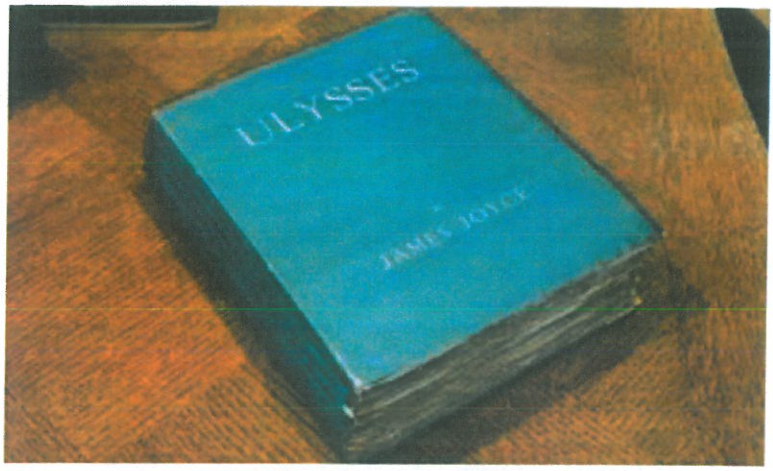
I-Ulysses Poetry in Motion



Created by Simon Colreavy Donnelly

A spatial and temporal virtual reality experience guiding the user through the unfolding events of the 'Wandering Rocks' chapter of James Joyce's *Ulysses*. This is an educational tool intended to help the user understand key aspects of the chapter. These aspects include; the use of character's multi-linear perspectives on events, differing time zones and perception of reality, the streetscapes of Dublin city, daydreams and consciousness. Joyce's literary techniques are explored through the use of this educational virtual reality guide.

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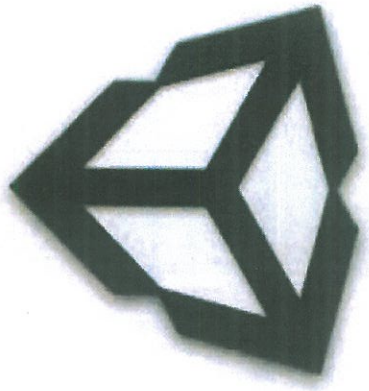
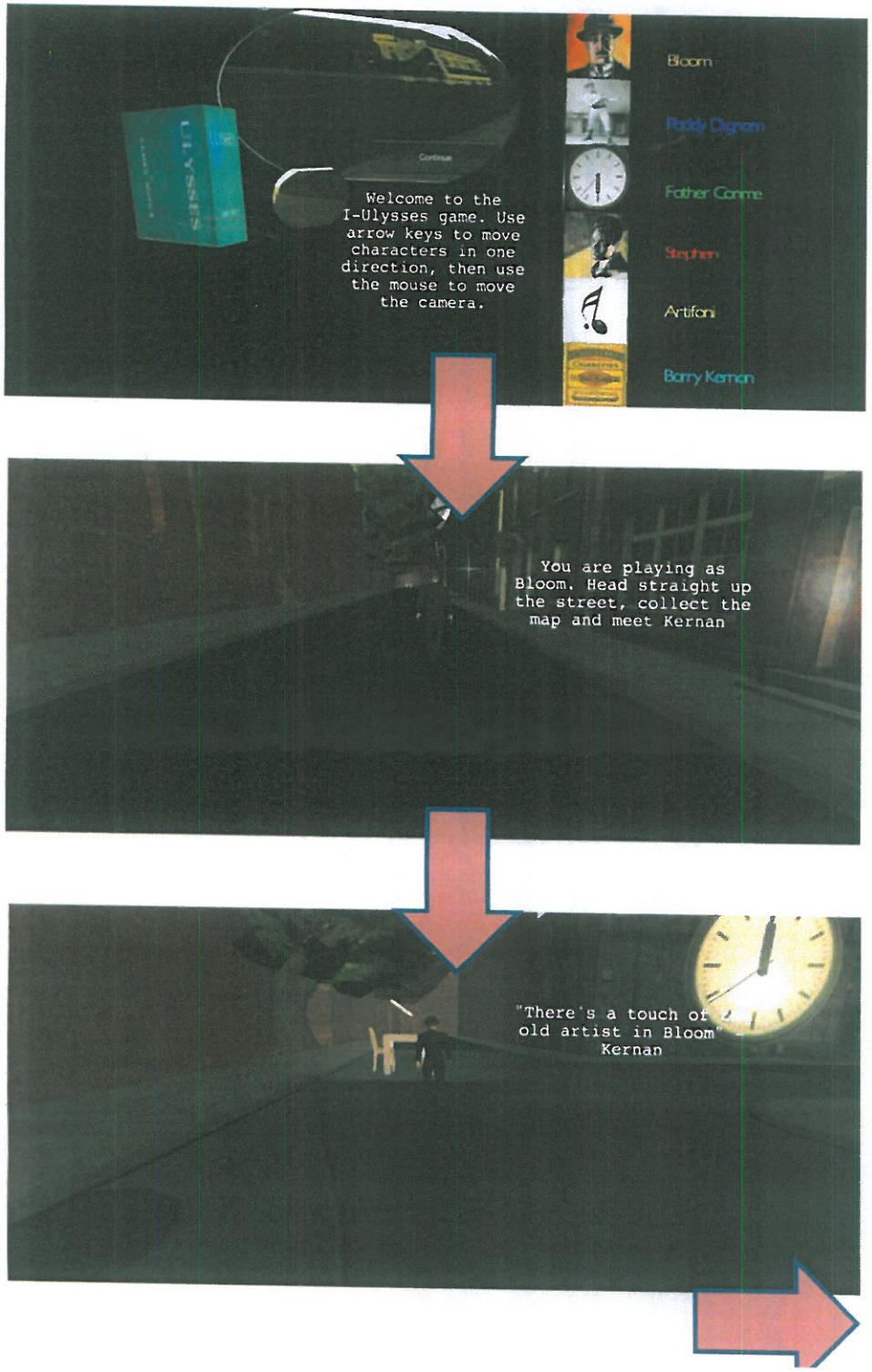


Instructions for Using Environment

1. Copy the 'I-Ulysses_Environment_Data' file and the 'I-Ulysses_Environment.exe' Unity file from the CD to the 'Documents' folder on your computer.
2. Click the 'I Ulysses_Environment.exe' Unity icon: the Unity window will appear.
3. Be sure to tick the windowed box option.
4. Pick the Fantastic Graphics options.
5. The standard resolution will be 1366x768 for a laptop screen. Picking a smaller resolution like 800x600 is advisable, so you can maximize the window when Unity launches.
6. Be sure to maximize the Unity window. Click the maximize box in the top right hand corner of the screen when Unity launches, otherwise the text on the edge of the screen will not appear.



