



Rising Temperatures

Background

Rising Temperatures was created by UNCA students Gabriel Nicholson, and Jacob Tweeten in Dr. Bradbury's Spring 2024 VR class. For our final, we were tasked with creating a VR project to possibly be displayed along with the Ginny Ruffnet exhibition at the Asheville Art Museum.

How To Interact With Our Game

Our Game Requires that you wear the headset and hold at least one controller in your right hand.

There is no movement required to play this game, and you can remain in a seated position.

Feel free to move around though!
Especially looking around 360° For wildfires!

Use the right controller's trigger to activate the "Laser Pointer." Aim it at the wildfires to advance to the next day.

To interact with the telephone, move your hand toward it. Then, press and hold the triggers on the controller as if you're picking up the phone.

Our Goal

When tasked with creating a project related to the theme of "Simulated Sustainability", we gravitated toward placing the player amongst a wildfire. Our project, *Rising Temperatures* aims to create an interactive VR experience that is accessible and creates awareness of the wildfires experienced in Appalachia.