

Timo Wright

Fukushima - The Home That Once Was

A photograph of a damaged two-story house in Fukushima, Japan. The house is the central focus, showing significant structural damage and debris. To the left, a large, dark, crumpled object, possibly a piece of debris or a damaged structure, is visible. In the foreground, there is a large pile of rubble and debris, including what appears to be a metal frame. The sky is overcast and grey. The overall scene depicts the aftermath of a disaster.

Fukushima – The Home That Once Was



光善寺
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宝野石野生麻時計店

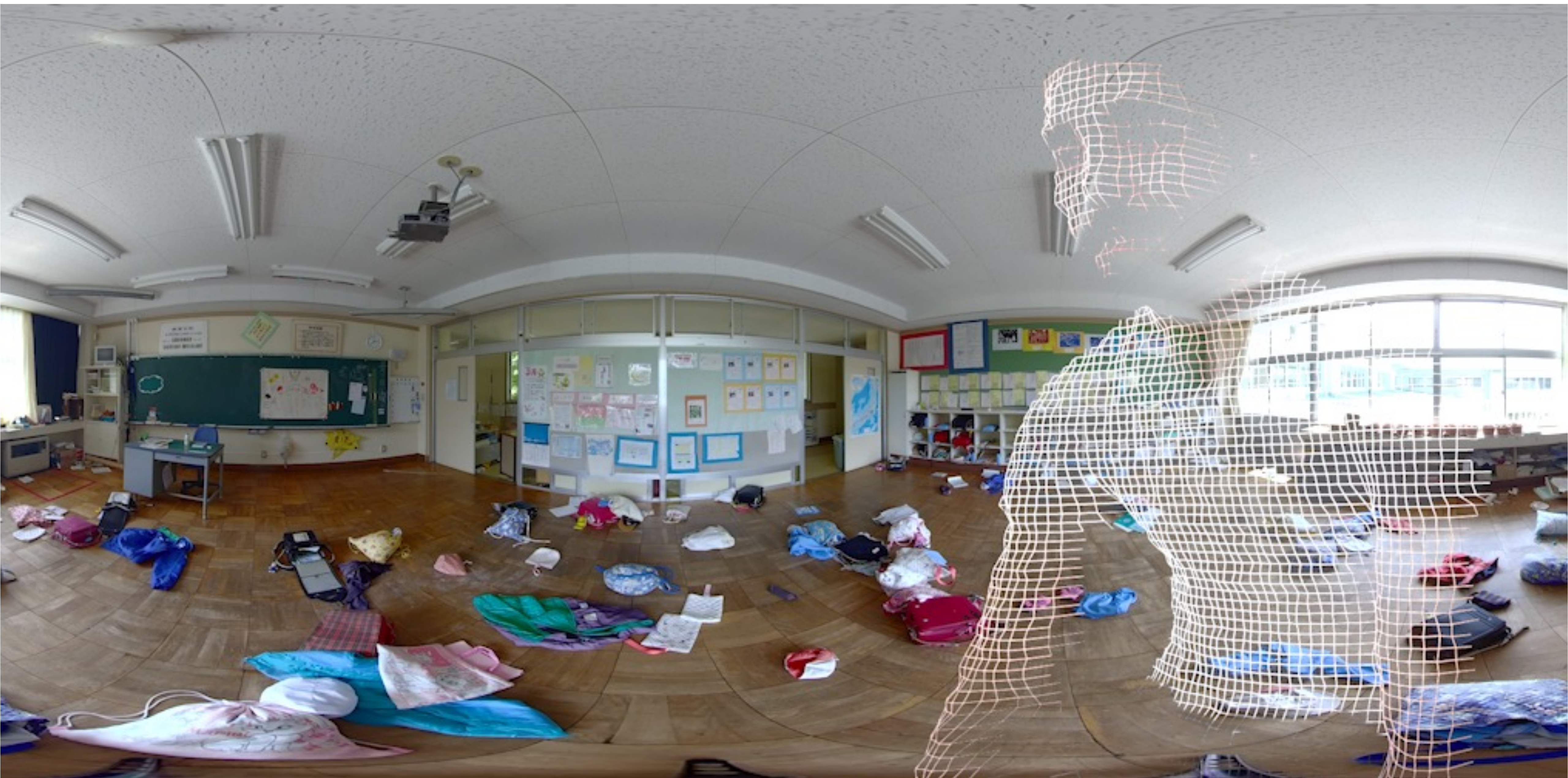
ハッ・ラ フストア
カメダヤ



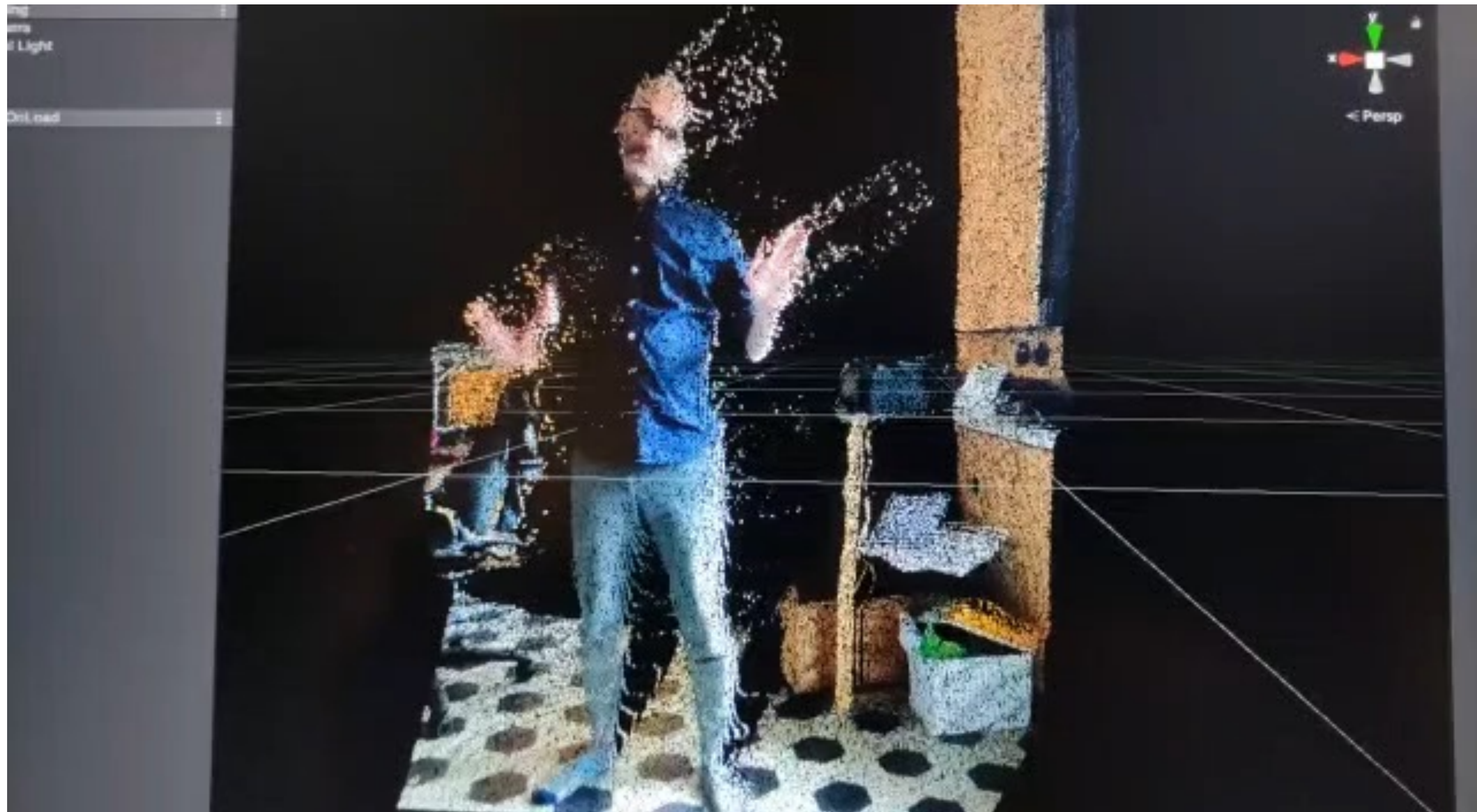
















A rooftop area with industrial buildings in the background. The buildings are made of corrugated metal and have various windows and doors. A person is visible in the distance on the right side of the roof. The sky is a pale blue, suggesting dusk or dawn. The text "Mono No Aware Demo" is overlaid in the center of the image.