Menu Page

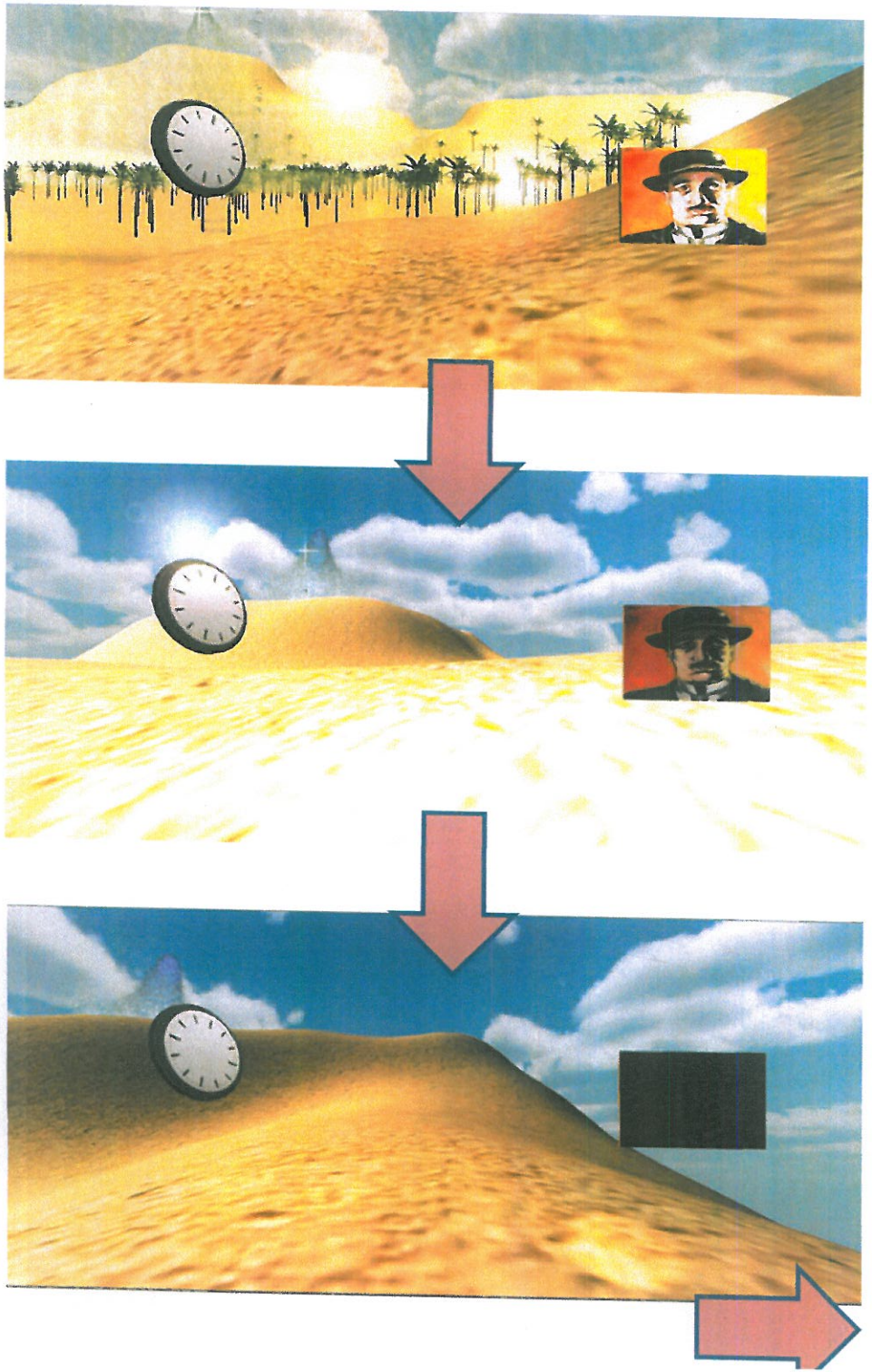
1.When the user enters the environment they will see a title page like this one. Left-click on the continue button. Each character is represented by an icon on the title page. Bloom is the first character the user takes control of. By progressing through the environment the user can play as different characters. Note that certain streets are initially blocked off. Later, as the user completes missions, they will gain access to these streets. Click on the continue button to take control of Bloom.

Wandering Bloom

2. Bloom starts off at the top of Sycamore Street. Using the arrow keys moves the character forward, left, right and backwards. Moving the mouse makes the character look in a specific direction. The user can alternate between using the arrow keys and the mouse to direct the character. Head down the street and left-click on the Sycamore tree; noting that objects appear black when clickable. The user's main objective is to encounter Tom Kernan. Clicking on Kernan enables the user to play his mission; however, there are several optional objectives for Bloom to explore first (see below).

Getting the Map

3. Pressing the q key brings up the map. On the map the user will see arrows directing them towards specific objectives. The objectives correspond to lights in the 3-D world. Pressing the i key brings up the key screen, which is a copy of the instructional menus that appear before each level. Clicking the table icon reveals some text from the book. Clicking on the clock objective will transport the user to Bloom's optional back-story level, which takes place in a desert. If the user completes the back-story level, they will gain access to Bloom's optional tyre objective, at a later point.



