

## **Title**

Mirage

Mirage is one of the grant winners at the Creative Solutions Residency Program, Cycle 4, King Abdulaziz Center for World Culture, Saudi Arabia.

## **Logline**

*Mirage* is an interactive virtual reality experience inspired by Naima Karim's personal experience with her daughter's journey through depression and anxiety, conveyed through her 3D artwork and metaphor.

## **Synopsis**

*Mirage* is an interactive Virtual Reality storytelling experience of a young girl who is battling depression and anxiety. Set in a desert landscape, it is a metaphoric and stylized adaptation with visuals created by the artist Naima Karim's painting style and lived experience with her daughter's depression and anxiety. The audience embarks on an immersive journey through the young girl's mind, using hand-tracking interactivity, spatial sound design, and a haptic vest. With hand-tracking interaction, they will be encouraged to support her through her challenges. However, accepting struggles and accepting help from others is not easy for a person suffering from depression and anxiety. *Mirage* sheds light on the often misunderstood realities of depression and anxiety, inspiring empathy and understanding. With this interactive virtual reality experience, Naima wants to spark a conversation, helping parents and others recognize the signs and encourage people to offer help and support to those struggling with depression and anxiety.

## **Artist Bio:**

Naima Karim is a visual artist born and grew up in Bangladesh. She immigrated to the Netherlands after receiving her bachelor's degree in fine arts from Dhaka University. Since 2013, she has been living in Saudi Arabia with her family.

She works with different mediums but mainly uses acrylic and oil. Her works are impressionistic, abstract, and minimalistic. Her inspirations are mostly the sky. The natural and social impacts in our lives also inspire her. She was completely paralyzed in 1999. This life experience influenced her work.

She created a multisensory VR experience in 2022 about climate change issues. This experience was nominated for awards and participated in many festivals, for example, The International Documentary Film Festival Amsterdam.

In 2023, she was invited to be a jury member at the Red Sea Film Festival and in 2024 for the Sehsüchte International Student Film Festival for the VR Awards.

Her paintings participated in many biennials and exhibitions internationally, such as the 19th Asian Art Biennale. Her paintings are also collected worldwide, for example, at Shangri La Hotel Jeddah.

## **Team Members:**

Director, Co-creator, Artist and Co-writer: Naima Karim

Co-creator: Aleena Hanif

Co-writer: Aroosha Hanif

Executive producer: Rafi Nizam

Music Composer: Kuba Williams

Vocal: Josef Clare

Mental Health Consultant: Sarah Trevathan

Parent Coach and Educator: Mia Clarice Treakle

ProductionTeam: AEON Production

Producer, Animator: Mladen Đukić

CG Artist, Sound Designer, Unreal Engine TD: Nemanja Vučenović Character Animator

