

Helping people cope  
with unbearable  
absences in their lives.

COMPETITIVE  
RATES!!!



**ALONE TOGETHER**  
FAMILY RENTAL AGENCY



# ALONE TOGETHER

A means to meet and engage with  
virtual beings while navigating  
what's real

ARC CODE

XOST



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# Synopsis

**ALONE TOGETHER** is a means to meet and engage with virtual beings while navigating what's real.

Conceived as artwork and launched with a companion film, *ALONE TOGETHER* is an app for your phone which asks real strangers to play fake family members to lonely people. The app incorporates cutting-edge augmented reality, voice recognition, interactive narrative and hologram production, combining them with theatrical storytelling and your interactions in your ordinary surroundings.

Within the environment of your home, a meeting between you and a digital human takes place. As you navigate the conversation, memories are triggered, revealing what's real through the story. Over time the conversation becomes entangled with a surprising revelation and eventually leads us to the dramatic moment of keeping up appearances or dropping them.

Every encounter will reveal a different path towards this moment, showing the complex family and friendship relationships.

Experience duration: 3 x 5-minute episodes  
(Approximately 20 minutes of triggered-narrative material + 15 minutes of film content)

Genre: Creative Documentary/Interactive  
Drama/Science Fiction/Coming of Age



# Technique

## Mobile AR

Allows you to experience Alone Together, albeit with a new digital family member.

## Passive Interaction

You will be able to interact with the digital human naturally, with the app using a combination of speech recognition and gaze tracking to determine the avatar's next action/dialogue.

## AI-Driven Narrative

OpenAI's GPT3 platform forms the basis for the narrative and provides a realistic interaction with a digital human with users being able to drive the conversation in any direction they wish.

## Game Engine

Unity Engine allows us to craft the user experience with a digital human, blending the 2D UI components and AR elements of the app seamlessly.

## Digital Humans

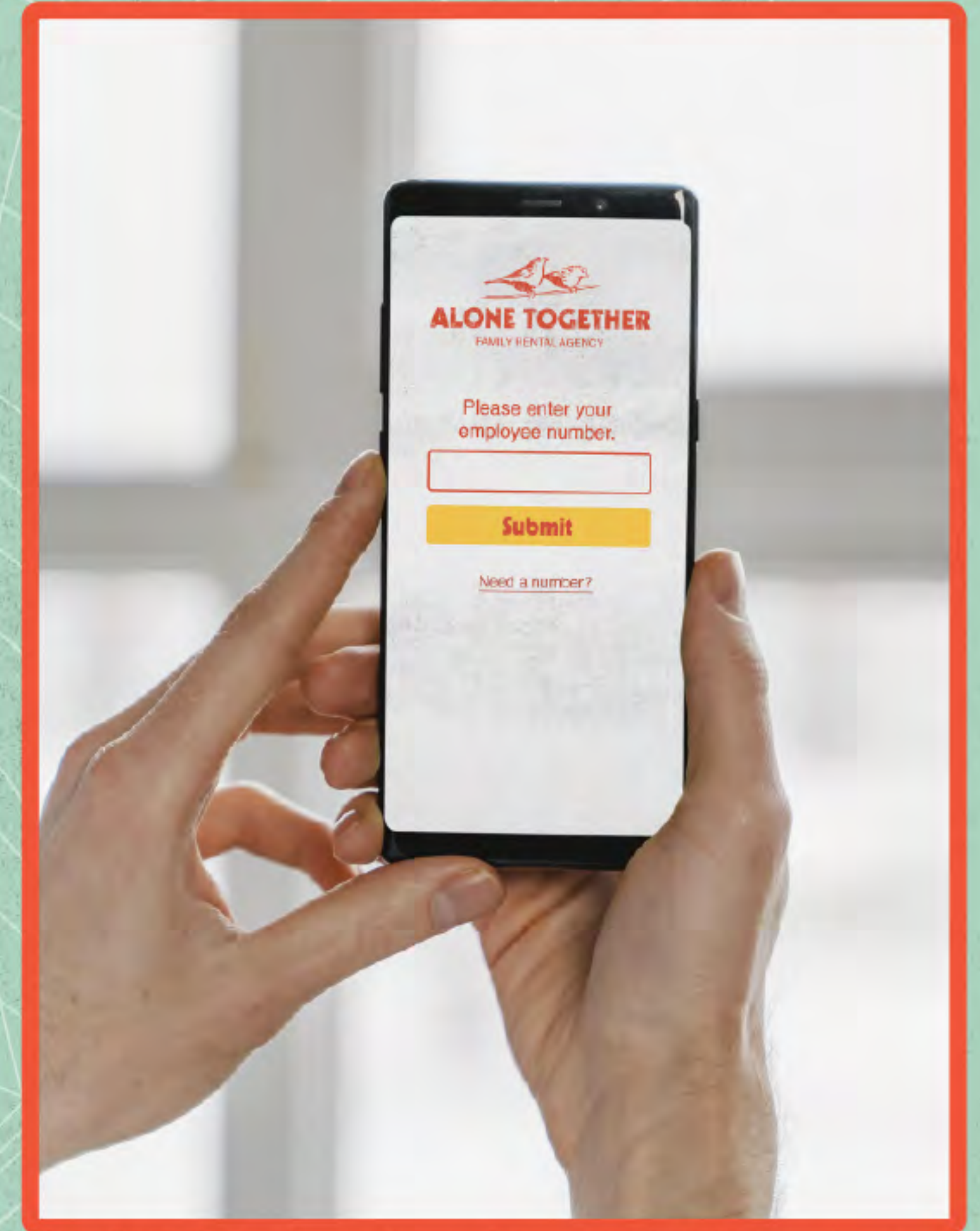
We are using the Character Creator developed by Unity and will create compelling characters that stay above the zombie line.