Bloom's Daydream

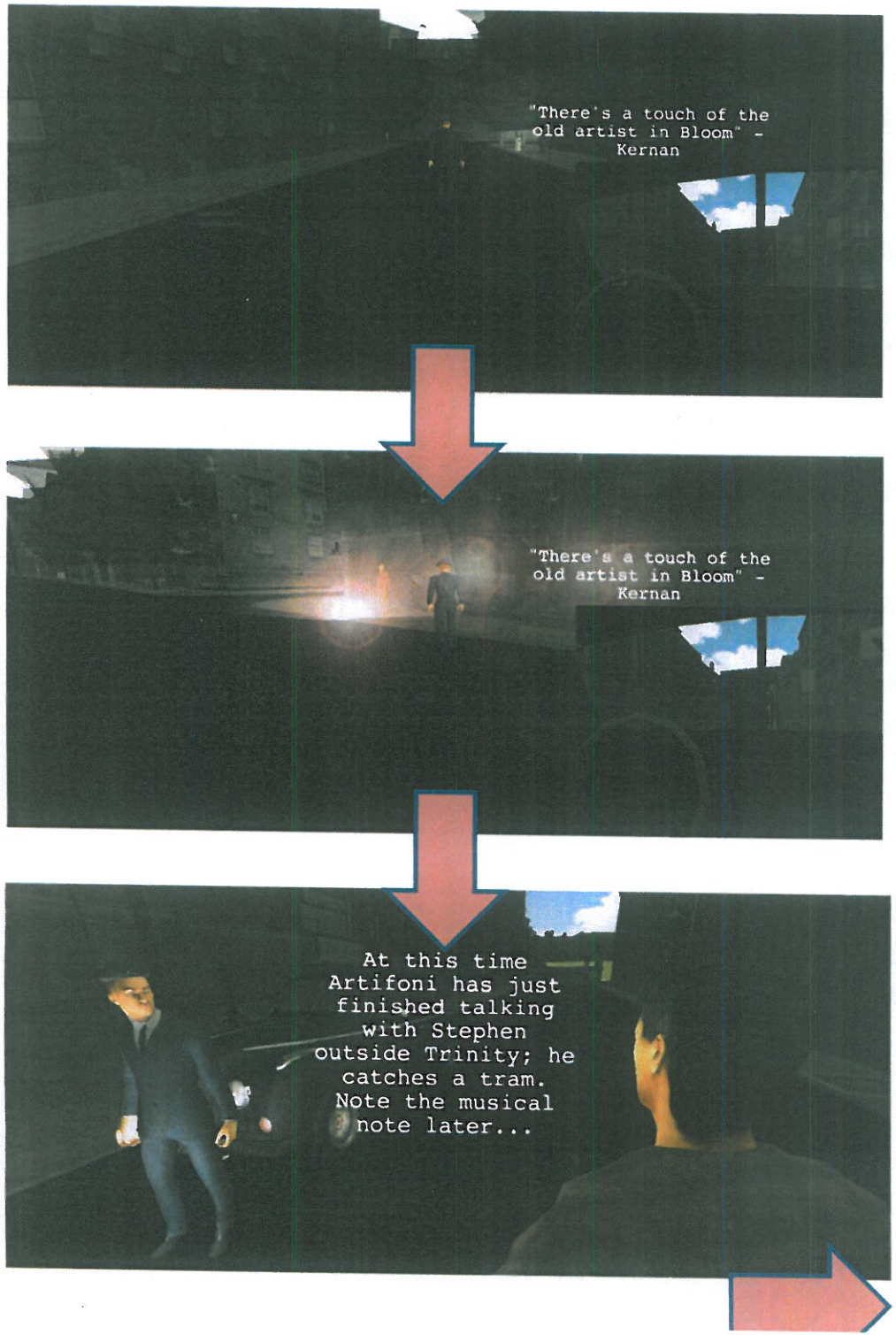
1. Bloom imagines himself as an immigrant to the country of Palestine. His fantasy is taken from a segment in the chapter *Calypso*. Joyce uses the desert imagery to make Bloom appear exotic and different from the other characters in Dublin. In the fantasy, Bloom imagines that he will buy land in Palestine and become an orange-grower.

Desert

2. In this level it is possible to float using a first person perspective; here the controls are different from the city. The mailboat chimney's presence signifies that the back-story episodes are shared by Bloom and Stephen Dedalus. Stephen's main daydream episodes are the Chapel of Clongowes and the Martello Tower Scene, which are found at a later point. Press right-click to make the character float and left click to bring them back to the ground again.

Fountain

3. Left-clicking on the fountain in the centre of the level will bring Bloom back to the city.



The Car

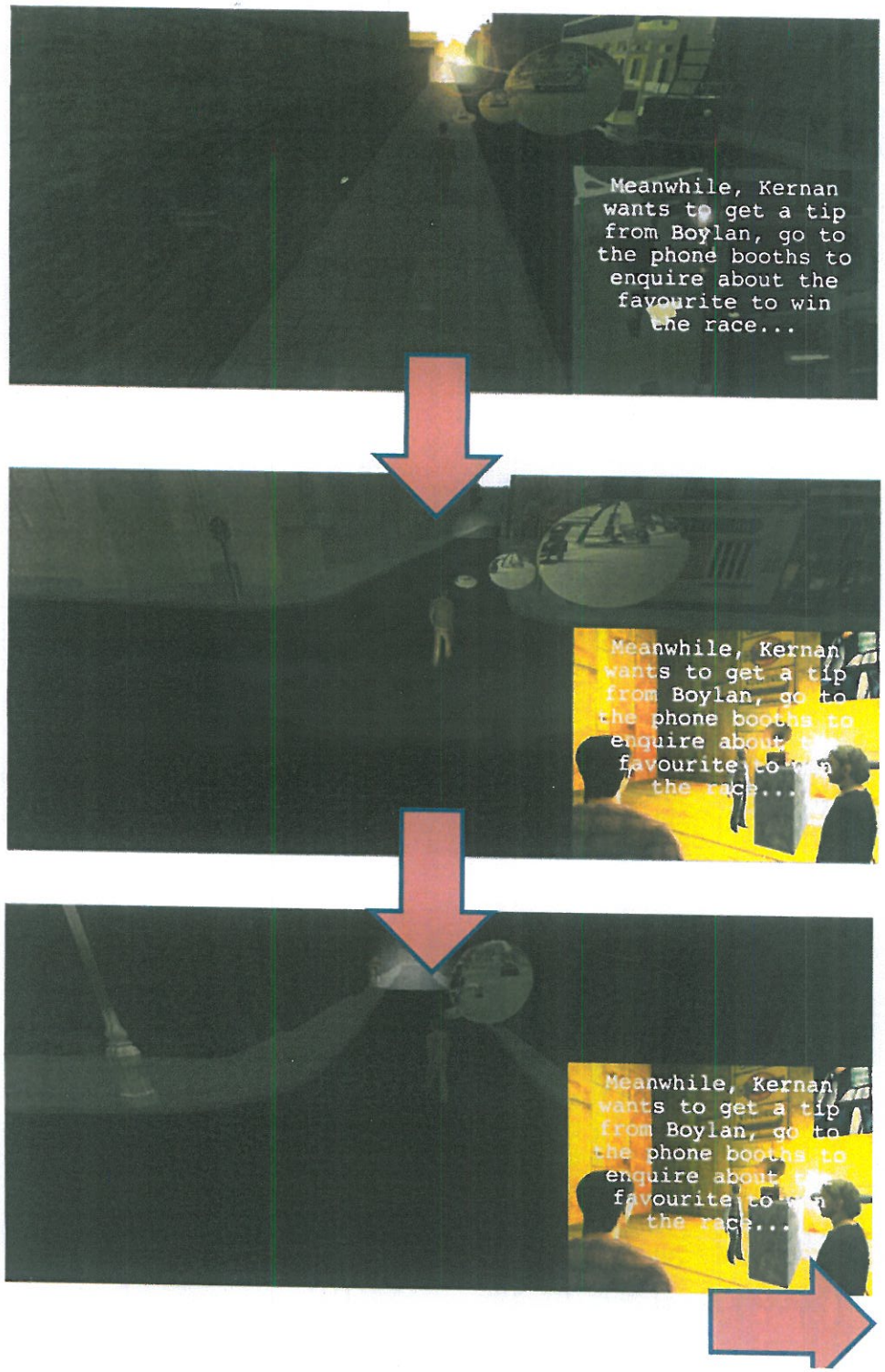
1. Take a left and head to the end of the street. At the first intersection the user will see the tyre icon. Left-clicking on the icon will reveal the path of the car in the bottom right hand corner of the screen. The bottom right hand window is the alternate view port. The alternate view port shows different perspectives on the scene, from the point of view of different characters. Remember that you can call up the map by pressing q. As the car passes Kernan the user can see Bloom walking by; if they are quick enough. The car will reappear later in Bloom's second mission. In Bloom's second mission the car becomes a clickable objective.