Mono No Aware Demo



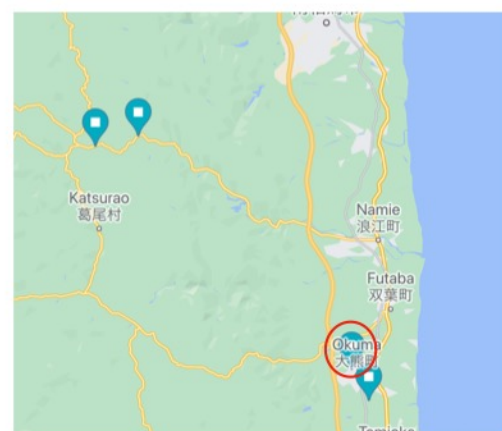




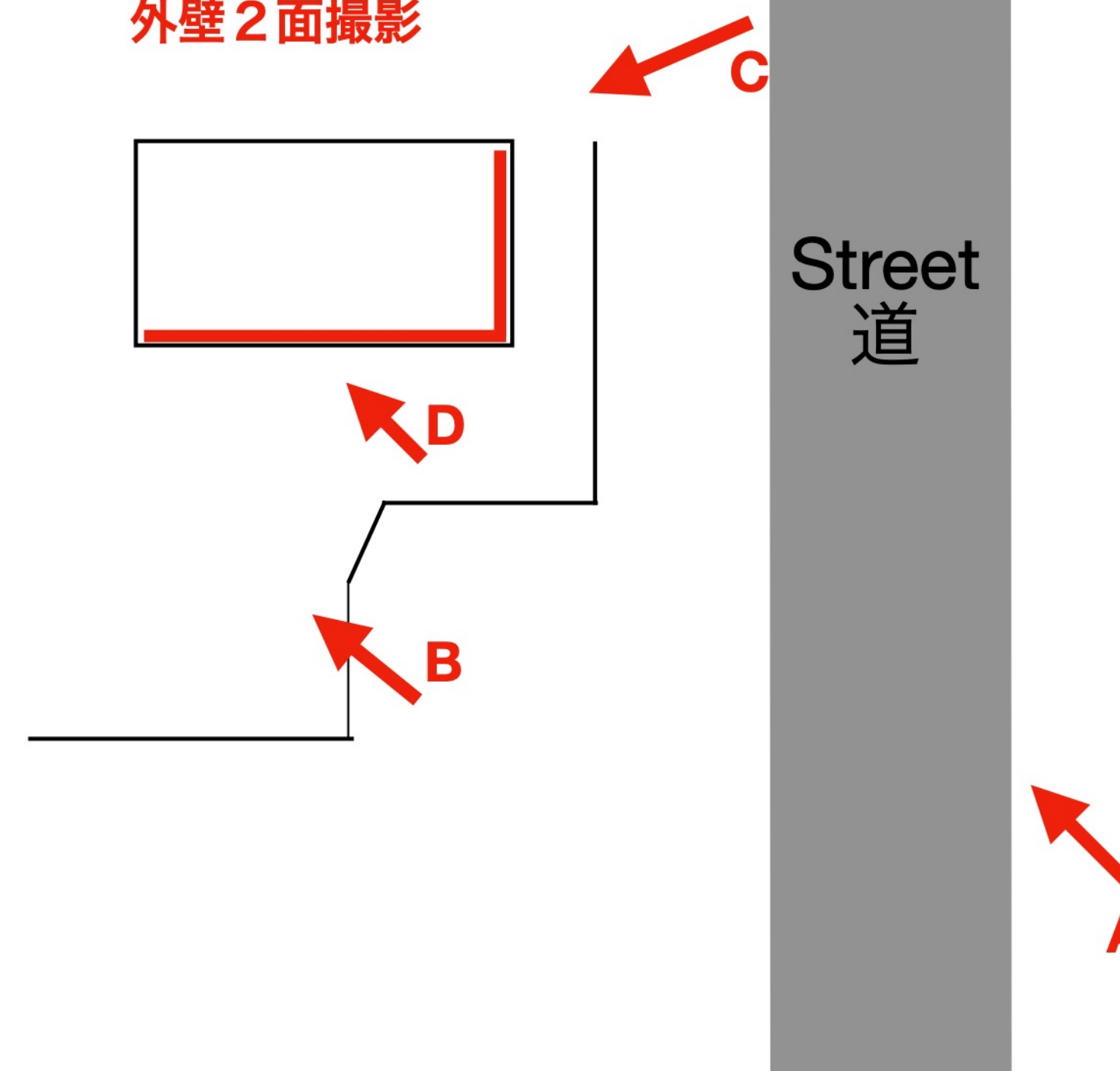
Ookuma-machi

山本三起子さん
Yamamoto-san

*No need permission document to go to the house
許可書必要なく家まで行くことができる。



Scan 2 walls
外壁 2面撮影



*House is still 10 years old, so condition is still not bad.
Non of windows is broken.
Good option to take interior scan. Garden and parking are included.

家を建てから10年ほどなので、状態はそこまで悪くなく、
窓なども壊れているところは一切状態。
室内を撮るにはよい。庭、駐車場もあり。

Mono No Aware

Cinema Vrerite / Wright & Co Ltd

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Mono No Aware is an experimental volumetrically filmed VR documentary, which brings the people who once lived in the towns desolated by the Fukushima Daiichi nuclear disaster back home for a fleeting moment. Using their VR-glasses the viewer can walk around the empty towns and meet the former residents.



EXT. Outside of Mikiko Yamamoto's house

Mikiko is **tending to the garden** / **standing next** to the house. **She waves at you to come closer.**

Mikiko Yamamoto:

My father built this house. We renovated it just ten year before the accident, but you can still see his handiwork here. When I was a child, this tree was the same size as I was, now it has become so tall I can't nearly reach its top

Would you like to come in?

INT. Mikiko Yamamoto's home, living room

Mikiko walks around the room, looks around and picks up things.

Mikiko Yamamoto:

I wonder where my old photo album is, I can't find it again. Maybe it is here? No, its not here either. Aa here it is! Oh how damaged it is, I can't even make out all of these pictures.

If you want to look at it, I'll put it here.

INT. Mikiko Yamamoto's home, kitchen

Mikiko Yamamoto:

When they told us that we had to leave, we didn't have any time to pack anything. I could only grab an old picture of my mother. This place is such a mess. I often try to come here to clean up a bit, but what is the use, I don't think we can ever move back here.

Mikiko Yamamoto:

I still remember how this place smelt. In the wintertime you would smell the charcoal of the kotatsu.

Can you smell it also?

EXT. Outside of Mikiko Yamamoto's house

Mikiko Yamamoto:

Have you already met Ishii-san? Her old home is just down the road, that one with the broken roof, can you see it? Maybe you should go and visit her also.

(Do you have a clock? I wonder what time it is)

Clock has advanced closer to 14:46. The clock is a wrist watch which the viewer can access when pressing a button on their controller.

Hidenori Konno

Please describe your house. How many rooms, how old, what is in each room

Is there any specific smell in your house you remember well?

The house was a ryokan. Please tell more about that. How long was it a ryokan? How many people stayed there? Is there any special moments and memories about the there?

The house has a long history, about 120-130 years. How much do you know about the house?

Did you live there as a child? Do you remember any special places in the house? Is there any secret place there only for you?

How does it feel to have lived most of your life in one place?

When the accident happened, where were you? Please describe what happened.

Did you have time to take anything with you?

When did you hear that you would not be able to move back to your home?

How often do you visit your old home nowadays?

When you enter your old home, what kind of feelings and emotions do you have?

Do you feel that there are memories or spirits of other people in the house?

Please describe your family? Which people lived in the house?

Please describe the house from inside and outside. What does the house look like today, what has changed?

Please tell us about your work life?

How has the nature around the house changed? What are your feelings towards TEPCO when the accident happened and what are your feelings now?

If you could move back to the old home, would you want to do that?

How do people react to you if they know you are from Namie? Is there prejudice? Do you remember any specific event or encounter?

What do you wish for the future of Namie?

Hiromi Ishii

Can you please describe the kitchen stove in detail, how it felt, what kind of texture it has, what kind of smell?

How long does it take to get the stove working?

Can you describe other special places in your home?

How do they look, how do they feel, how do they smell?

You are not originally from this town? How did this town become your home, what kind of events made it possible?

Do you remember a special moment when you felt for the first time that this is your home?

How did you feel when you came for the first time to Namie, what was your first reaction?

When the accident happened, where were you? Please describe what happened next?

Did you have time to take anything with you?

When did you hear that you would not be able to move back to your home?

How often do you visit your old home nowadays?

When you enter your old home, what kind of feelings and emotions do you have?

What do you do first when you enter your old home?

How do you feel when you see the old kitchen?

Do you feel that there are memories or spirits of other people in the house?

What kind of work did you do in Namie?

Please describe your family? Which people lived in the house?

Please describe the house from inside and outside. What does the house look like today, what has changed?

How has the nature around the house changed? What are your feelings towards TEPCO when the accident happened and what are your feelings now?

If you could move back to the old home, would you want to do that?

How do people react to you if they know you are from Namie? Is there prejudice? Do you remember any specific event or encounter?

What do you wish for the future of Namie?

Mikiko Yamamoto

Please describe your house. How many rooms, how old, what is in each room.

Is there any specific smell in your house you remember well?

You lived there from childhood. Do you remember any special places in the house? Did you have any secret place there only for you?

How does it feel to have lived most of your life in one place?

When the accident happened, where were you? Please describe what happened next?

Did you have time to take anything with you?

When did you hear that you would not be able to move back to your home? How did it feel?

How often do you visit your old home nowadays?

When you enter your old home, what kind of feelings and emotions do you have?

Do you feel that there are memories or spirits of other people in the house?

Please describe your family? Which people lived in the house?

Please describe the house from inside and outside. What does the house look like today, what has changed?

Please tell us about your work life?

How has the nature around the house changed?

What are your feelings towards TEPCO when the accident happened and what are your feelings now?

