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Project 3 Perspective

With the addition of resizing, gravity switching, and world turning project 3 alters the perspective of the scene from project 2 significantly. From making everything feel artificial to making the world seem insurmountable, to surrealist shifts in canvas to dreamlike states, simple changes in size, orientation, and physics create extreme changes in user experience.

Becoming larger (playset scene) shifts the players experience from a real-life space to almost a surreal design space. It is a similar experience to looking out a window on a plane, where everything far below feels artificial like children’s toys, but with the ability to interact remaining intact it really does feel like looking down on a child’s playset. This could be useful as a design space, allowing for easy movement of assets in a natural way without the overhead of moving objects in a program like unity.

Becoming smaller changes the experience by making things feel imposing. Tables become as imposing as buildings and common household objects become real obstacles. The whole experience does not feel artificial, like the playset, but makes each thing in the scene seem significant. This seems to be less useful as a tool but far more useful as an outlet for education. The experience of becoming tiny could be used to help explore things like biology, allowing people to see insects or other small creatures at a scale that makes them feel significant.

Dancing on the walls and the ceiling also feels surprisingly real. Instead of the mind rejecting the experience, it feels as though you are in a disaster zone, with piles of misplaced objects and chairs littering the floor as the entire space is turned on its side (or upside down). Because you and all the objects remain “correctly” oriented with gravity, the illusion is convincing but disorienting all the same similar to how one might imagine an earthquake scene to feel. Thematically, I think this could be used for disaster training. While it might not be useful to turn a space upside down, earthquakes and other disasters can cause buildings to collapse and spaces to tilt in ways that are difficult to emulate in real life, so VR could provide a space for rescue workers to safely experience these extreme conditions.

Finally, removing gravity is perhaps the most striking perspective shift of the project. The experience is like flying in a dream and seeing everything gently float in the air is spectacular. The illusion of weightlessness is captivating and feels surprisingly natural, and just releasing an object and seeing it drift away captivates the imagination in a way that standard physics virtual reality fails to do. The space feels real, but the mental view of the space becomes dream-like. This could be used in astronaut training and simulation, but I imagine altering physics like this is extremely valuable in its own right as entertainment.