Kernan: A Retrospective Arrangement

2. The user will see Kernan standing at the top of the street, on the left-hand side of the road. If the user clicks on Kernan, this completes Bloom's first mission. In *Ulysses* Kernan refers to political history as: "a retrospective arrangement." (U, p.219). In the environment, Kernan joins the perspectives of Patrick Dignam, Bloom, Boylan and Stephen. Kernan also transitions between the time zones of the environment; demonstrating for the user what the characters are doing at different times.

Kernan Interaction

3. The user has now finished Bloom's first mission and will see Bloom standing in front of Kernan. The user will now transition from Bloom to Kernan, who is walking by Trinity University. Note the passage of time in this scene (the clock). Five minutes in real-time will elapse. Also, note the passing of Stephen Dedalus, just outside Trinity University; denoted by a light. Stephen has just finished speaking with Artifoni about pursuing a career in music.



The Pub

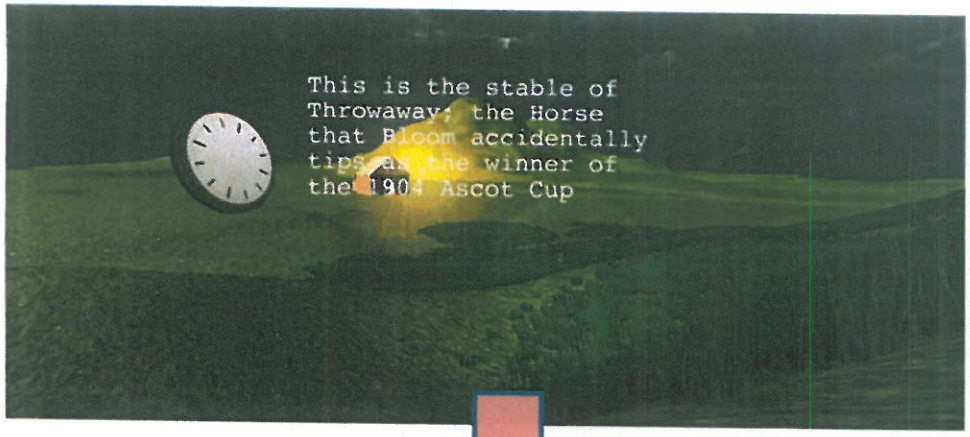
1. If the user clicks on the gramophone icon, they will see an alternate view-port scene from the pub earlier in the day; Flynn, Molloy and Lenehan are discussing Bloom and placing bets on the Ascot Cup. This scene connects Kernan with the segments involving Bloom, Kernan and the car and the men in the pub discussing Bloom.

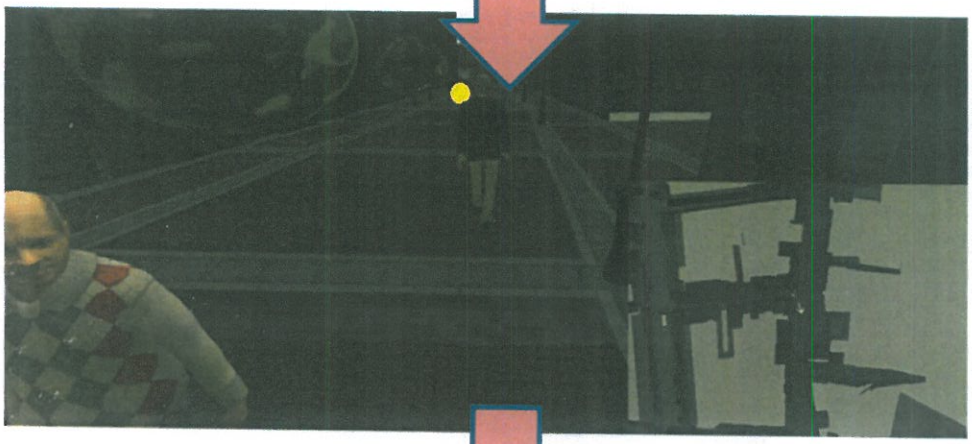
Betting

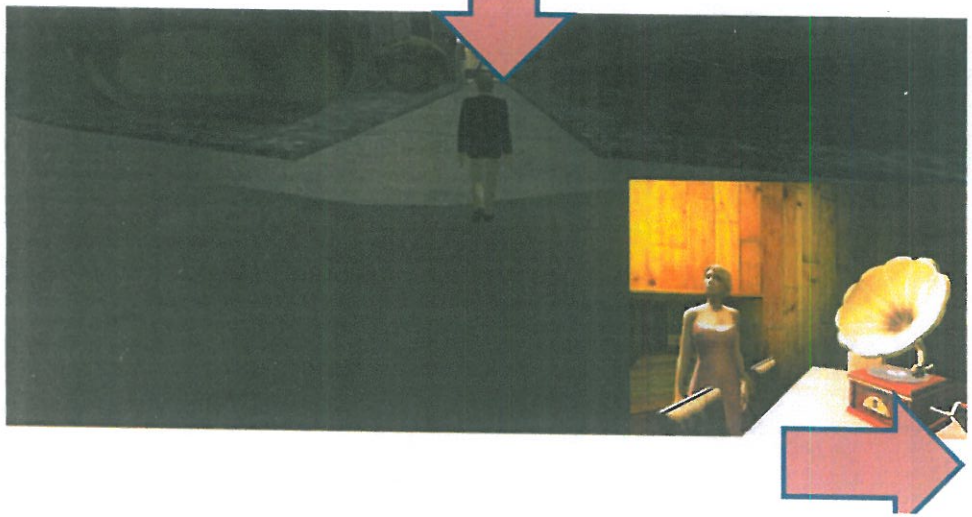
2. Seek Boylan, who is putting a bet on Sceptre; the favourite to win the Ascot Cup race. Head straight up the street following the tram and take a right at the intersection; at the point where the next light is. By taking the first right on this street the user can see Boylan placing a bet at the phone booth. Left-clicking on Boylan loads the next level.

