

Start Time: 0.0

Show Sub Title

Target is BP Sub Title Manager

Target

Row ID: 002

Sub Mgr Ref

Compiler Results

Find Results

1 asset editor was open when the editor was last closed. Would you like to re-open it?

closewindow_Fatherphoto_Level1_Sound Wave

Doctor1_Fatherphoto_Level1_Sound Wave

Doctor2_Fatherphoto_Level1_Sound Wave

Doctor3_Echo_Fatherphoto_Level1_Sound Wave

Doctor3_Fatherphoto_Level1_Sound Wave

exploration_Ambient_music_Level1_Sound Wave

Footstep1_Level1_Sound Wave

Footstep2_Level1_Sound Wave

Footstep3_Level1_Sound Wave

Footstep4_Level1_Sound Wave

Footstep5_Level1_Sound Wave

Nietzsche1_Fatherphoto_Level1_Sound Wave

Nietzsche2_Fatherphoto_Level1_Sound Wave

PM_Bridge_Physical Material

PM_Carpet_Physical Material

PM_Grass_Physical Material

PM_StreetRoad_Physical Material

PM_WoodFloor_Physical Material

SC_Footsteps_Carpet_Sound Cue

SC_Footsteps_Woodfloor_Sound Cue

Sister1_Fatherphoto_Level1_Sound Wave

SizzlingBurning_Level1_Sound Wave

streetsound_Fatherphoto_Level1_Sound Wave

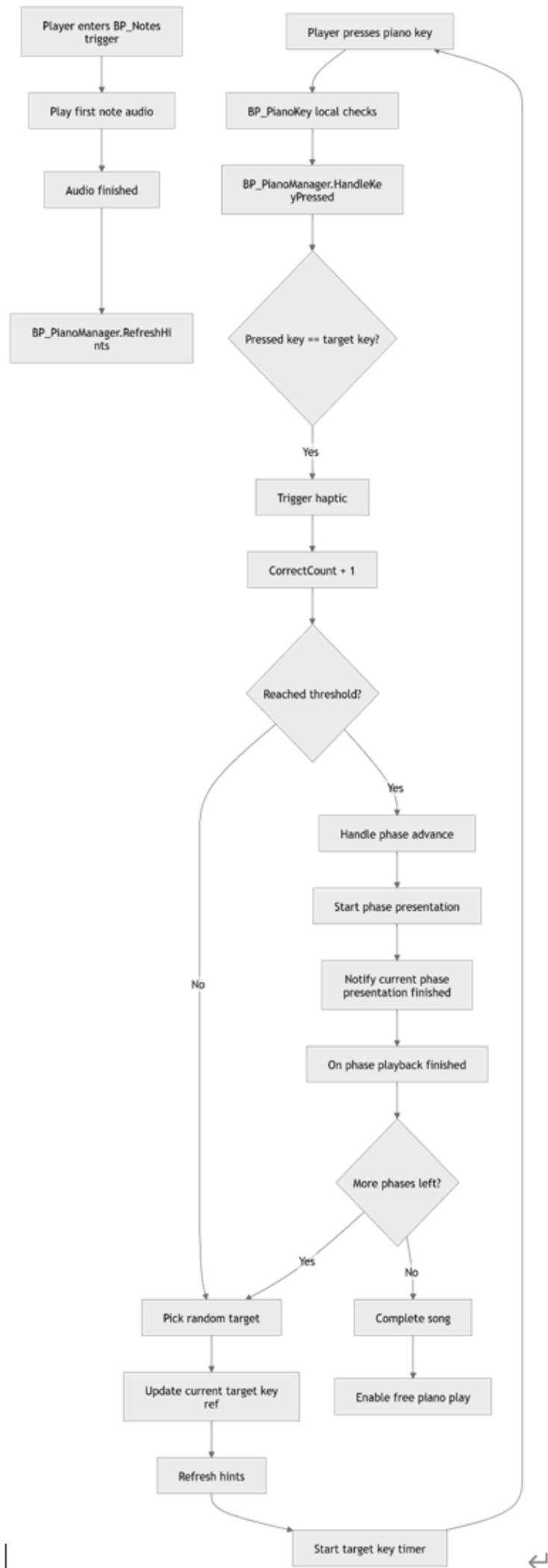
thunder_Fatherphoto_Level1_Sound Wave

Tinnitus_Fatherphoto_Level1_Sound Wave

turnonflashlight_Fatherphoto_Level1_Sound Wave

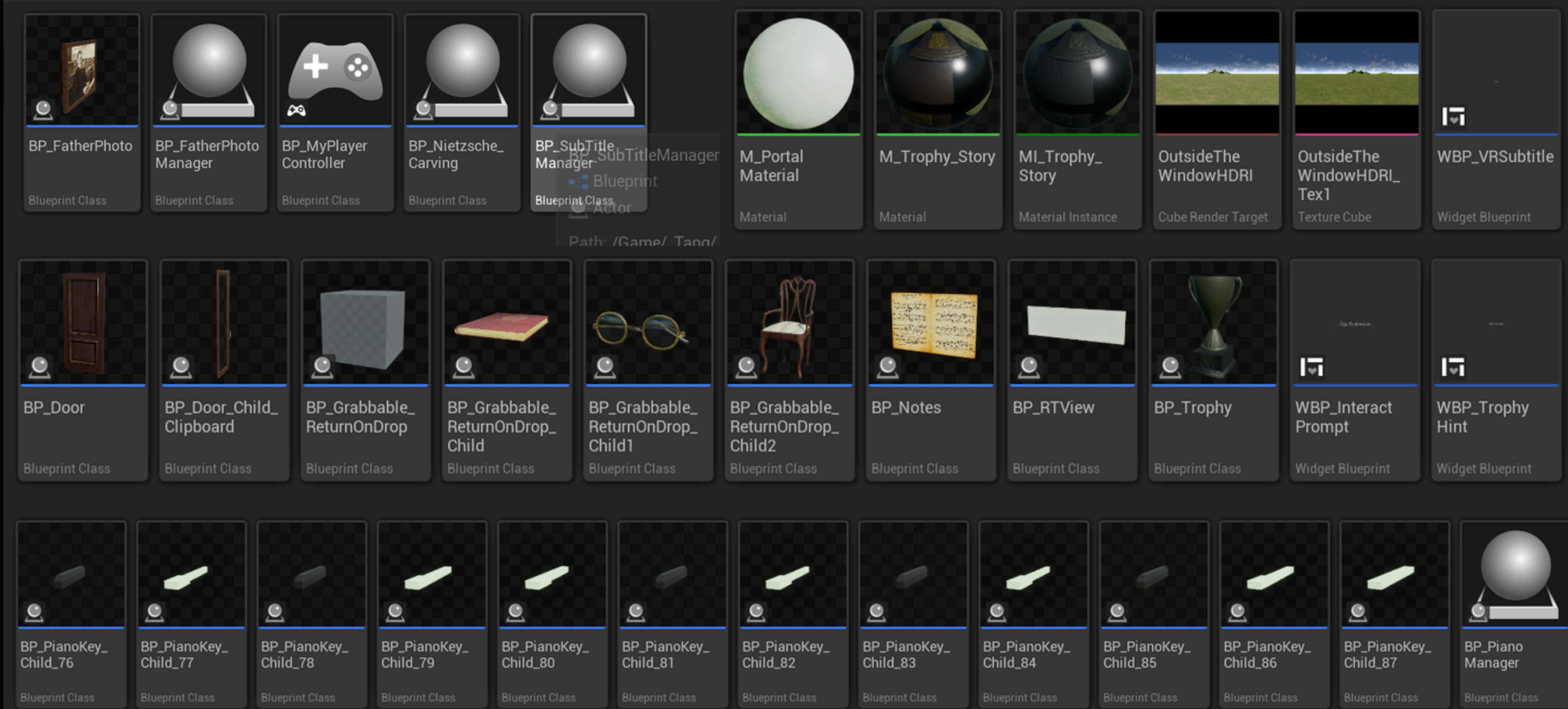
AUDIO

AIGC – Audio Components



INTERACTIONS BPS

Materials, Render Target, Niagara System, Data Table;
Editor Tools, Vibe Coding...



DEMO TIME

THANK
YOU.

PolyU SD5975 Group 5
Ecce Homo: The Last Lucid Dream

21 April, 2026
Final Presentation