Yamamoto Mikiko



Scan 2 walls
外壁 2面撮影



Ishii Kinue

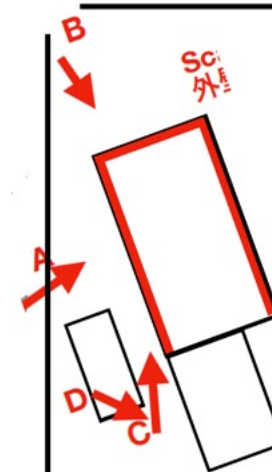


Scan 3 walls
外壁 3面撮影



Starting point

Ishii Hiromi



Restaurant

Ookuma Namie

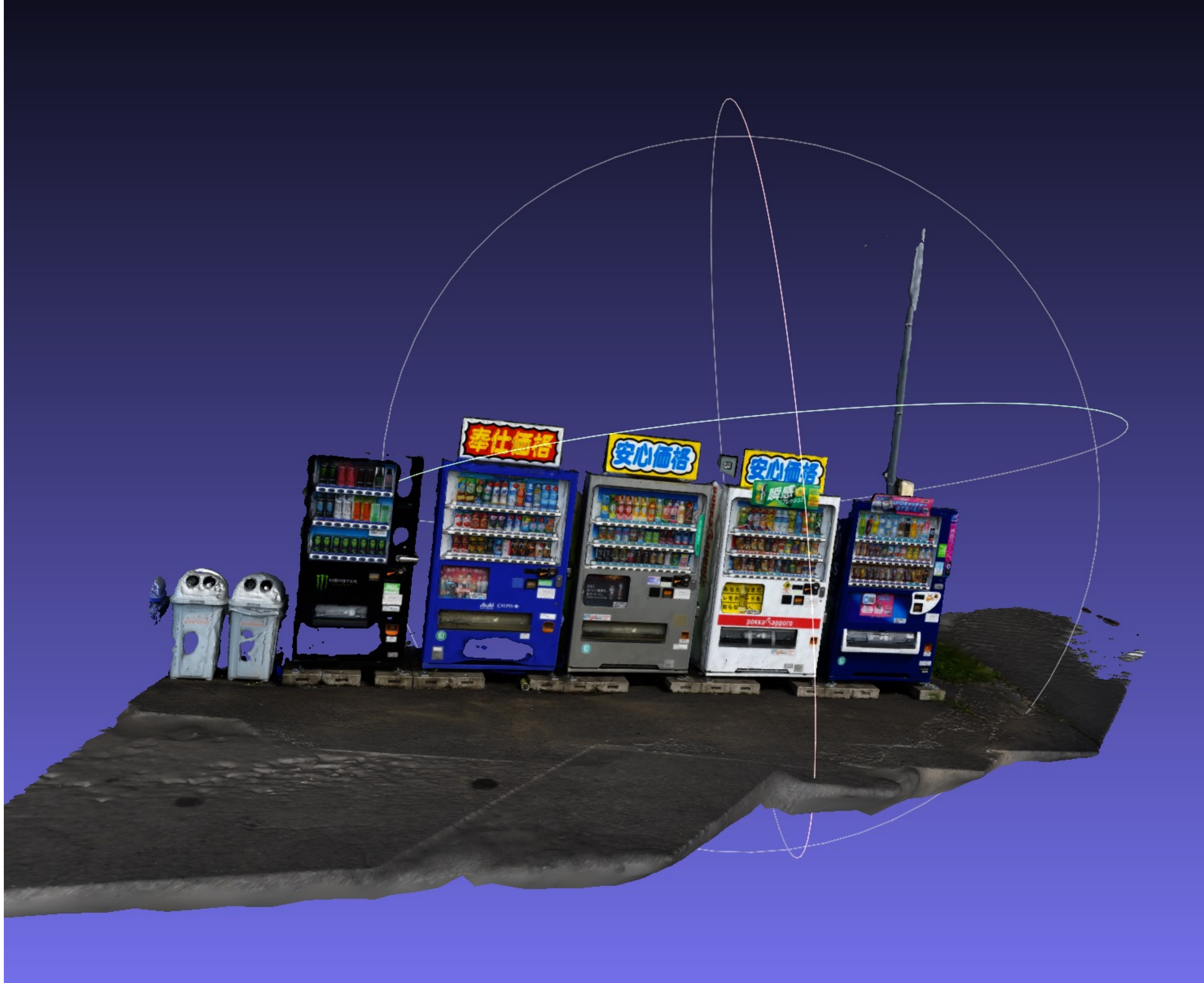
	(8:00)9:00 - 12:00		13:00 - 16:00(17:00)		Junko	Kohei
11/11 Thu	① Mikiko Yamamoto (2sides/street)	On move	④ *Kinue Ishii (1room/3sides/street)		✓	
11/12 Fri	⑤ *Hiromi Ishii (2rooms/2sides/street)		⑥ *Hidenori Konno (2sides/street)		✓	✓
11/13 Sat	② Aki Skamoto (2sides/garden/street)	③ Mao Saito(2sides/street)	*Spare		✓	✓

Have to visit screening center for entry which open only from 9:00
 スクリーニング場が午前9時に開くため、それ以降にしか入ることができません。

My name is Norie Ishii, I was born and raised in Namie town. I was born and raised in Namie town. This area, Akaogi district, is a mountainous area in Namie town. It is a place where people who want to do something, who want to do something, come together. I decided to create a women's club in Agawa to help people to grow something and to do something with the nature of the mountains. With the same goal in mind, I asked everyone to share the good food, to grow a little more and to make money together.

The town of Namie is 80% mountains, but everyone felt that the Akauki area was a treasure trove. In spring we can harvest wild vegetables such as bracken, butterbur and royal fern. In the spring we can harvest wild vegetables such as bracken, butterbur and zenmai. There is a river called Sumida river underneath. In summer we can catch natural eels there. Of course we can catch river fish, sea fish and river fish. Ayu fish too. Summer has its own pleasures. In autumn there are many mushrooms. We used to get up around 3 o'clock in the morning and at 2 or 3 o'clock we would go out in the dark and wait for it to get light and go into the pine forest to pick matsutake mushrooms. We could get all kinds of mushrooms. Maitake mushrooms, boar's nose mushrooms, purple shimeji mushrooms. Everyone competed with each other to get their hands on the mushrooms.

The mushrooms are not all eaten at the same time, so they are processed first and second, and then salted or pickled in miso. As I said, my seniors taught me how to do this. Then we need to have a direct market. On the other side of the road from my house I had farmland, so I decided to build a handmade hut to sell the products and started a market. Then people started to come, me, me, me. When I told them that I used to make pumpkin buns myself, someone else said "I make red beans too, so I'll make red bean paste". Here in Tsushima district, in Akaogi, five people started to make manju (steamed buns), which cost 100 yen each and were as big as a baby. The inside is filled with sweet red bean paste and the outside dough is made with pumpkin paste. Everyone was wondering if they could sell these too. We also made pickled plums, miso, salted mushrooms in a bag and sold them at the market.



FOV: 60
FPS: 46.3
BO_RENDERING

Mesh: jidouhanbaiki.obj
Vertices: 866,019
Faces: 1,729,810
Selection: v: 0 f: 0
VC FC WT

Dear Fujimori-san,

I hope you have had a great start to the New Year! Let us meet in Zoom soon and go through the 3D-models. Let me introduce to you Mr. Mikko Hovi, who is the 3D-artist who will help with the 3D-models. Hovi-san will join our meeting.

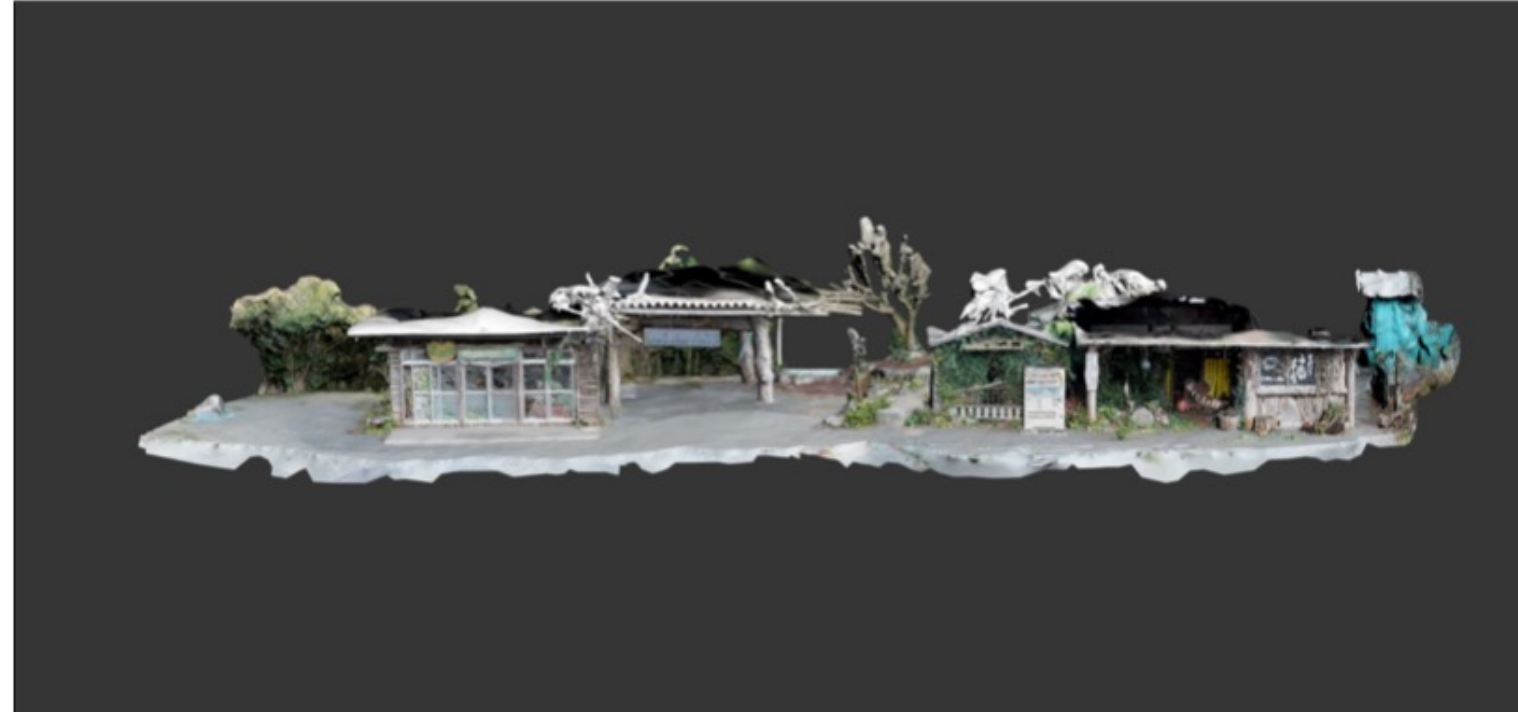
Attached I have some pictures and comments from Hovi-san. We can look through them together when we have the meeting. The aim is to find out what improvements we can do here in Finland and what improvements can be done in Japan. Maybe some improvements are easier to do in Japan, maybe some in Finland.