Phone Booth

3 The scene shows Boylan placing a bet on the Ascot Cup. Note that it takes Boylan twenty minutes, in real-time, to walk past the book vendor.







Ascot Cup

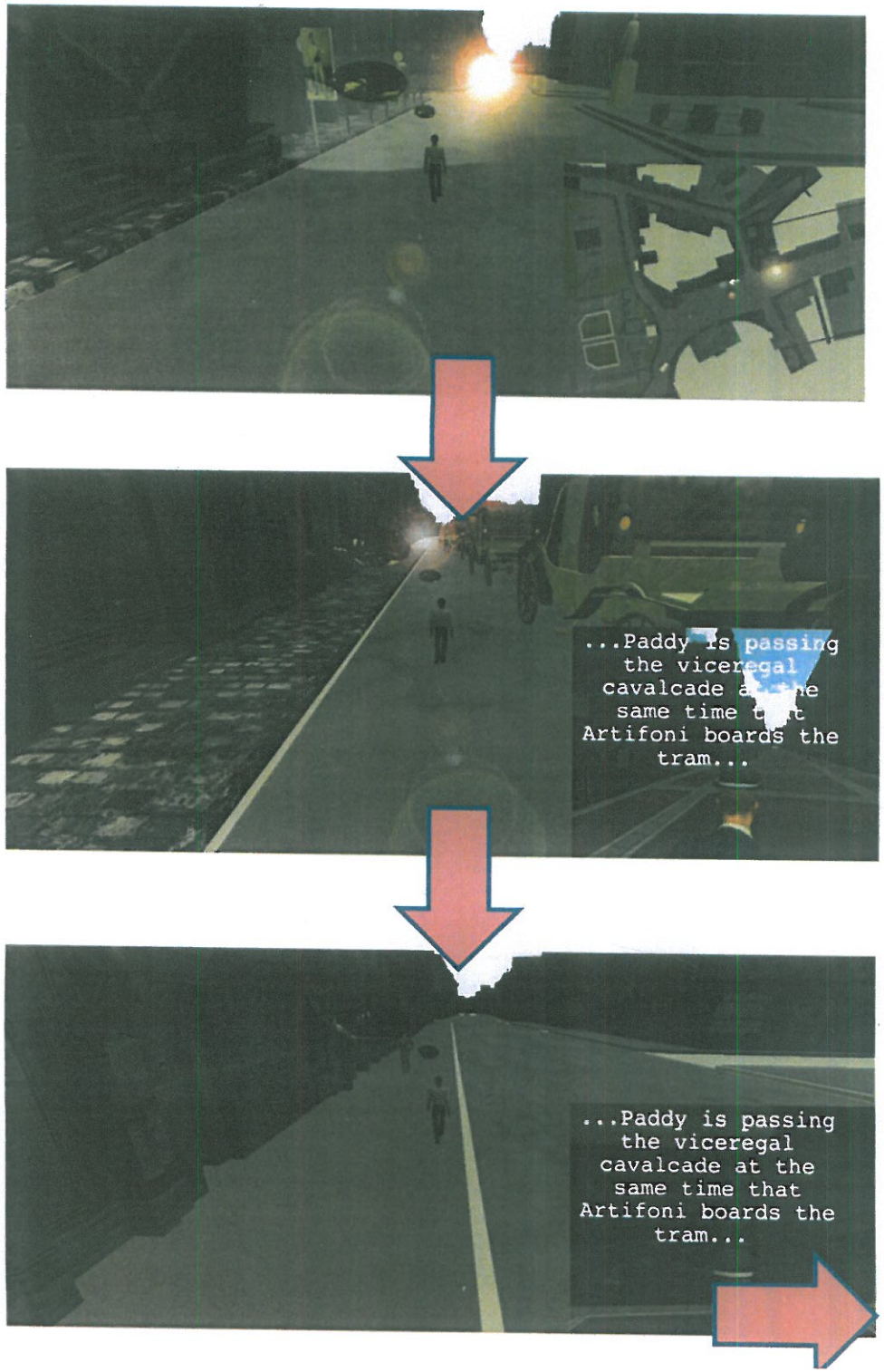
1. Note that Sceptre was the favourite to win the Ascot Cup, but Throwaway is the horse that actually wins.

Boylan's Path

2. The user now takes control of Boylan. Boylan has just finished talking with the bookie. A thought bubble appears over Boylan's head showing that he is still thinking about the Ascot Cup and a coin will be dropped in front of him. If the user clicks on the coin the alternate viewport will appear; displaying Boylan's secretary, Miss Dunne. The user can hear Miss Dunne thinking as she talks on the phone.

Patrick Dignam Jr.

