



EXPLORING INNER DEPTHS: A VIRTUAL REALITY TAROT EXPERIENCE

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This project aims to design an immersive experience using Virtual Reality (VR) to explore tarot cards. The objective is to provide an introspective approach for users to fully immerse themselves in the fascinating world of Tarot and delve deeper into its meanings and symbolism. This experience seeks to foster personal development by showcasing Tarot as a tool for self-reflection.

The Tarot is a deck of 78 cards used for both predictive and self-discovery purposes. It is composed of two main groups: Major Arcana and Minor Arcana. The cards are used to interpret current situations, predict future trends, and gain insights into the subconscious of the person seeking guidance. Interpretation is based on the individual meaning of each card, as well as its position and the surrounding cards in a specific reading.

As interest in spirituality and personal development grew, Tarot began to be seen as a form of self-knowledge and self-reflection. Today, Tarot has evolved and adapted to different therapeutic currents, integrating symbols and archetypes that allow individuals to explore their inner world (Nichols, 1980).

Tarot cards contain an elaborate symbolic language that has been interpreted in various ways throughout history. Currently, Tarot remains a popular tool for divination and self-discovery. It is used in a variety of contexts, from professional readings to personal explorations. Moreover, the value of Tarot lies in the symbolic richness of its imagery, which invites reflection, self-knowledge, and exploration of the deeper aspects of being. Its "esoteric" origin refers to a world of profound and secret knowledge that has played an exciting role in human history, offering alternative perspectives on reality, human nature, and the universe (Place, 2005). Tarot card readings have inspired artists, writers, philosophers, and scientists throughout the centuries.

In this contemporary era, the quest for wisdom and self-knowledge has found a new vehicle: the use of technology. Among the various technological mediums available, Virtual Reality (VR) has been selected as the platform for this project. The implementation of VR allows us to adequately generate the illusion of immersing ourselves in alternate realities and expanding our perceptual horizons through



artificial sensory stimulation. The immersion achieved through virtual reality can become a haven for introspection and well-being, opening a multitude of possibilities for recreating interactions and even stimulating self-dialogue (Horváthová & Siládi, 2016).

The narrative of the experience takes place in a tianguis, a traditional Mexican open-air market pulsating with the heart of Mexico, a simple place of buying and selling filled with numerous visual and auditory stimuli. In contrast, the user will be introduced to an establishment where Tarot card readings are conducted. This will be a serene setting, away from the daily hustle and bustle, where the senses are immersed in relaxing spaces.

As depicted in Figure 1 b), the Tarot reading experience begins with the presentation of spreads that invite reflection on specific themes. These readings will be conducted in stages, with meditation serving as a bridge between each stage.

1. Presentation of the Major Arcana cards.
2. The Coins or Pentacles (Diamonds) correspond to the material world.
3. The Cups (Hearts) correspond to the creative world.
4. The Swords (Spades) correspond to the formative world.
5. The Wands (Clubs) correspond to the archetypal world, consciousness.



a) A tianguis view



b) A initial prototype for the Tator Reading space

Figure 1 – Some initial 3D renders of the VR experience.

At the left we present the tianguis's entrance. At the right the elements, for the Tarot reading

In this digital environment, meditation serves as a powerful ally. Guided by the tranquility of the virtual environment, the user embarks on an inward journey, observing thoughts, emotions, and sensations without judgment. In this case, technology is not a distraction but a tool to focus attention on the present, promoting calmness and mental clarity.



For the development of this project, Maya will be used for 3D graphics, Substance 3D Painter will generate detailed textures, and Unity will integrate and display the graphics in an interactive environment. These tools will be combined to achieve impressive and high-quality visual results. Once the VR application is fully developed, the next step will be to meet the requirements for its release on VR app stores, such as STEAMVR. These platforms are essential for reaching a wider audience, according to the experience of the development team.

Conclusions.

The creation of this immersive Tarot-focused experience represents a significant step towards integrating personal development with modern technology, opening a portal to holistic well-being where technology serves humanity. It is an invitation to explore new paths to achieve inner peace and connect with our deepest potential.

References

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