

PROJECT SPEC

# Deliberate Awareness — The Vault

Immersive Entry Environment

Unreal Engine 5 — Phase 1

## Project Overview

I am seeking an experienced Unreal Engine 5 freelancer to collaborate on The Vault — the immersive entry environment for the Deliberate Awareness platform.

Deliberate Awareness is a guided practice for those who want to think more clearly and act more deliberately. The Vault is not a game, course, dashboard, or content library. It is an immersive discovery environment designed to help users slow down, observe, and enter the practice without pressure.

The Deliberate Awareness system is being developed for both individual subscribers and organizational deployment. The Vault environment should feel appropriate in both personal and professional contexts — refined enough for enterprise, accessible enough for individuals.

The foundational assets are already in place. The world is built on two photogrammetry environments from Scans Factory — Cambodian temple ruins and gothic medieval ruins — both Lumen and Nanite compatible. The atmospheric system is Atmos Forge. The Depth sequence sky is a VDB Nebula asset, volumetric and optimized for UE5. A curated collection of 303 Celestial Observatory environment reference images has been assembled to guide the atmospheric and spatial direction of the environment. The collaborator's role is to transform this foundation into a living, atmospheric, cinematic experience. The world exists. What it needs is presence.

## Core Experience

The user enters as an observer.

The environment guides through atmosphere, visual hierarchy, pacing, and discovery — not through heavy text, popups, or commands.

The world is built across two distinct spatial registers. The Cambodian temple ruins provide enclosed interior spaces — stone corridors, filtered light, intimate ancient architecture. The gothic medieval ruins provide expansive exterior spaces — open sky, dramatic verticality, overgrown stonework. Together they create a journey that moves from the intimate toward the vast as the subscriber goes deeper into the practice.

The experience should feel like entering somewhere that has existed long before the subscriber arrived — and will continue after they leave.

## **The Five Sequences**

The five sequences correspond to named stages within the Deliberate Awareness practice. Each carries a distinct emotional register and atmospheric quality. Each should feel tonally distinct while remaining part of a unified world.

### **Pause**

The entry point. Stillness. The subscriber arrives and the environment asks nothing of them.

### **Listen**

Attention begins to narrow. Something is present. The environment becomes subtly richer.

### **Stay**

Grounded and stable. The subscriber has moved deeper. The world holds them without instruction.

### **Field**

The environment becomes dimensional and alive. Organic, living, present.

### **Depth**

The most visually striking sequence. Subtle luminosity. Mystery. The sense that there is more beyond what is visible.

The naming and sequencing carry specific meaning within the Deliberate Awareness methodology. The collaborator will be briefed on the full color psychology framework and emotional register for each sequence during onboarding.

**Phase 1 scope — Pause and Listen.** These two sequences launch together as the subscriber's first experience inside the practice. Stay, Field, and Depth follow in subsequent phases over several months. The initial build delivers Pause and Listen to a completed and deployable standard.

## **Experience Goals**

The user should feel:

- “I’ve entered somewhere different.”
- “Nothing is required of me immediately.”
- “I’m curious.”
- “I want to stay here for a moment.”
- “I would return to this.”

## **Creative Direction**

The world already exists architecturally. The creative direction is atmospheric. The collaborator shapes how light, fog, motion, and sound transform the existing ruins into each sequence’s emotional register.

### **Tone**

- Calm
- Premium
- Cinematic
- Spacious
- Reflective
- Guided but not instructional
- Beautiful without feeling overstimulating

### **Visual Approach**

- Atmospheric depth over geometric complexity
- Light that feels inhabited rather than placed
- Slow-moving environmental elements — mist, particles, subtle motion
- Minimal interface
- No text within the environment
- No clutter, no game-like objectives, no loud animations

## **Functional Requirements**

The Phase 1 build should include:

