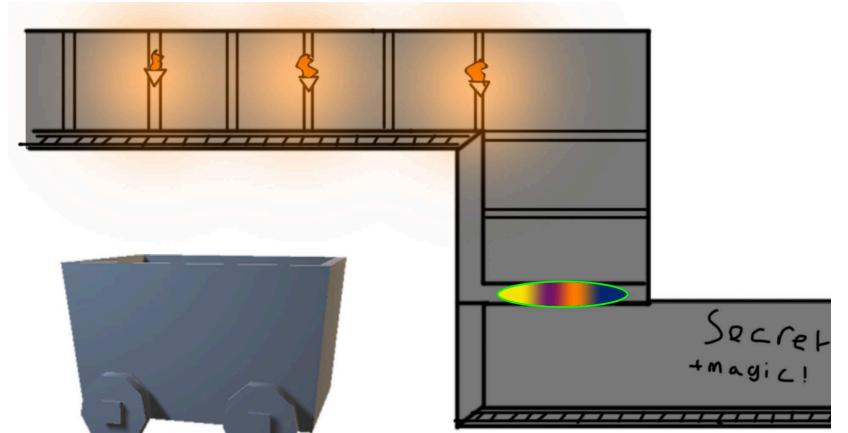


# MAGIC TRIP

DOUGLAS KELLETT, HARVEY BOND AND OLIVER JEFFERY GAMES ART AND DESIGN  
GAD 402 IMMERSIVE EXPERIENCE



# CONCEPT

- The core idea behind our immersive experience is taking the user on what seems to be a simple cart ride through a cave mine system exploring its tunnels. However when the mine cart derails and goes off course through a magical portal the trip is taken to a whole other level transporting the user to a mystical and wonderful cave full of intrigue and excitement. This surprise really adds to the immersion of the experience and draws the user in.
- The audience of the experience will be one of younger ages who will enjoy our fun and immersive mine cart ride the most. However, our project isn't just limited to one age group and could be enjoyed by anyone who enjoys light hearted, interesting, immersive experiences.
- Our Experience is one that is a linear visual immersion experience that will take the user through a 'on rails' story. We hope to use not only the 3D world we create to immerse the user but also with surround sound audio to really captivate them and make them believe they are in this world as much as possible.
- What makes our project innovative is the core idea behind it as we aim to take the user and place them in a surrounding like no other and bring them on a fully immersive trip like nothing else.

# TECHNOLOGY

- We are planning to use A-Frame and GitHub VR for this project, we wanted to use this because we already have experience in this and see potential in how immersed it can make the user feel. Using A-frame and GitHub will give us all the tools we need to be successful in actually putting our assets together to create our 3D world.
- Our project will require multiple 3D models to be used. We will be using Autodesk 3ds max and Autodesk Maya3D to create all our 3d models as we are familiar with this software and is quick and easy to use whilst still producing high quality assets.

# PROJECT

- The scope for our prototype is to make a fully immersive short Virtual Reality experience that will both captivate and intrigue the audience and make them want to see more. This will be done with the use of custom models and textures, edited sound and animations.
- We are in the early development stage of the project where we are beginning to create and get our elements to make our project together.
- Oliver – 3D Artist Douglas – Programmer Harvey – Audio engineer and idea development

9th	10th	12th	14th	15th
Begin asset creation	Work on developing code	Basic prototype	Testing and development	Hand in project

# PROCESS

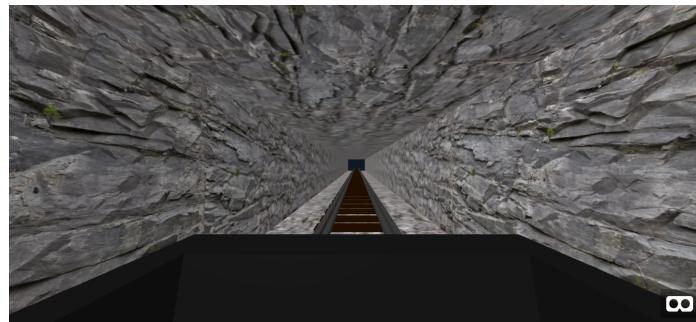
- The idea came about as we were trying to think of a new an innovative VR experience that will be captivating but also we wanted to interest a younger audience and make them more excited for the future of VR. This is when We came up with the simplistic idea that only required a Google Cardboard to be viewed making it far more widely accessible, especially to a younger audience. We wanted to respond to the brief in a way that made our VR experience different and engage a audience that hasn't been targeted by VR experiences before therefore widening the appeal to develop VR and introducing it to a wider market.
- As we were working using GitHub this made playtesting our project extremely easy. We would look at the project after every push we made which gave us a great idea of the progress we were making and allowed us to identify problems in our project and work them out. We also would regularly open the project onto our phones and place them in google cardboards so that we can see how the experiences feels and if it felt immersive enough.

