

Ikkuma

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Keywords— Global Warming, VR, Inuvialuit, Ice, Fire

Ikkuma is a story about a land being swallowed by the sea, where conflict cracks ice and fire tears families apart. A VR headset puts you in the mind of an orphan, witness to their mother's brutal execution and alone in a world of crumbling ice. Our hero must learn to tame the ikkuma (fire) in their heart and the hunger in their belly if they hope to survive the harsh yet fragile Arctic tundra.

The fundamental theme of Ikkuma is global warming and its impact on the Arctic ecosystem. While initially portrayed as a story of brutality and revenge, the narrative slowly pans out to show the futility of these personal struggles against the very real forces of nature and manmade climate change. Ikkuma is the Inuvialuit word for fire, a central theme to our work and a stark visual contrast against the whites, greys, and blues of the frozen wastes.

I. PRESENTATION

A. Experience

The end goal for Ikkuma is to create a narrative experience that lets the user take on the role of our central orphan character, abandoned in the arctic wastes. We'd like this experience to be visceral but also educational, and we intend to do that by giving users a first person perspective of the impact of global warming on the North pole.

B. Demonstration

For the purposes of demonstrating at Frameless, we plan on making a short first person video that shows the world and characters of our project. This video will be filmed using an



Oculus Rift headset, and demonstrate the Unity scenes and Tilt Brush models we'll use in our project.



We'd also like to demonstrate the themes of our work - we feel that the visual contrast between fire and ice presents a striking representation of the changing climate, and by using the medium of VR we can create fantastic scenes that compose this contrast in unique ways.

II. AUTHORS

Yangli is a documentary filmmaker, an artist, and VR creator/designer. Driven by wild imagination and obsessed by stagecraft, she aims to tell some unconventional stories. She feels a responsibility to face the problem of social inequality, and draws the topic of humanity into her image-making process. In the past three years she has been attracted to emerging technologies, and now focuses on how to mix XR (Extended Reality) with her narrative skills to forge an elegant balance.

III. REFERENCES

[From Inuvialuit and Nanuq: A Polar Bear Traditional Knowledge Study \(2015\)](https://www.polarbearsCanada.ca/sites/default/files/public/394_polar-bear-tk-report-low-res.pdf) Retrieved June 25 2020, from https://www.polarbearsCanada.ca/sites/default/files/public/394_polar-bear-tk-report-low-res.pdf