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**NAME OF PROJECT:** "Homesick"

**Submission Method:** Computer #8

**Project Description:**

The premise for our project was to explore the experiences of an exchange student. Drawing inspiration from the personal experiences of Nakyoung Kim, "Homesick" explores what it means to be an international student through two rooms. One being an American inspired dorm and the other being a traditional Korean structure.

The traditional Korean room came as part of a model found through marketplace. We made some adjustments such as making it smaller (it was originally a large structure). The items inside it were mostly found through marketplace, with some coming from Sketchfab and Turbosquid. Teleporting was also an issue for this room. Originally we thought that it was because of how small the room was, however we realized shortly afterwards that it was because our mesh bound was too small.

The American dorm was made from scratch. Using the tutorials from class, we based the structure of. One of the challenges for this room was to get the door to work. Originally it was not opening before teletransporting, that took some changes to the blueprint and plenty of patience. The posters were also challenging. Originally we were not sure of how to make them because the frames that I had tried to import would not let me add images, what we ended up doing was creating cubes and then adding png images as a material. Another problem we had was finding a bear. Something that was noticeable about Asheville was how common it is to find and see bears close by, especially on campus. That is the reason behind the bear by the window. We had a hard time finding a bear because most of the models we found were not FBX files, or were not free. Eventually we found a model that works on Sketchfab. Another problem we encountered was making our "walkthrough" video. The VR sets kept disconnecting and would not allow us to screen record.