3. Continue down the street past the tram where Patrick Dignam Jr. is standing.



Current Time

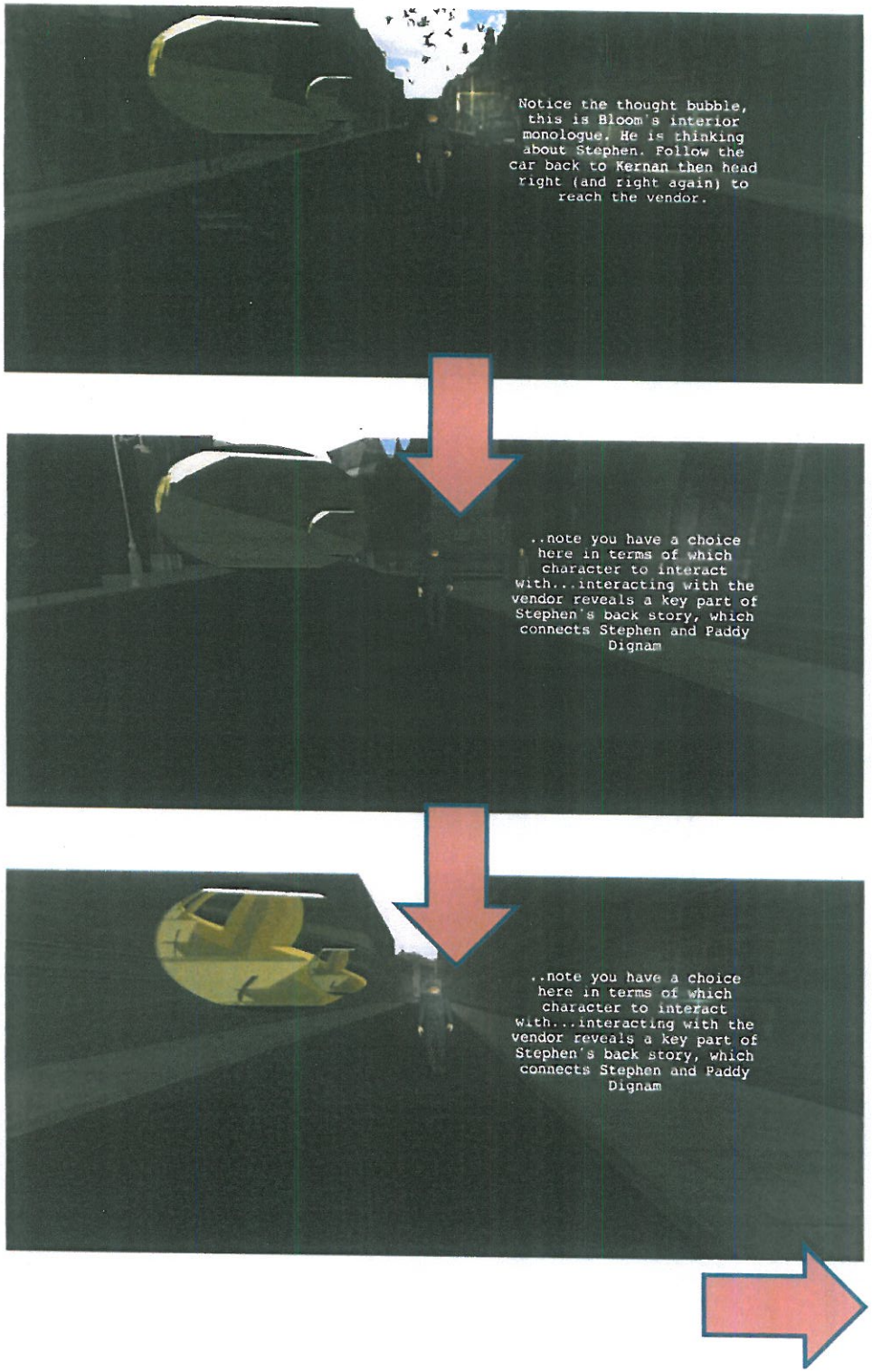
1. The user now controls Patrick Dignam. They will return again to the current time as Bloom in the next level. The camera is positioned over the railings outside Trinity University. Move Patrick up the Street and collect the poster of Jim Corbett to see Bloom's position at the current time. Bloom is heading towards the book vendor on Capel Street; he is visible in the alternate viewport.

Viceregal Cavalcade

2. Patrick will see the viceregal cavalcade approaching from the main street denoted with the red light. He will pass the cavalcade on his right side, midway up the street.

Exit Patrick

3. The user should now look for Kernan, this time at the top of the street at the light. Left-clicking on Kernan will activate Bloom's second mission. This time, the user takes control of Bloom as he makes his way to the book vendor from where Bloom had originally left Kernan. Note the thought bubble shows Bloom thinking about Stephen. This indicates that the user is now close to Stephen's segment of the environment.



The Waking World

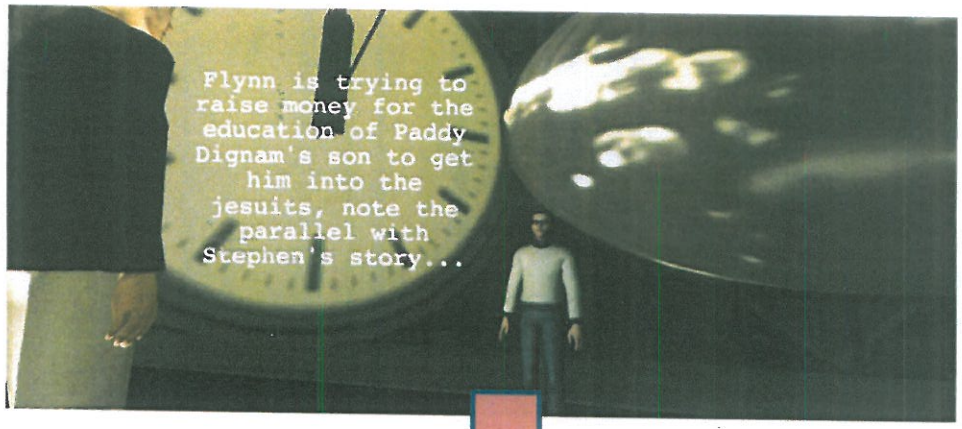
1. In this scene the user continues as Bloom from the point where he saw Kernan. Note that Bloom has a thought bubble showing the path of Stephen Dedalus through the city. This signifies that Bloom is connected to Stephen. Bloom had noticed Stephen earlier in the day outside Trinity, just past where he left Kernan; the clock shows that time here. Follow the car past the poster of Mary Kendall.