藤森さんへ。

新年を迎えましたが、いかがお過ごしでしょうか? 近々、Zoomでお会いして、3Dモデルの説明をさせていただきます。3DアーティストのMikko Hoviさんを紹介します。Hoviさんにも参加していただきます。

ホビさんの写真とコメントを添付します。打ち合わせの時に一緒に見ましょう。目的は、フィンランドでできる改善と、日本でできる改善を見つけることです。もしかしたら、日本でやりやすい改善もあるかもしれませんし、フィンランドでやりやすい改善もあるかもしれません。

1-2-ishi-ikune-baiten

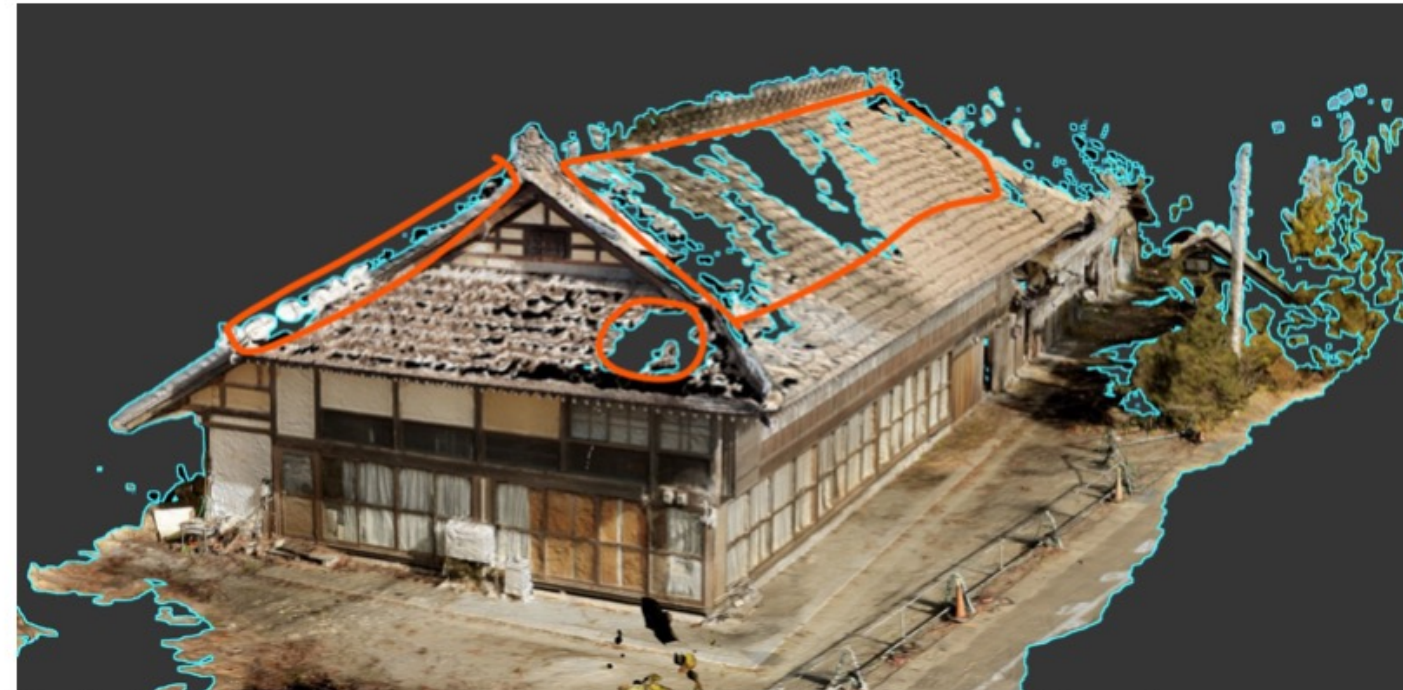


Full model, some artifacts around the trees, but we can fix them.
フルモデル、木の周りに若干のアーチファクトがありますが、修正可能です。

1-2-ishi-ikune-road-baiten



Same as before. Some issue at corner of one building.



Roof broken. Maybe not a problem, if we look at it in VR. Maybe we cut roof top out.
屋根が壊れた。VRで見れば問題ないのかもしれない。屋根を切り取るか。



We maybe have to put some trees to mask the roof on the right
右側の屋根を隠すために、木を置く必要があるかもしれません。

2-1-ishi-hidori-doma

従来通り。1棟の角に問題あり。

1-2-ishi-kinue-house3

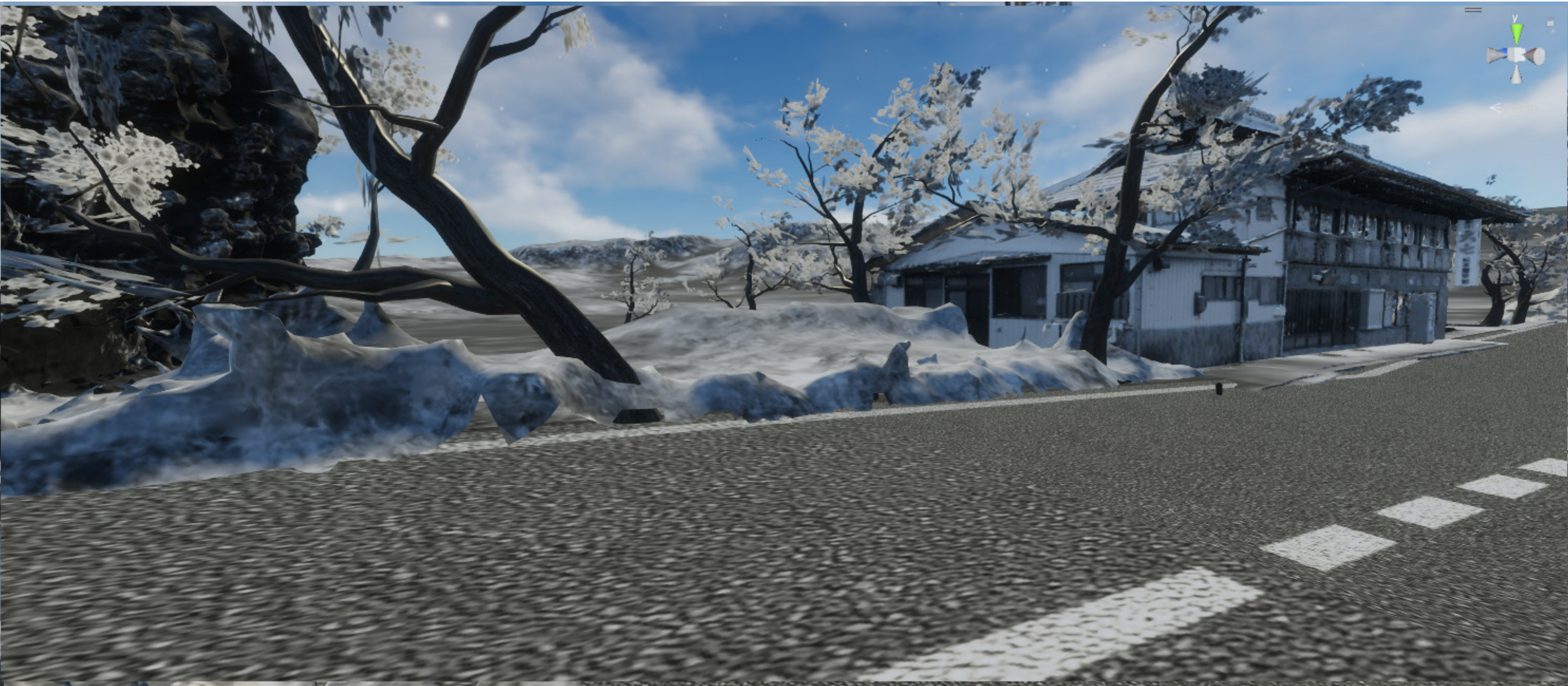


House is cut at upper level. We will look at this model in virtual reality, I think it is not a problem.
家は上層部でカットされています。このモデルを仮想現実で見ますと、問題ないよう



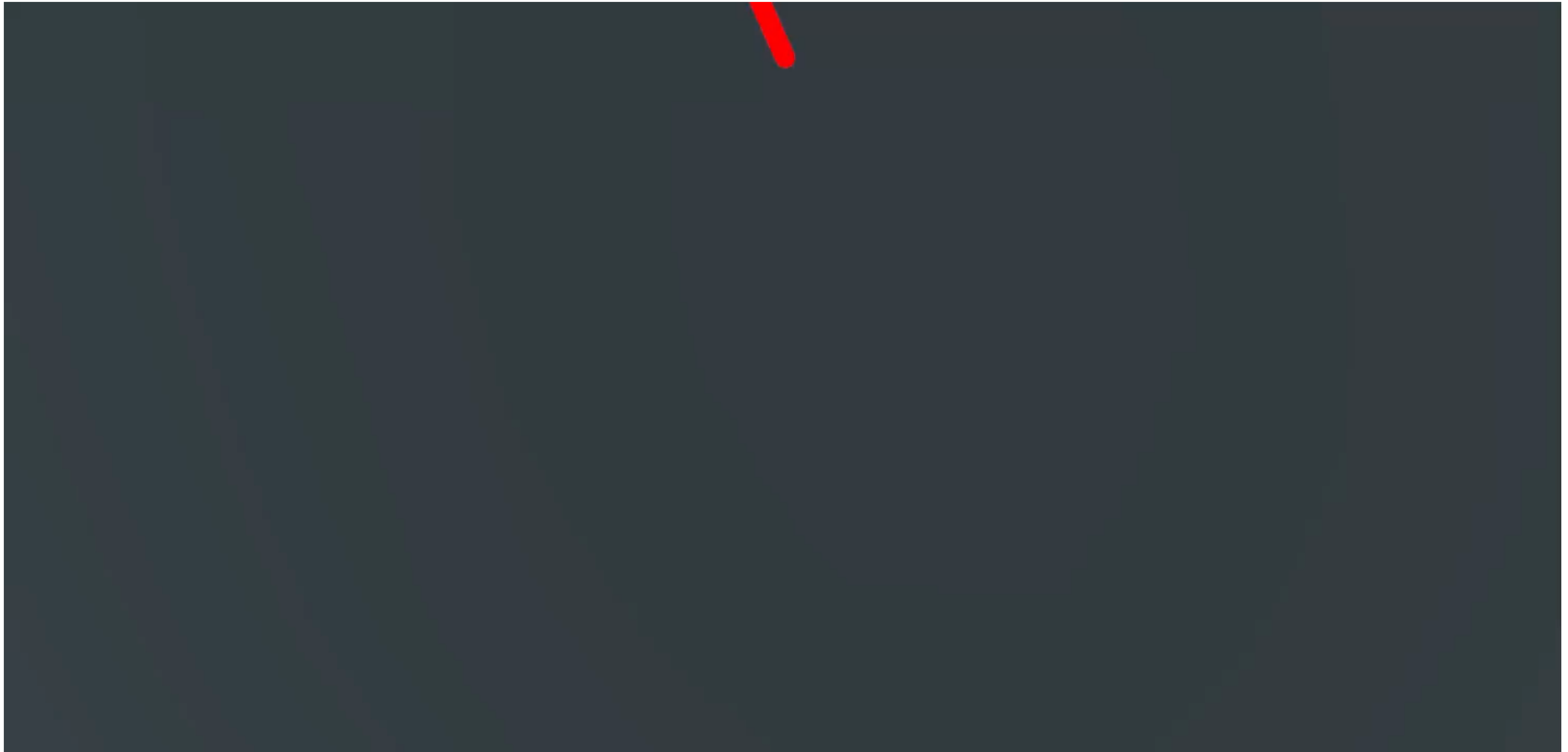
This building is only half. In not possible to fix, we cut it out.
この建物は半分だけです。直せない場合は切り取る。