Character Animator: Sandra Marić

Modeler, Rigger: Dušan Šarić

Modeler: Nina Majkić

Project Manager: Bojana Pavić

Voice: Aleena Hanif

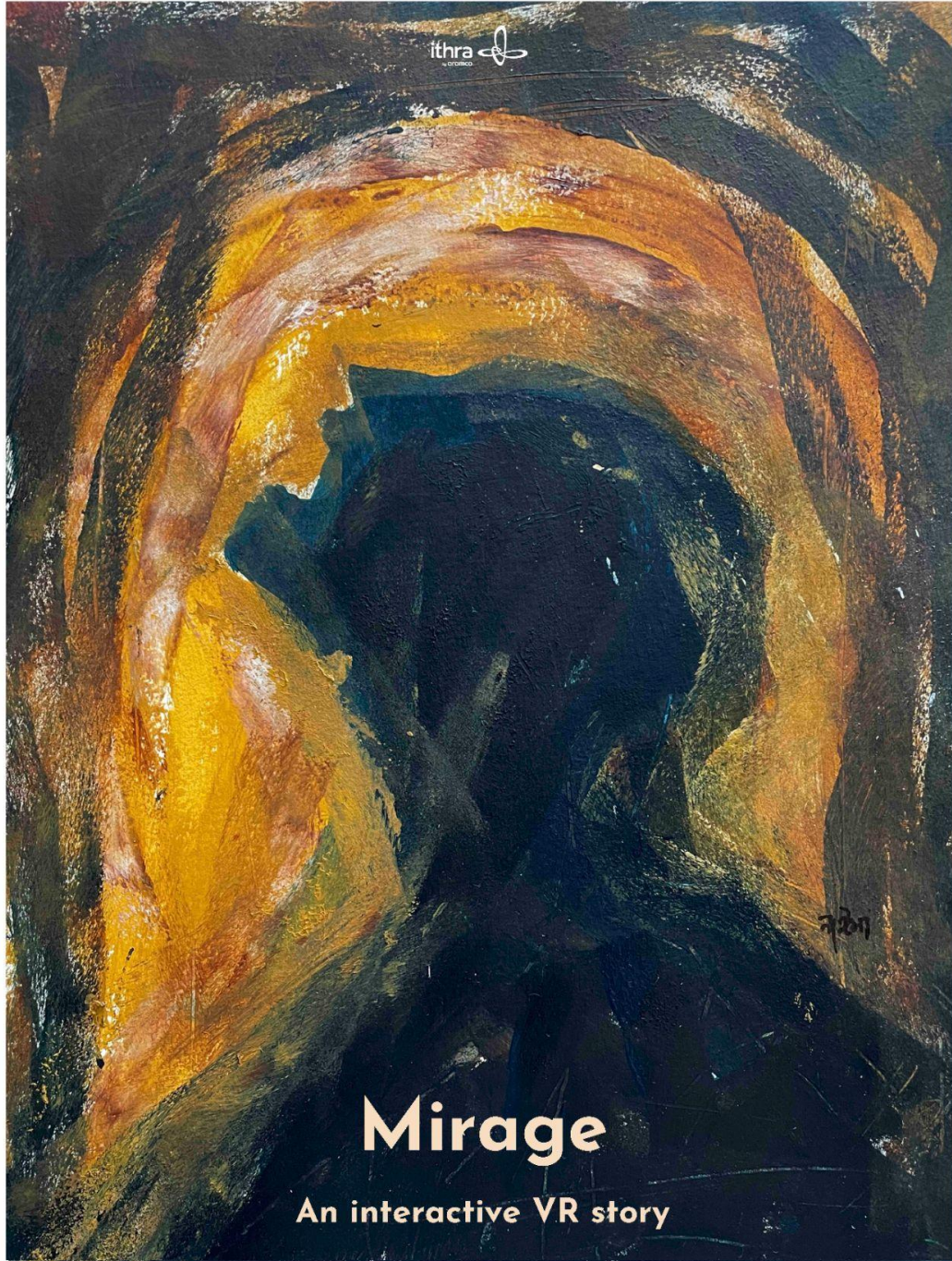
Voice: Aroosha hanif

Voice: Naima Karim  
Voice: female teacher: Fiona Lesley  
Voice male teacher: Rafi Nizam  
Voice: Child #1: Tabitha Storm Nizam-Buck  
Voice: Child #2: Millicent Falcon Nizam-Buck  
Voice: Mother: Naima Karim

Mentors:  
Mark Ashmore  
Rafi Nizam  
Simon Benson

Creative Solutions Program:  
Alaa S Alqahtani  
Maram A Alnowaiser  
Hadeel Abounozha  
Amne Elkhatib  
Modi Al Mutairi

**Poster: Vertical:**



# Mirage

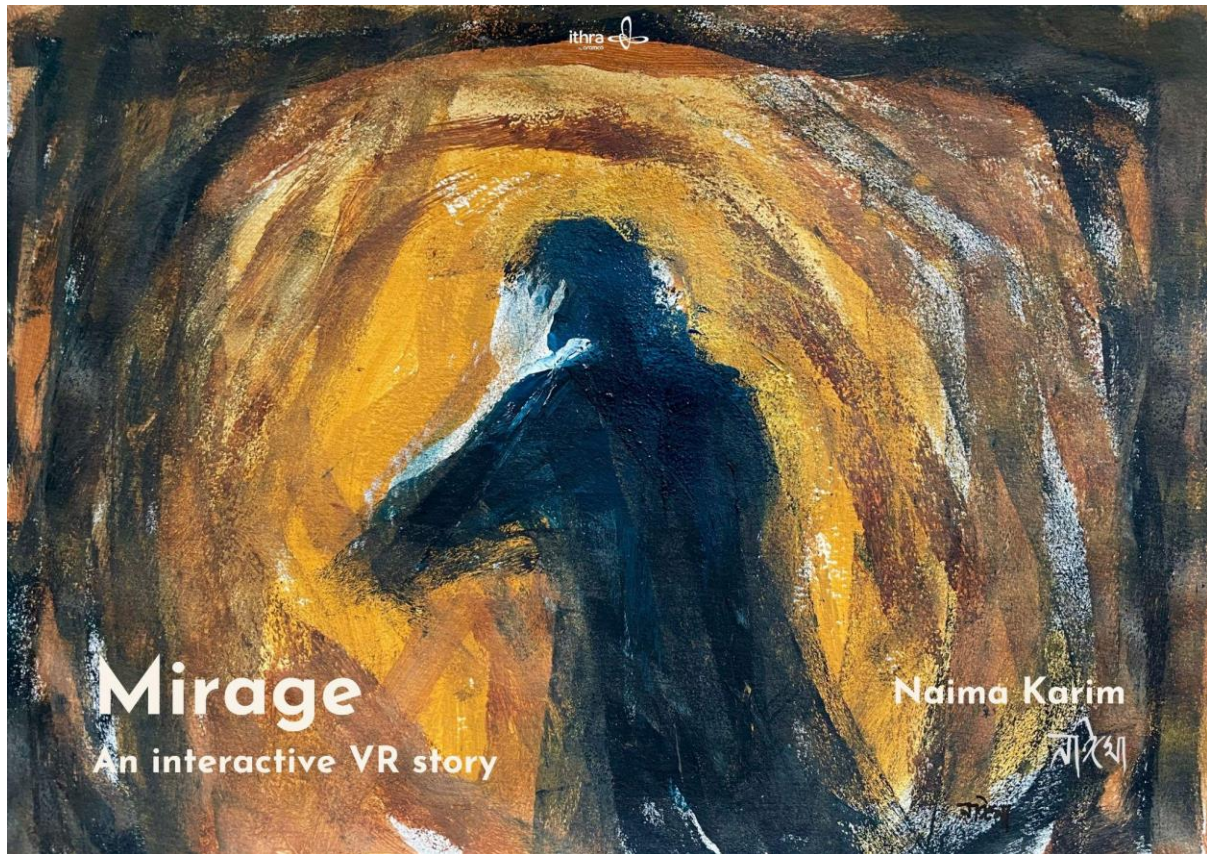
An interactive VR story

Naima Karim

نیریشا



Poster: Horizontal:



**Image 1:**



**Image 2:**



**Image 3:**





## Demo Exhibition Photos: Tanween Festival, October 2024







الس  
شابة  
بعكس  
المجاز،  
نعيمة  
الاكتئاب  
على الحد  
والقلق،  
من خلال  
الحوار، وتذ  
لكل من يو

**2D drawings created for the storyboard:**