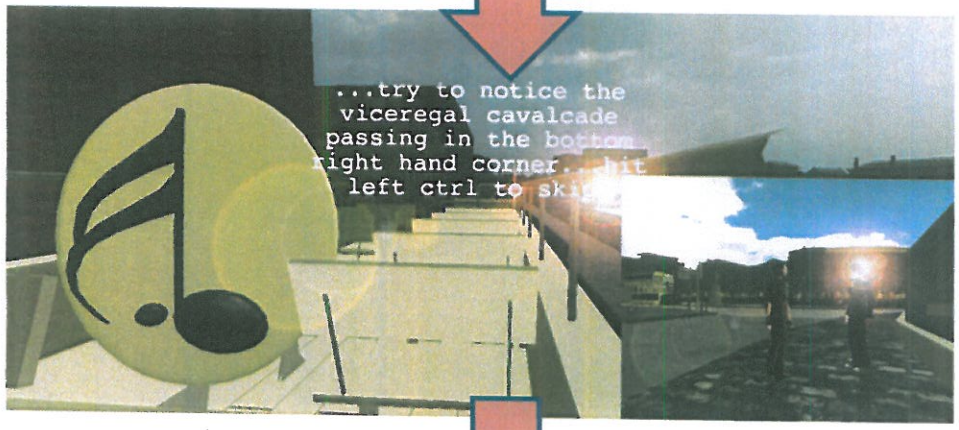
Kernan's Spot

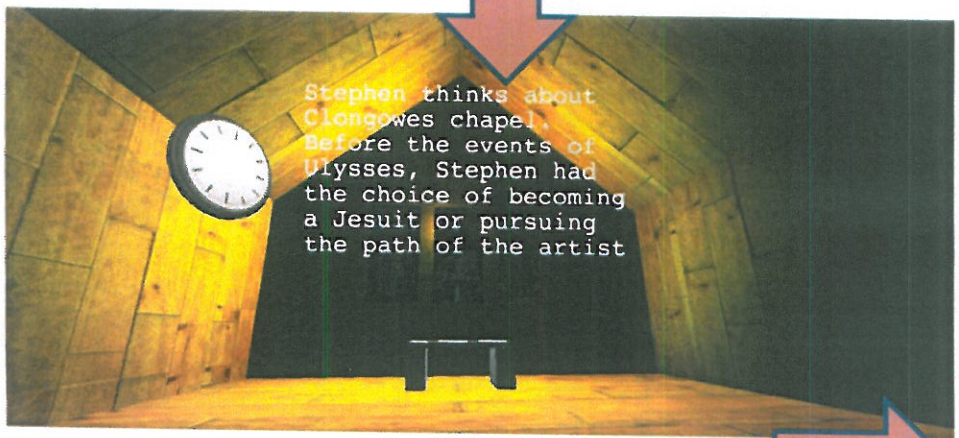
2. Walk past the spot where Kernan was and head right.

Winding Alleys

3. Taking a right, where Kernan was standing earlier, will bring the user down an alley. Take a second right at its end to get to the book vendor.







Parallels

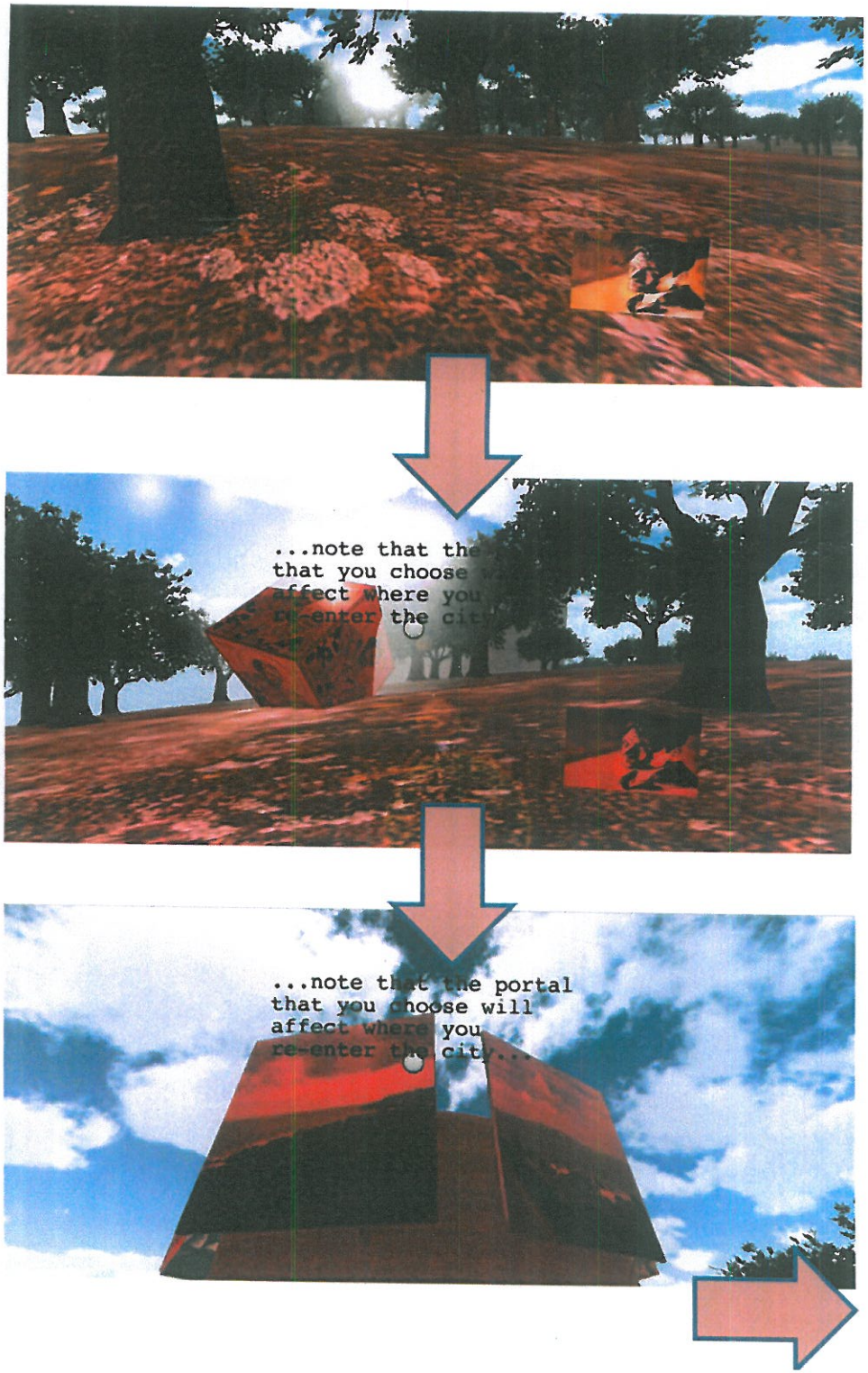
1. There are several parallels between Patrick Dignam and Stephen Dedalus. Stephen was also pressured into becoming a Jesuit. Ironically, at this time Stephen is being pushed by Artifoni into a career in music.

Stephen and Artifoni

2. After interacting with the book vendor the user witnesses a scene concerning the exchange between Stephen and Artifoni. Notice the progress of the viceregal cavalcade in the alternate viewport. The cavalcade is denoted by a red light. Press left ctrl to skip this journey.