2-1-house

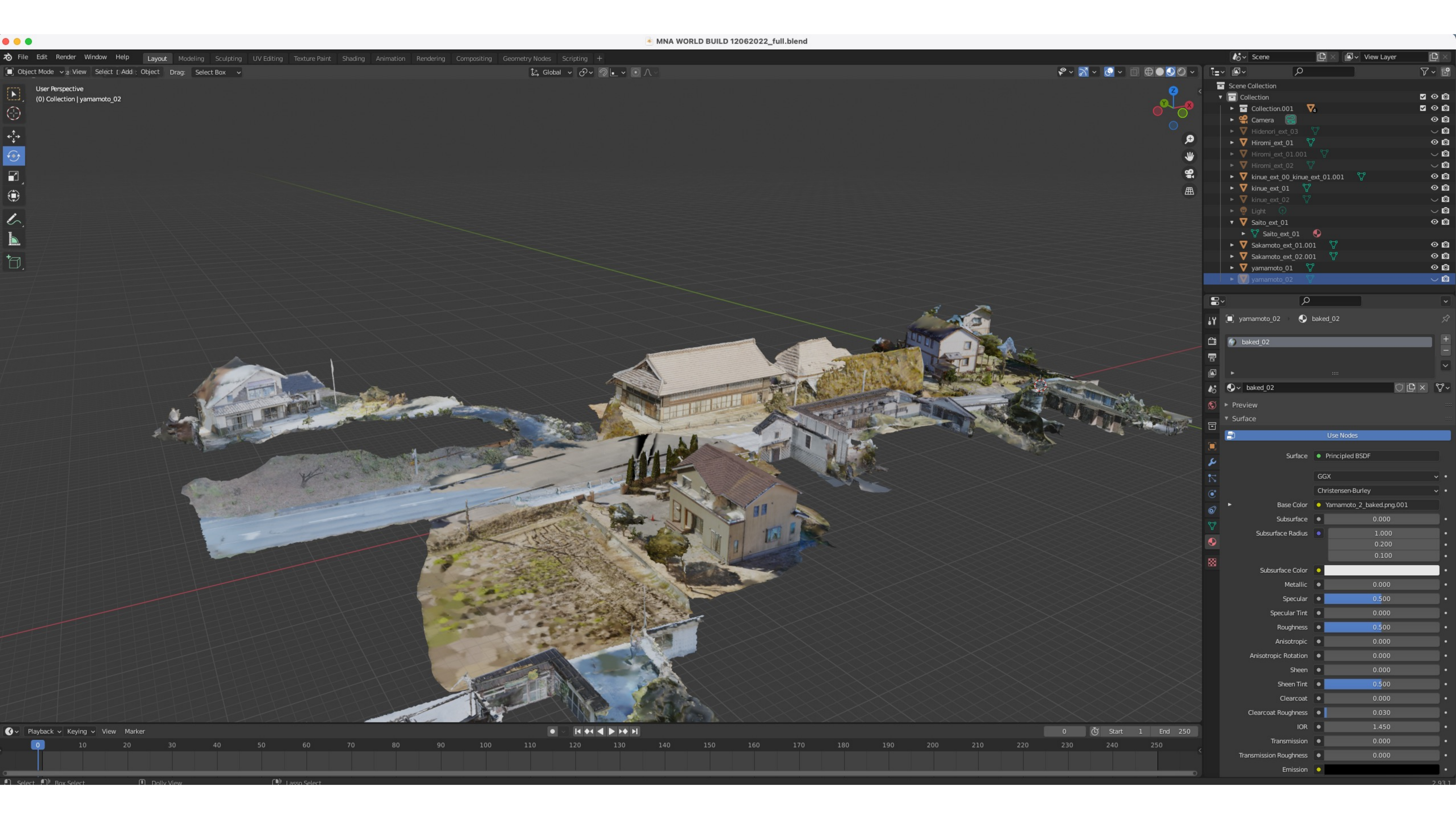














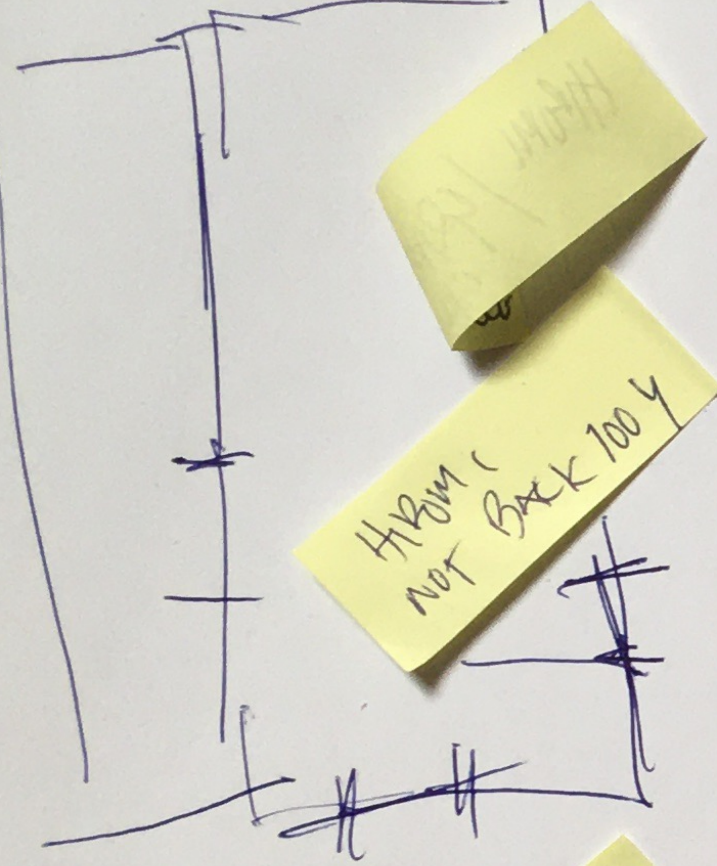
Hirumi /
WAVING

Hirumi /
1 PART

Hirumi /
THAN YOU FOR
LIST

Hirumi /
WAS
BORN

Hirumi /
welcome in



Hirumi /
EPCO PR SORRY

Hirumi /
TESCO DENIES

Hirumi /
NOT BACK 100 Y

Hirumi /
RADIATION
FUND & COMMUNITY

Hirumi /
[unclear]

Hirumi /
GIVING BACK

Hirumi /
FAMILY ASSES

Hirumi /
PART

Hirumi /
[unclear]

