



Claustrophobia VR

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What We Sought to Capture

We wanted to immerse the user in an experience that made them feel the claustrophobia and panic that can happen during rush hours on the Metro





The Inspiration

Phi Center

Mind at
War

This





The Experience

- Unique challenge to give the user an experience that most of us have encountered in Montreal
- Find the right balance between what we want and what we can produce
- Explore a range of technology and solutions to solve problems we encountered





The Tools



Oculus Medium

Unity

Amper



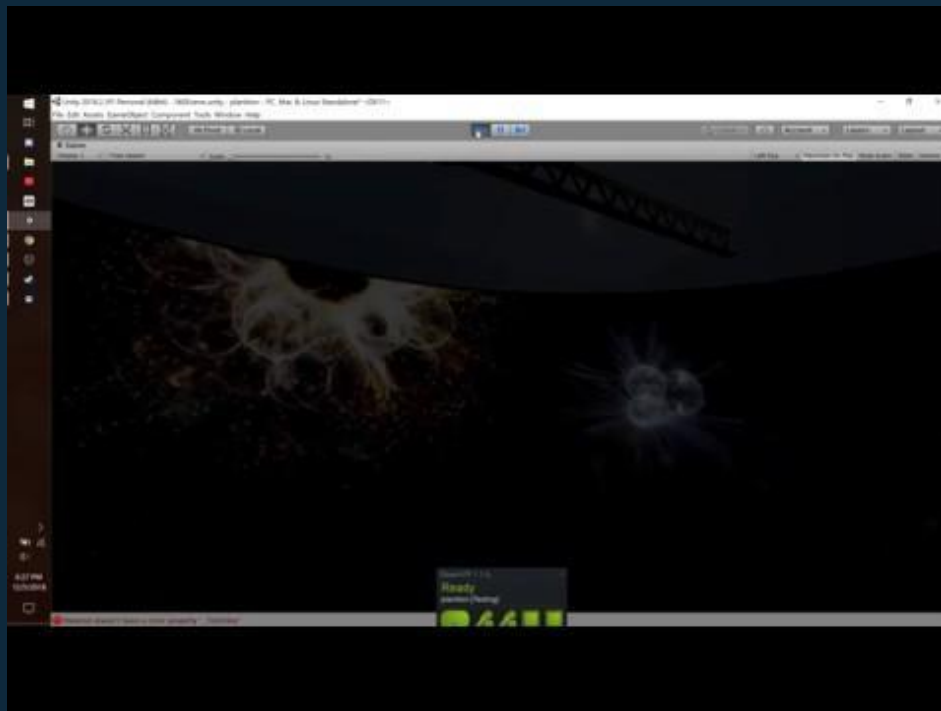


Unity

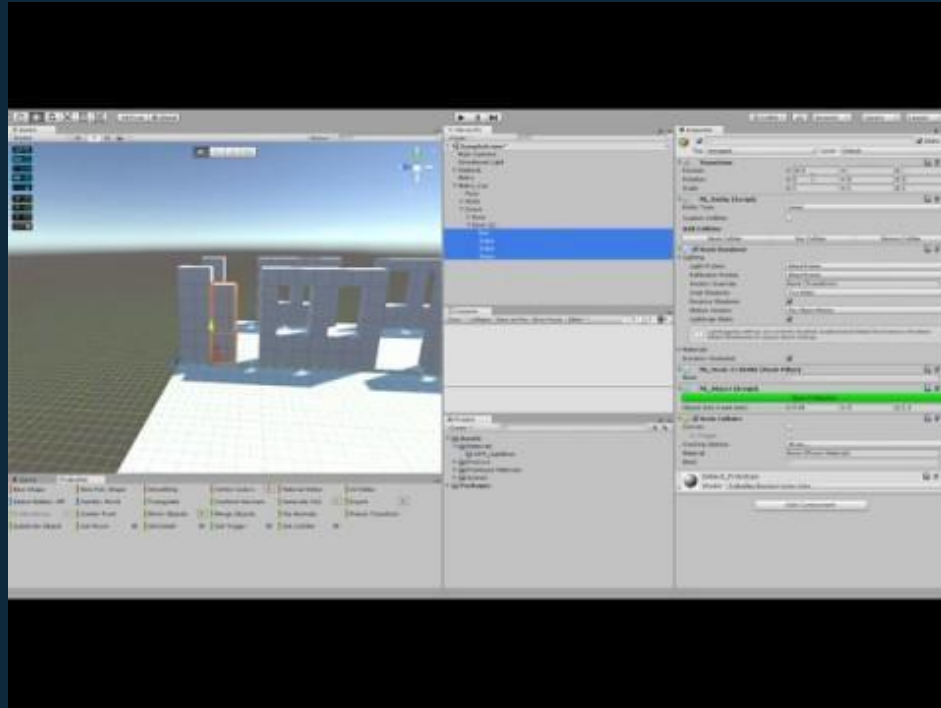
Unity is a tool that works super well for this and we were both comfortable with it