Clongowes Chapel

3.The Chapel at Clongowes is Stephen's back story level. In this bonus level, more parallels between the characters are noted and some of the content of Joyce's *Portrait of an Artist* is referenced. The user can gain access to this bonus scene after completing the final level of the environment: The Martello Tower.



The Tower

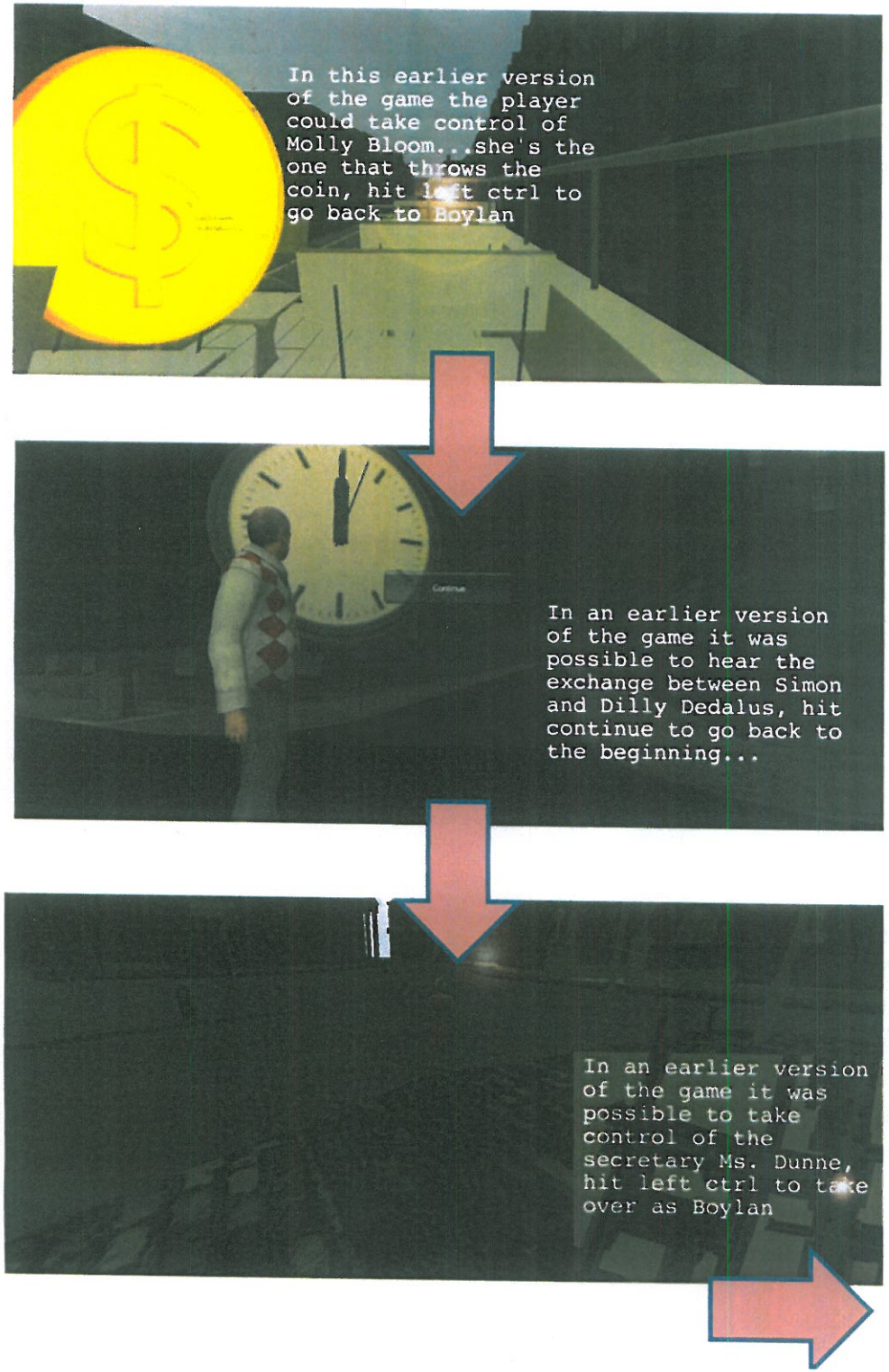
1. Having witnessed the exchange between Stephen and Artifoni, the user is now transported to the final level of the environment: the Martello Tower Scene. In this level it is possible to float. Press right-click to make the character float and left-click to bring them back to the ground again.

Chrysostomos

2. Move towards the glowing bubbles. Press left ctrl to activate the interaction event. The user gains a clock icon from this interaction.

Portals

3. Move the clock into one of the portals surrounding the tower. Depending on which portal the user picks, they will re-enter the city at a different point. The bridging levels between the portals are bonus sections of the environment that show added content and link the events which happened earlier in the day.



Molly

1. This level shows the perspective of Molly Bloom. Molly threw the coin that Boylan collected earlier in the day. The user is now returned to Boylan's segment. Press left ctrl to skip the journey.

Simon and Dilly Dedalus

2. This level shows the exchange between Simon and Dilly Dedalus. Left click on continue to be transported back to the beginning.

Ms Dunne

3. This level features Miss Dunne who, in a departure from the events of the book, is able to leave the alternate viewport window and explore the city. Press left ctrl to resume control of Boylan.

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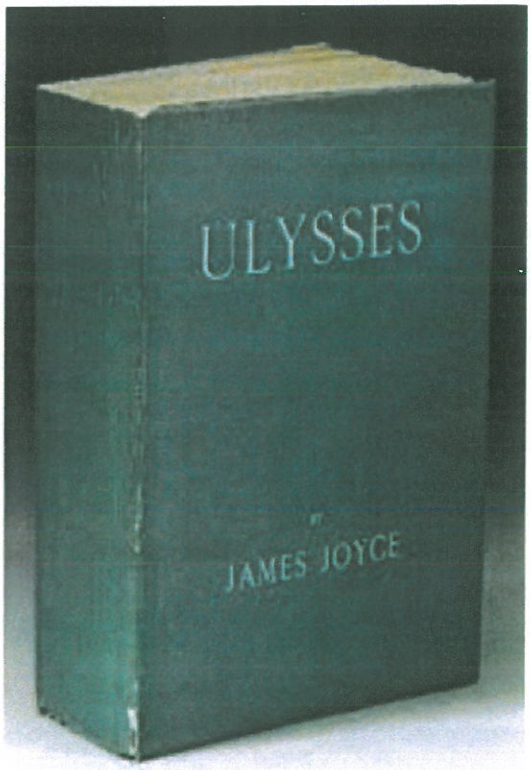

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