



USING VIRTUAL REALITY TO EXPLAIN THE MAGICAL REALITY OF TAROT

Argüello Ruíz Oscar Jesús, student of the Digital Arts, University of Guanajuato, Mexico

Uriel-Haile Hernandez-Belmonte, Ph.D. professor of the department of Art and Entrepreneurship, University of Guanajuato, Mexico

The aim of this project is to produce a Virtual Reality experience focused in the Tarot cards and the description of the hero's journey.

If there is one thing that human beings have been since the beginning of their existence, it is a superstitious being. The constant need to predict a hopeful future, the certainty that today is promising and tomorrow will exist, has led us to create a myriad of beliefs and traditions, symbols, attitudes, and behaviors that assure us the good we desire so much. In the symbols where we put more faith. Not precisely a religious faith. It is something apart from the doctrines, a belief on the edge of the real and the fantastic, a personal faith. Symbols are everywhere; we have our own interpretations and assign meaning to them.

For some people, an image can be an omen of destiny, the voice of the universe speaking through the archaic and mystical symbols, and for others, only an image without any extra meaning. In the symbolic area, we find the Tarot, the "cards that predict the future." Fragments of a story that we decide to tell ourselves and then live.

The antiquity of the Tarot is still uncertain. Its origins are attributed to both the ancient Egyptians and the French courts of the eighteenth century (Jodorowsky, 2010). However, through this curtain of mysticism and ignorance about the Tarot's origin, there are two features in the Tarot its purpose and the story they tell, where we are focused in this project.

The first feature is well known in the western esotericism community, Tarot cards are used to read the future and cast the fate of those who wish to know it. Receive an adivination that predicts their near future. Help and advice on taking decisions in near or far future. According to Jodorowsky is a tool to explorer your current life situations and perhaps make changes in your interior, exterior and surroundings to achieve enlightenment in your future (Jodorowsky, 2010).

The second feature, the hero's journey in the central topic of this project. This journey is narrated through the first 22 cards of the deck, using archetypes and symbols to tell a story about the transformation of man. This man follows a path through trials that will make him become the hero of his own story.

"When all that is impossible is eliminated, what remains, however improbable it may seem, must be the truth" (Doyle, 1893) this maxim can be perfectly applied to the cards. This project focuses on narrating the story told by the cards through the 22 major arcana (Banzhaf, 2001). The birth, mission, journey, and evolution of the archetypal figure of the hero. In Figure 1, we present the mockup of the Virtual Reality experience. The Tarot cards models are presented in sequence to the user. The user enters to each card to explore a 3D modeled world, based on the elements of each card. Since, each card can be interpreted in several ways, the 3D objects can look like different things depending on the perspective from which they are viewed (fig. 1).



Figure 1 – Diagram about the interactions and the scenarios in the Virtual Reality experience

With the virtual reality experience about the hero's journey, we seek to expand the analysis that has been made of the pictorial and symbolic elements of these cards for many years. In a similar way to how it is done in a painting or sculpture, the reading and interpretation of all the symbols found in them can be applied and even improved using modern technologies. This project requires modeling software, programming, design, virtual reality viewers and controllers to move freely around the stage, immersive audio systems. All these elements will be used to expand the Tarot reading.

We are looking to make this project reach platforms where they can be distributed around the world, video game sales services such as Epic game store, Origin, Steam, among others. In addition to also cover virtual tours in the same way that museums have done in Mexico such as: Cultural Center and Museum Juan Soriano, Palace of Fine Arts, Frida Khalo Museum, Soumaya Museum and many more.

Conclusion. The Tarot is a set of so many pictorial elements, so much history and surely twice as much mysticism and superstitions, the analyses that are made and the texts that are dedicated to it will never end. This project is giving life to a useful tool for all those readers who are curious and interested in the subject. For the self-appointed philosophers, magicians and witches who decide to enter the virtual reality to better understand the magical reality of the Tarot.

References

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