## Real Time Animation

When users talk, their speech is processed and converted into text which then calls the OpenAI API. The sentence is processed and text returned, this is converted using Neural Microsoft - text to speech and then animated in real time using Salsa LipSync Suite and delivered through the digital human.

## Spatial Audio

The experience will feature full spatial audio, including music and sound effects to enhance the emotion of the scene.



# Experience

First, you open the *ALONE TOGETHER* app. Then, the show's logo appears, including the slogan, 'Helping people cope with unbearable absences in their lives.'

Next, a video clues you to the situation: *ALONE TOGETHER* is a Family Rental Agency that offers fake family members to lonely people looking for companionship. These professional stand-ins have dinner in your home, watch television with you, and keep you company.

An audio guide tells you to stand by to enter because you are playing the part of a professional stand-in, and you arrived at the client's home (yours, really). 'Three, two, one....'

You hold up your phone like you are in a video call. Then, a digital human playing the role of the client appears sitting across the table from you. It is a woman in her 60's. The details of the greying hair and facial wrinkles are realistic and create an uncanny feeling of being in the same room with a living person. The being sits silently, waiting for you to speak. She has an appearance of happiness in a smile, but a hint of sadness is evident in how his eyes lower, waiting.

Next, the voice of an audio guide prompts you to talk, and so you do. You perform the guide's instructions, embracing error and clumsiness, transforming your role from a passive spectator to a living co-star. You carry on the scene with the audio guide's help that directs you to memories (like a family vacation near the ocean), gestures (like the way you toss your hair to the side) and character motivation (like being estranged from a mother you no longer speak to). Don't worry if that feels like a lot. The audio guide even gives you support (like you got this and remember to breathe).

You follow the narrator's guidance for the next several minutes, and slowly a story unfolds of a mother and her separated daughter, whose part you are playing. The conversation seems spontaneous, but underneath is a scripted scene about kindness, courage and human connection. However, each exchange presents a new challenge - just one wrong gesture or misspoken line could find you at the breaking point of dropping appearances. As the scene goes on, it becomes unclear who is keeping who company.

The rental scenario lasts about 5 or 6 minutes, depending on the choices you make... Then, the audio guide directs you to find an ending. Finally, your digital scene partner leaves the room, and you are left alone again until the next appointment..

The first episode of *ALONE TOGETHER* explores the relationship between a mother and daughter who appear happy but no longer speak to each other in real life. In additional scenarios, you meet a teenage shut-in who has slowly withdrawn from society and now refuses even to leave his bedroom and a heartbroken bride who hires a stand-in to try and redo the breakup. Each episode asks you to consider the meaning of reality if the experience is fake.

# Team

## Afro Viking Pictures



Koumbie  
*Writer & Director*



Tyler Olson  
*Writer & Director*

## XOST



Dustin Harvey  
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*Graphic Designer*

## Arcade



Abbie Peach  
*AR Designer*



Olivia Hinkin  
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*UX Architect*



Jon Meggitt  
*Production Lead*



Shahd Sherief  
*AR Developer*



Angela Chan  
*Associate Producer  
& Diversity Advisor*

**What Happens Next  
is Up to You.**

