**The core purpose of The University of Texas at Austin is, "To Transform Lives for the Benefit of Society." Please share how you believe your experience at UT Austin will prepare you to “Change the World” after you graduate. *(250 – 300 words)***

“Ding dong.” The bell chimes as you press ~~on~~ your imaginary door bell. Pushing the front door open, a rustic styled living room is revealed. As you admire the sun rays hitting the living room, your eyes spot an off-sized dining area. After marking things you like and dislike, you turn off your VR glasses and submit those markings to your architect for revision. This is how I envision house plan presentations in the future. But that all still seems far fetched.

When I did an internship in an architecture firm, I realized just how inefficient  architectural plan presentations currently are. Clients are forced to visualize 3D geometrics from several 2D CAD blueprints, relying solely on their amateurish estimations when imagining measurements. Therefore, I dream to create a software that implements virtual and augmented reality technologies to architecture plan presentations. A fully immersive 3D simulation would allow the client to realistically visualize their house, taking account of aspects that previously can't be interpreted from a 2D blueprint.

To achieve this dream, I will enroll in UT Austin’s computer science major, taking electives on computer graphics to better understand human-machine communication through imagery, and software engineering to learn the fundamentals of creating functional software. I would also take a minor in studio art, taking courses on 3D Modeling and Texturing to understand the necessary features needed in a software for 3D modeling. I could make use of the VR/AR testing equipment available in the Reality Lab and Vislab: Microsoft Hololens, Oculus Rift, and  nVisor SX111 to conduct simulations for the 3D software. I will also participate in the Longhorn Startup or Austin Technology Incubator program to get my technological innovation mentored and fostered by successful professors while developing my entrepreneurial skills.

Hi Sam!

What an interesting intro ☺ I see that you’ve put a lot of thoughts and done your research as your goal is quite specific, which is good!

It is good that you start with identifying a problem you want to fix, but this part can be better if you can mention specific pain points that you want to address later on. As of now, you’ve mentioned the limitations that current presentations have. However, you can strengthen this part by clarifying the benefits that clients can get from your future software. What can 3D immersive simulation help them do? Will your software bring financial/environmental/social benefit?

Your last paragraph is well researched as you’ve mentioned specific opportunities and demonstrated your knowledge of the university. However, the part where you want to use this education is still unclear.

These are some questions to help you clarify some parts in your essay:

1. Think about why you’ve chosen to make a 3D software. What core values have guided you to this goal?
2. What contributions can you personally make to your communities—and how do all the classes, electives, and program help you achieve your goal?

Best wishes,

Melinda