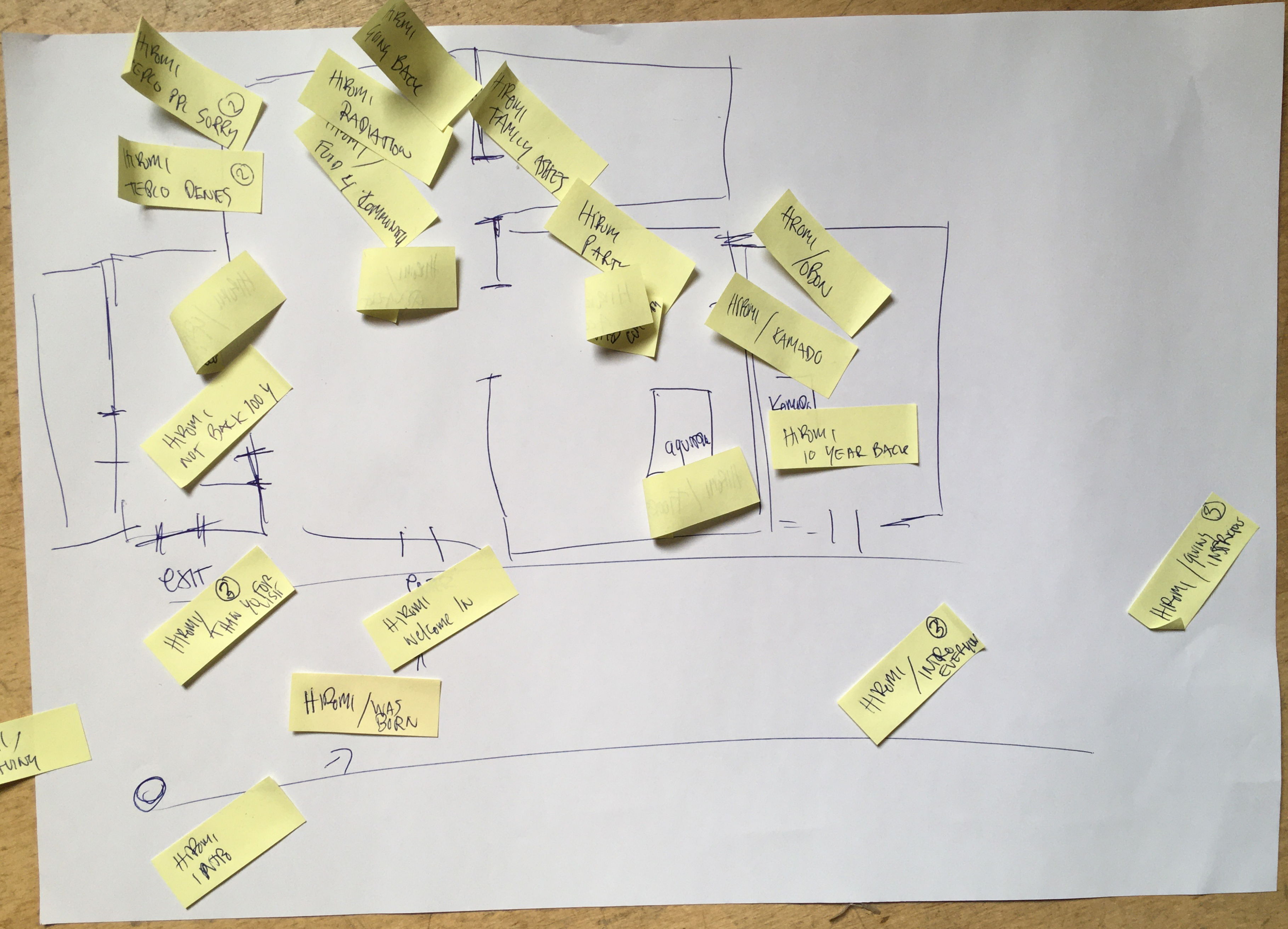
Hirumi /
KAMADO

Hirumi /
OBAN

Hirumi /
10 YEAR BACK

Hirumi /
INTRO
EVERY

Hirumi /
GIVING
INSPIRES



YAMAMOTO MIKIKO

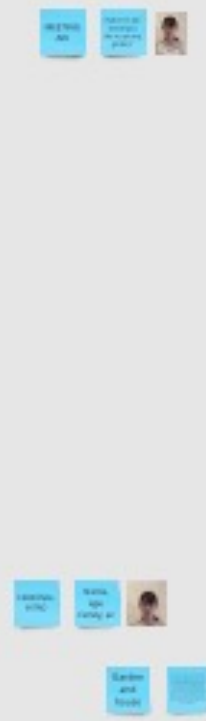
No picture available



ISHII KINUE



SAITO MAO



ISHII HIROMI

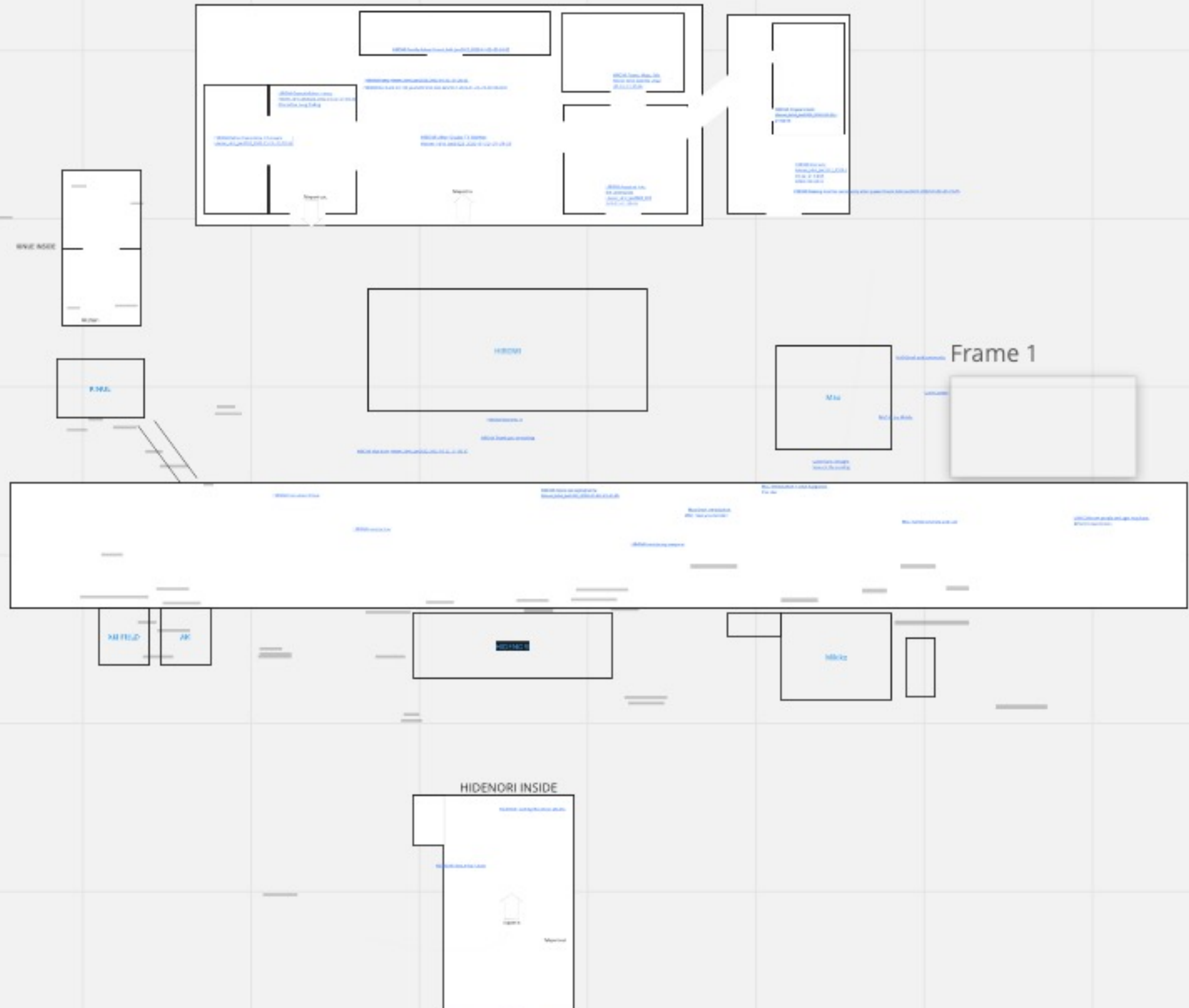


KONNO HIDENORI

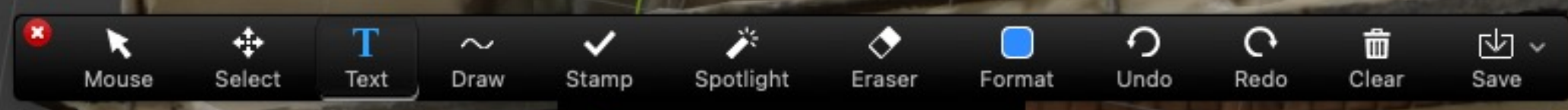


SAKAMOTO AKI





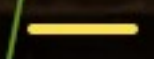
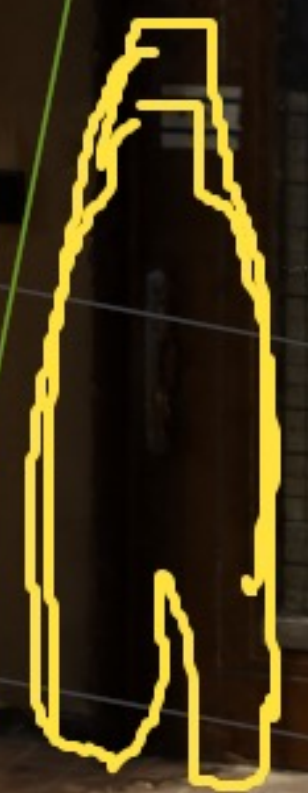
Base Location	Detail Location	Name of Clip	How does clip play	Does the clip respawn when entering area again	Conditions for spawning of clip	Additional rules
Script for Venice Demo <i>only</i> . UPDATED 26.5.2022						
HIROMI						
Hiromi's area	Street	HIROMI Was born Hiromi_Ishii_Jan2022_2022-01-22--21-05-37	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		
Hiromi's area	Street (near house, visible to street)	HIROMI Welcome in	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		Near house but visible to street
Hiromi's area	Main Hall	HIROMI After Quake TV Mother Hiromi_Ishii_Jan2022_2022-01-22--21-29-25	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		Placed in center of Main Hall
Hiromi's area	Main Hall	HIROMI Obon, smell Hiromi_Ishii_Jan2022_2022-01-22--21-38-01	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		
Hiromi's area	Main Hall	HIROMI Accepted into the community Hiromi_Ishii_Jan2022_2022-01-22--21-25-18	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		Place in main rooms back part
Hiromi's area	Main Hall	HIROMI Party Hiromi_Ishii_Jan2022_2022-01-22--21-20-22	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted	Only when entering Main Hall again	Place in main rooms back part
Hiromi's area	Right Side Room	HIROMI Floors, Moss, Fish Hiromi_Ishii_Jan2022_2022-01-22--21-10-26	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		Place at doorway between the two rooms
Hiromi's area	Kitchen	HIROMI Komodo Hiromi_Ishii_Jan2022_2022-01-22--21-13-09 FIXED23032022	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		Place in doorway, where clips is now
Hiromi's area	Kitchen	HIROMI 10 years back Hiromi_Ishii_Jan2022_2022-01-22--21-56-15	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted	Only when entering Kitchen again	Place in doorway, where clips is now
Hiromi's area	Left Side Room	HIROMI Grandchildren + virus Hiromi_Ishii_Jan2022_2022-01-22--21-16-36 Alternative Long Ending	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		Place at doorway between the two rooms
Hiromi's area	Left Side Room	HIROMI Not back for 100 years Hiromi_Ishii_Jan2022_2022-01-22--21-50-18.mp4	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted	Only when entering Left Side Room again	Place at doorway between the two rooms
Hiromi's area	Main Hall	HIROMI Before Fukushima + Furusato Hiromi_Ishii_Jan2022_2022-01-22--21-07-36	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted	Only when entering Main Hall again	Placed in center of Main Hall
Hiromi's area	Street (near house, visible to street)	HIROMI Welcome in	Play once. For final version: If interrupted, continue from where left of.	No, if clips has played until end. Yes, if clip has been interrupted		Near house but visible to street