1. A passive cinematic camera path — the subscriber observes, they do not navigate. Camera movement should be slow, deliberate, and calibrated to a breathing rhythm rather than a cinematic trailer pace.
2. A minimum duration of three minutes per sequence. Pause targets three to four minutes. Listen targets three to five minutes. The pacing should allow genuine settling — arrival, orientation, and noticing each require time.
3. A navigable 3D environment built in Unreal Engine 5 using the provided foundational assets — Cambodian temple ruins, gothic medieval ruins, Atmos Forge atmospheric system, and VDB Nebula sky.
4. A simple entry point and arrival area consistent with the orientation screen copy provided during onboarding.
5. Two completed sequences — Pause and Listen — built to a deployable standard as the Phase 1 deliverable.
6. Subtle atmospheric transitions between sequences — seamless, unannounced, felt rather than seen.
7. Ambient lighting and environmental motion calibrated to each sequence’s emotional register.
8. Pixel Streaming — the collaborator should indicate their experience level and whether deployment is included in their proposed scope or provided as documented guidance.
9. Documentation on how future sequences — Stay, Field, Depth — can be added in subsequent phases.

## **Important UX Requirements**

The user should not feel lost.

The experience should gently direct attention through:

- Lighting
- Scale
- Spacing
- Motion
- Sound
- Focal points
- Environmental cues

Without relying on excessive instructions or on-screen text.

## **Technical Skills Required**

- Unreal Engine 5 — environment and lighting design
- Cinematic atmosphere and environmental storytelling
- Optimization for smooth, non-gaming performance
- Photogrammetry asset integration — Lumen and Nanite
- Atmos Forge or equivalent volumetric atmosphere systems
- VDB asset integration and optimization
- UI/UX sensitivity for non-gaming users
- Pixel Streaming — experience preferred, consultation required
- Web deployment options and cloud hosting guidance

## **Deliverables**

- Unreal Engine 5 project file using the provided foundational assets
- Two completed sequences — Pause and Listen — built to a deployable standard
- Passive cinematic camera paths for both sequences, calibrated to minimum three minute duration
- Atmospheric lighting built to the emotional register of each sequence — briefed during onboarding
- Seamless transition between Pause and Listen
- Pixel Streaming — the collaborator should indicate their experience level and whether deployment is included in their proposed scope or provided as documented guidance
- Documentation for adding future sequences — Stay, Field, and Depth — in subsequent phases
- Short walkthrough video of the completed Phase 1 build

## **What This Should Not Feel Like**

- A traditional website
- A game level
- A course platform
- A meditation app clone
- A content library or dashboard
- A VR gimmick
- A productivity tool

## **What This Should Feel Like**

A guided visual environment where the user can arrive, slow down, notice, and begin the Deliberate Awareness practice.

## **Ideal Collaborator**

The ideal collaborator understands cinematic atmosphere, subtle interaction design, and emotional pacing. This is not a flashy game environment. It is a refined, immersive, calming discovery space that must feel intentional and memorable.

Experience with enterprise or professional-grade UX environments is a strong advantage. This platform will serve both individual subscribers and organizational deployments in high-attention professional contexts.

The collaborator selected for Phase 1 will be considered a primary collaborator for future phases of the platform build. This is the beginning of a longer creative relationship, not a single contract.

## **Budget and Timeline**

Please provide the following with your proposal:

- Estimated timeline for Phase 1 — Pause and Listen
- Estimated cost
- Recommended technical approach
- Examples of relevant Unreal Engine 5 environment work
- Pixel Streaming experience level and whether deployment is included in proposed scope
- Notes on cloud hosting recommendations for a subscription-based web experience

## **Project Phase**

This is Phase 1 of the Deliberate Awareness platform. The initial goal is two completed sequences — Pause and Listen — built to a deployable standard and ready for subscriber access.

Subsequent phases — Stay, Field, and Depth — follow over several months as the platform grows. The full sequence release cadence is designed to bring subscribers back over time, deepening the practice with each return.

The collaborator selected for Phase 1 will be considered a primary collaborator for the full platform build.

Deliberate Awareness™  
steelwaterltd.com