# PROBLEMS

- We encountered many problems when developing our prototype. The first Problem we came across was how ambitious we were as we quickly found that making the full mine cart ride through the portal into another dimension would take a lot longer than the time we had if we wanted to do it to a high standard. To solve this we decided that instead of making the full experience we would make a demo up to the point where the cart enters the portal. This was a far more realistic goal to achieve and allowed us to make the experience more detailed and immersive. From this point onwards the problems we encountered were all to do with the coding inside GitHub. Examples of problems we had are things like not being able to apply textures to certain models, our solution to this was to just make the models flat colors, this took away from the detail of the experience but still provided a good enough result. Animation inside GitHub also gave us some issues as it was unreliable and very limiting as to what we could achieve we worked around this by putting a lot of time into making it work the way we wanted to. The final problem we encountered was with importing models and getting the scaling to work properly. We overcame all the problems we found by either changing the way are experience works and moving round them or by tackling the problem straight on and solving them.

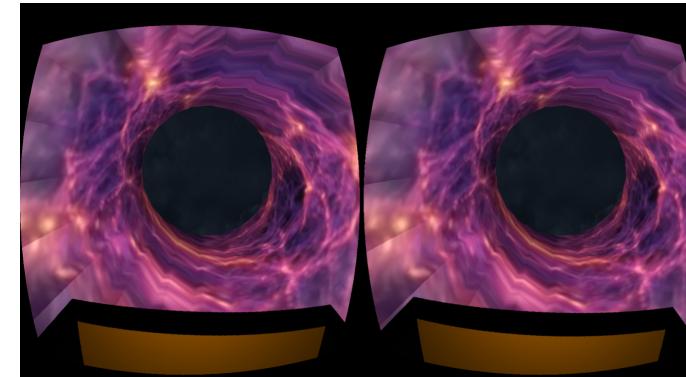
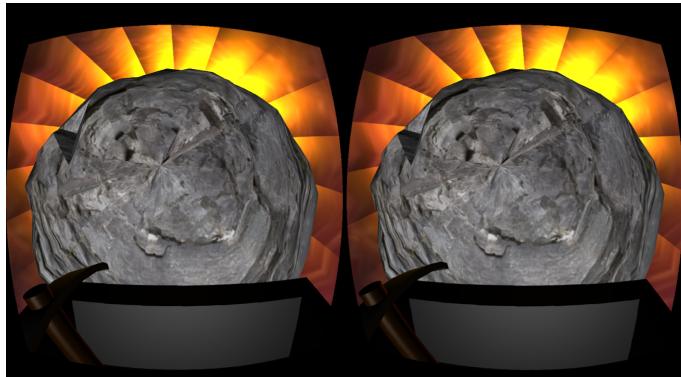
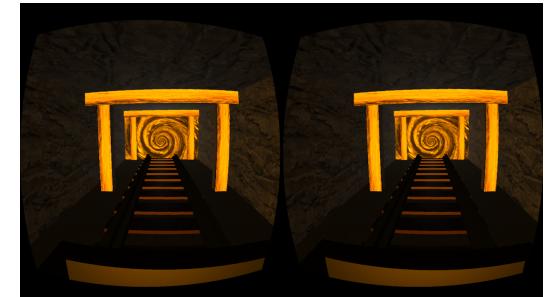
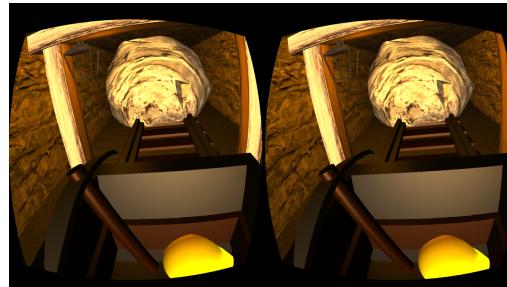
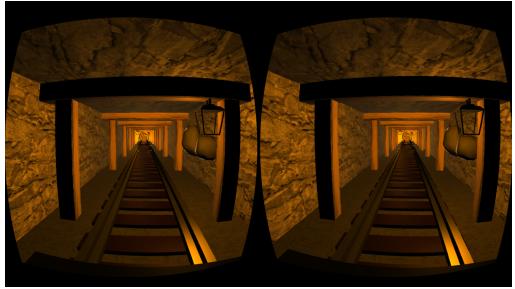
# WORK IN PROGRESS

- Here are some examples of work in Progress for our project:



# IMMERSION

- Our experience is immersive due to the simplicity which makes it easy for the viewer to believe in the world without it being over the top breaking the immersion but also the excitement of the world really draws the viewer in and captivates them. Here are some screen shots of the finished experience:



## CONTRIBUTION AND DEVELOPMENT

- In our group we split the task amongst each other. Harvey worked on what our experience would actually be, thinking of the idea and scope of the project and telling other members what needed to be done to make the experience, he also worked on all the audio for the VR experience and made all the documentation. Douglas' role was to do all the coding in atom and working with Github to actually create the experience and make it work. Oliver's job was to make all the 3d models that we would use in the immersive experience. Although we split into different roles we all worked along side each other and all contributing equally to helping one another to put the experience together.
- For the development of our we used textures and audio from other sources which have all been referenced in the read me file on GitHub.
- Taking the project further we would like to expand the experience to our full original goal of making the cart ride through the portal into a far more interesting and detailed world as this goal was just not achievable in the time period we had but we would like to see it happen as we really think we have created a captivating, enjoyable and unique VR experience.

# ANY QUESTIONS?

Magic Trip  
Douglas Kellett Harvey Bond Oliver Jeffery