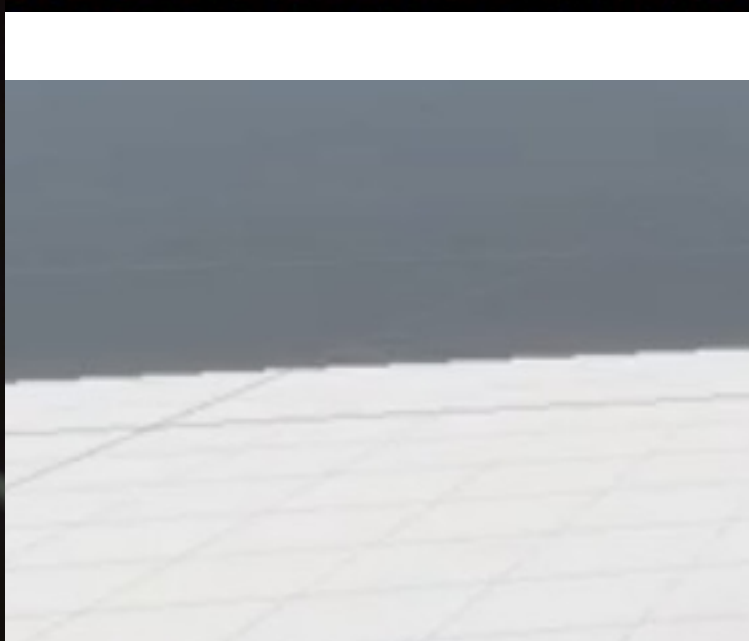
Who can see what you share here?

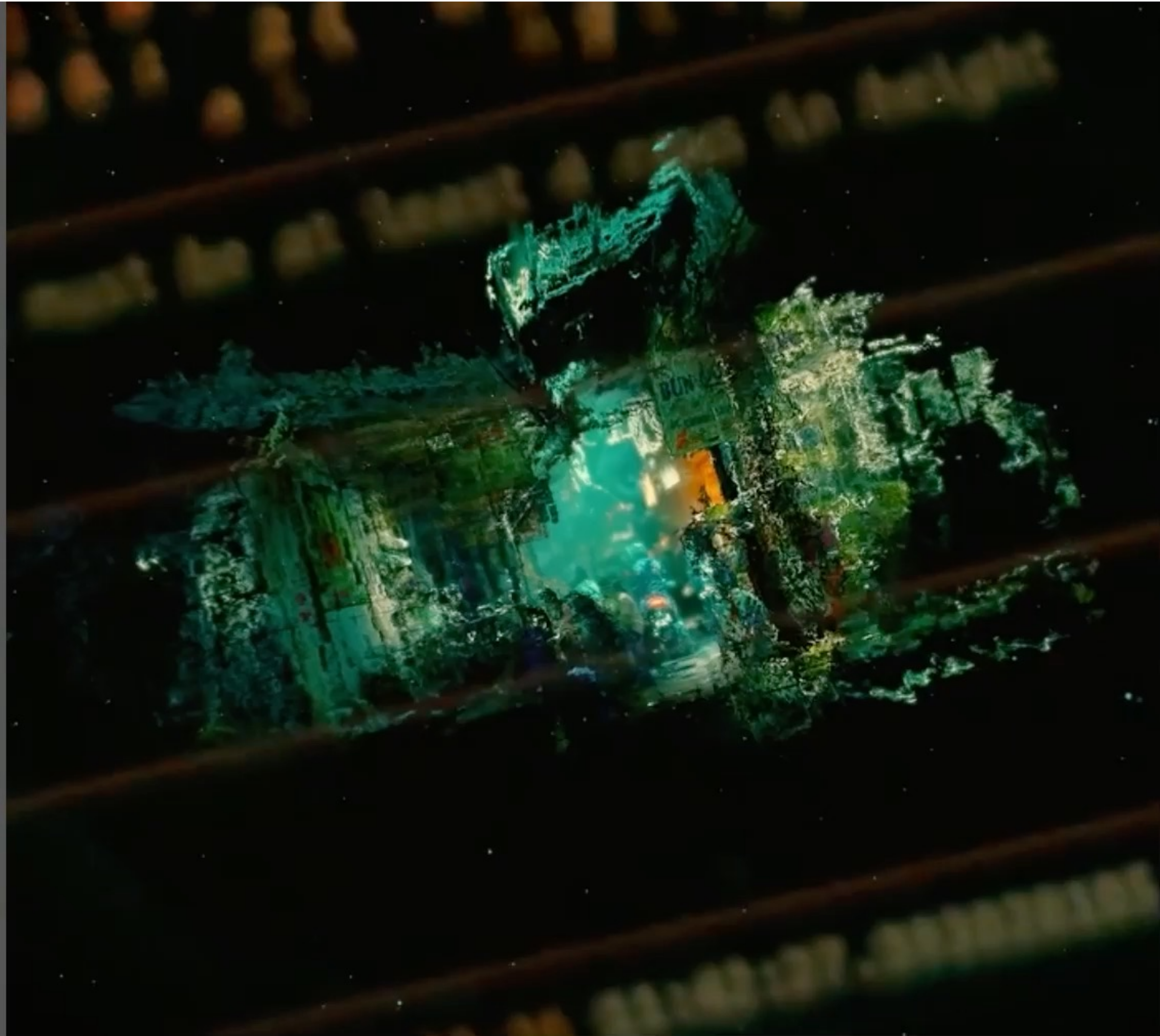
2,3m

1,75m person











FUKUSHIMA: THE HOME THAT ONCE WAS

NIKOLAJ
KUNSTHAL

PLANET
VR

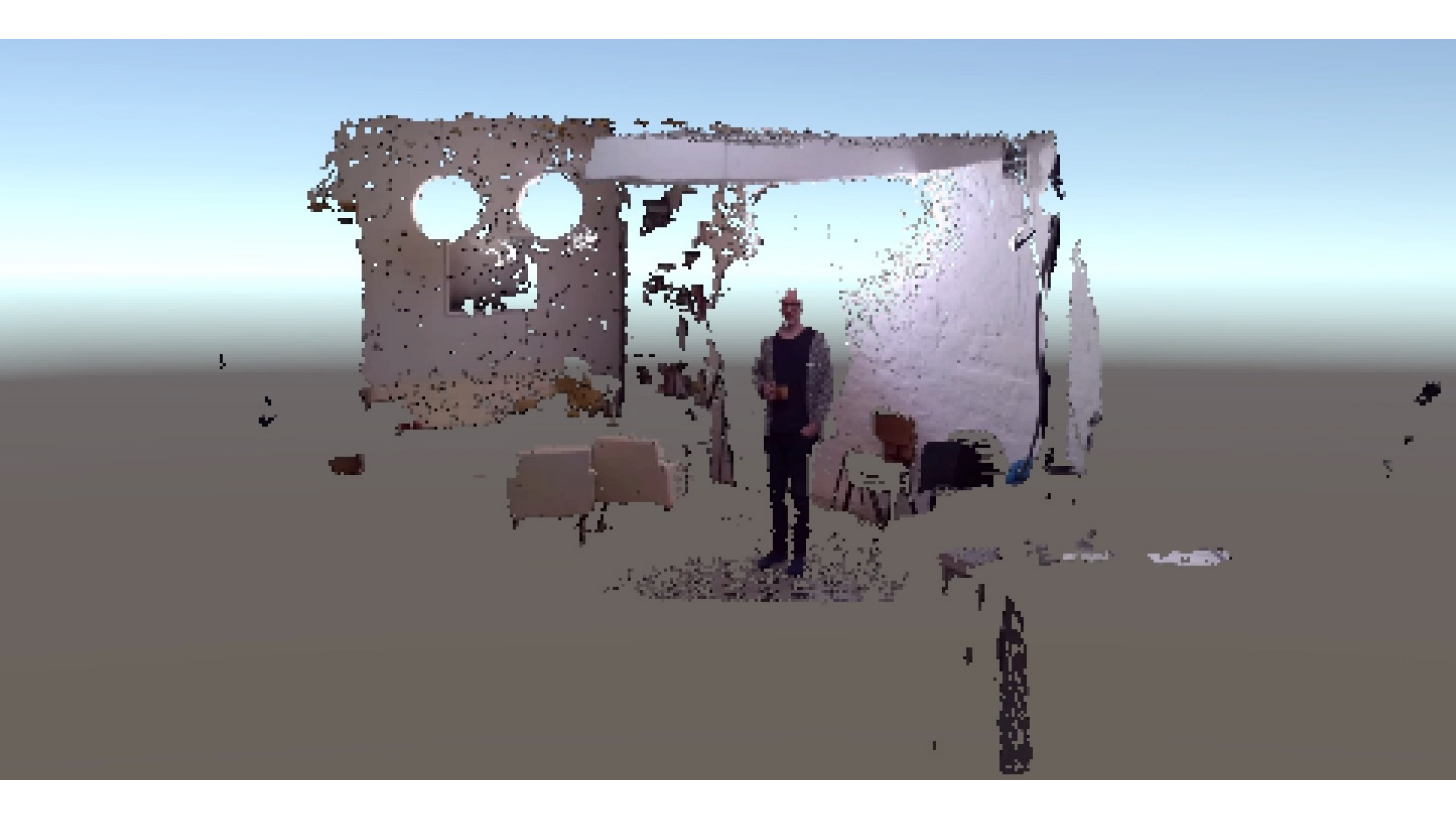
20. - 31. AUGUST 2022





Everyday Vrealities

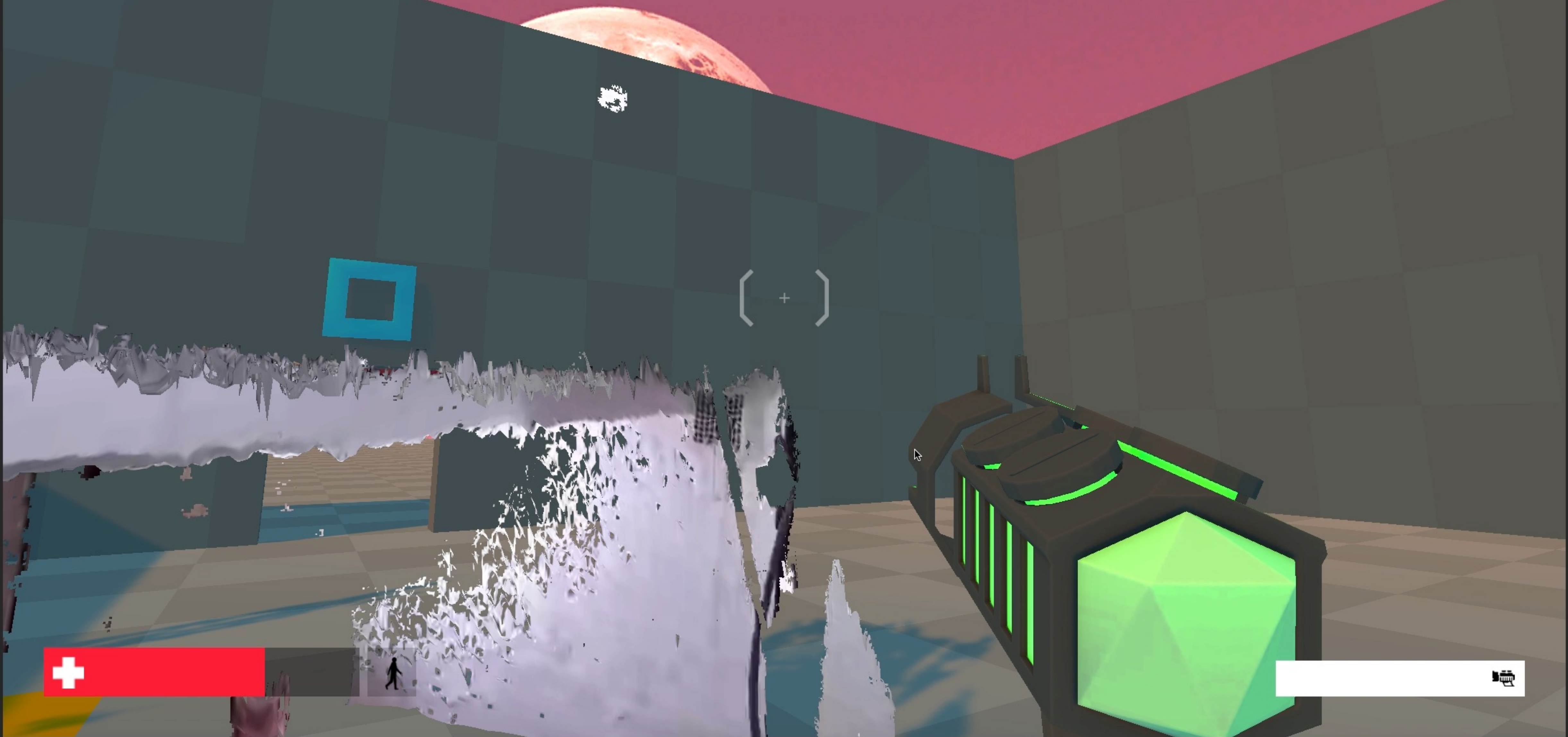




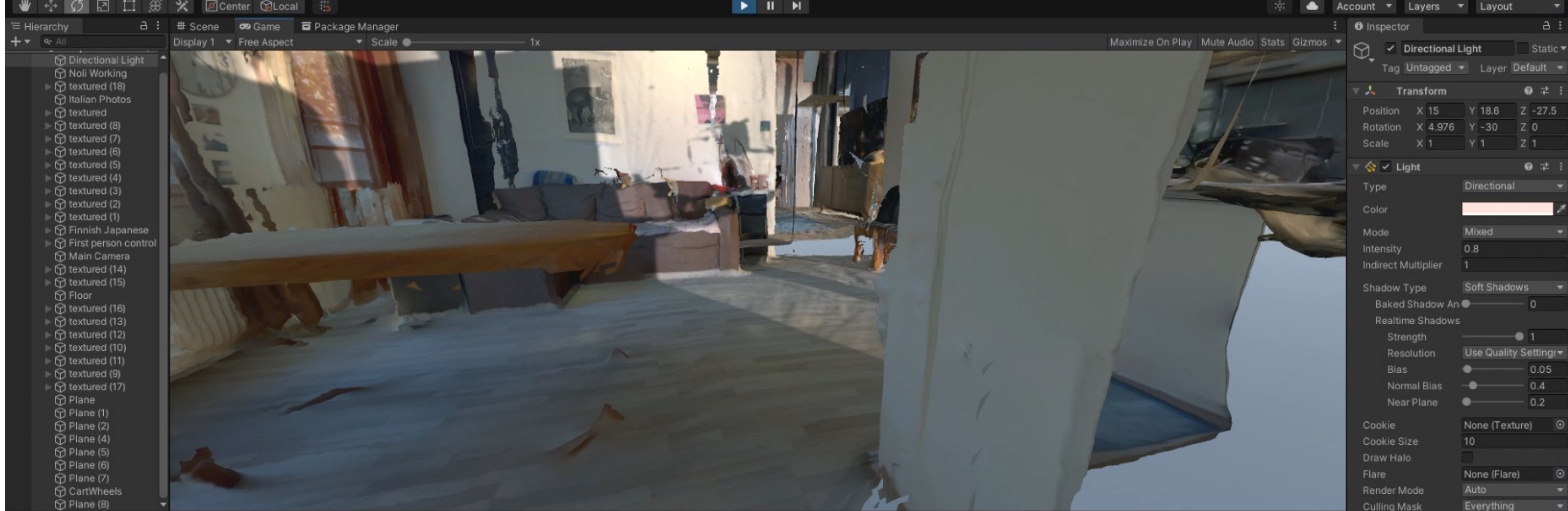
Tab Pause/Options



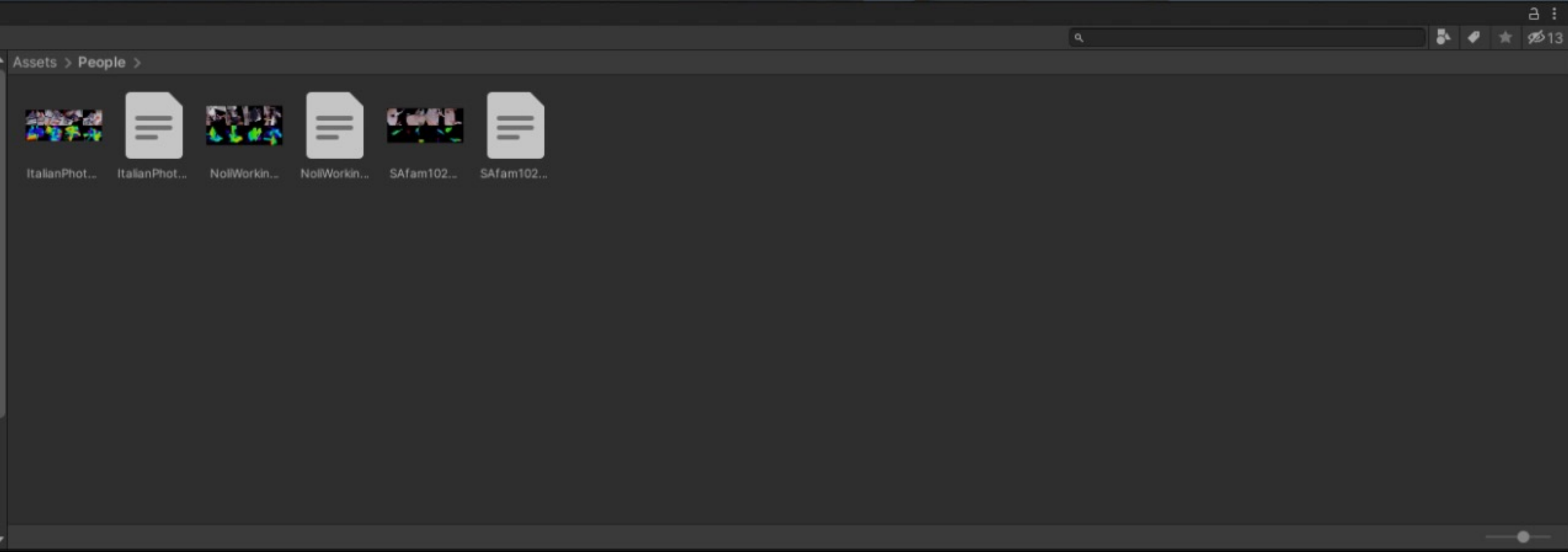
ELIMINATE ALL THE ENEMIES
Defeat all the enemies in the map 1 / 2







- Project
- Console
- ★ Favorites
 - All Materials
 - All Models
 - All Prefabs
- Assets
 - First person controller
 - Materials
 - New Rooms
 - People
 - Rooms old
 - Samples
 - Depthkit Core
 - 0.9.0
 - Depthkit Studio
 - 0.3.0
 - 0.5.1
 - Prefabs - Depthkit Studio Built-in RP
 - Scenes
 - Packages
 - 2D Animation
 - 2D Common
 - 2D Sprite
 - Custom NUnit
 - Depthkit Core
 - Depthkit Studio



Add Component