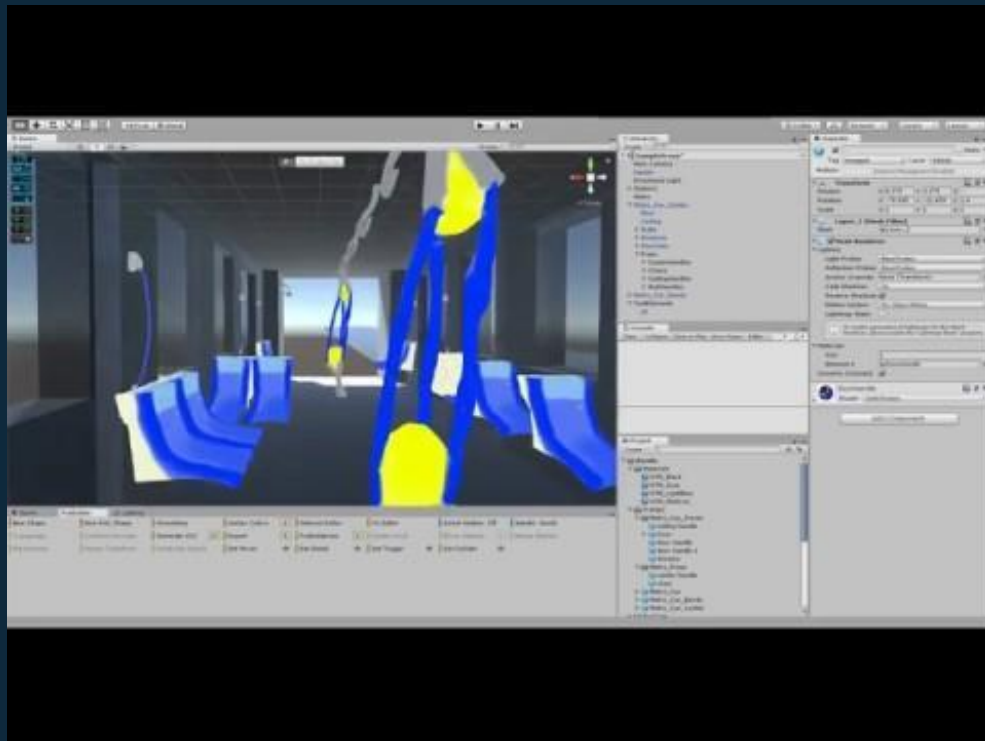
Learning How to set up Unity for VR



Building the Set



Building the Set



Some Behind the 'Scenes'

```
void Update()
{
    //Update timer
    timePassed += Time.deltaTime;

    //Events by time increment
    if (timePassed > 5.0f && !firstDoorOpened)
    {
        OpenDoors();
        firstDoorOpened = true;
    }

    if(timePassed > 7.0f && !firstTPontoTrain)
    {
        Teleport(player, new Vector3(26,3,-64));
        player.transform.parent = GameObject.Find("Metro").transform;
        firstTPontoTrain = true;
    }

    if (timePassed > 13.0f && !firstDoorClosed)
    {
        CloseDoors();
        firstDoorClosed = true;
    }

    if(timePassed > 16.0f && !firstTrainMove)
    {
        MoveTrain();
        firstTrainMove = true;
    }
}
```

Check timer and if the event has run before

Run event for that time slot



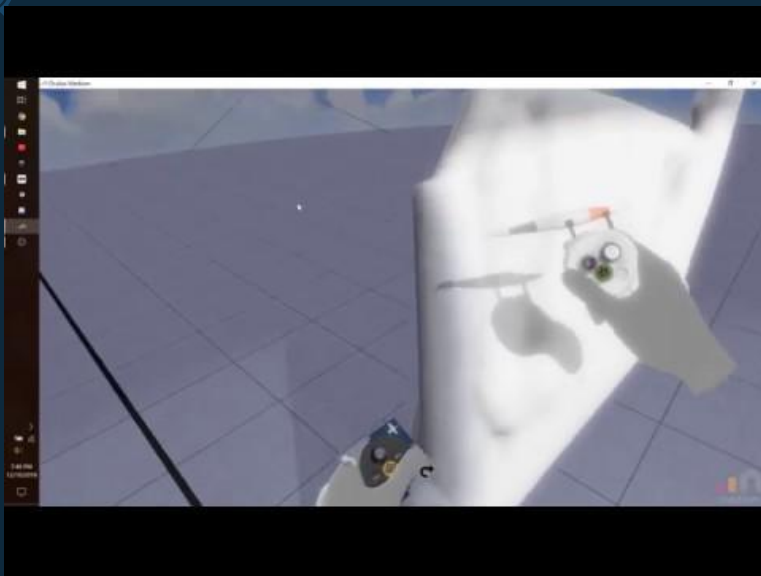


Oculus Medium

A similar tool to Tilt Brush, but with more options and versatility for modeling.



Recording Footage was a Struggle





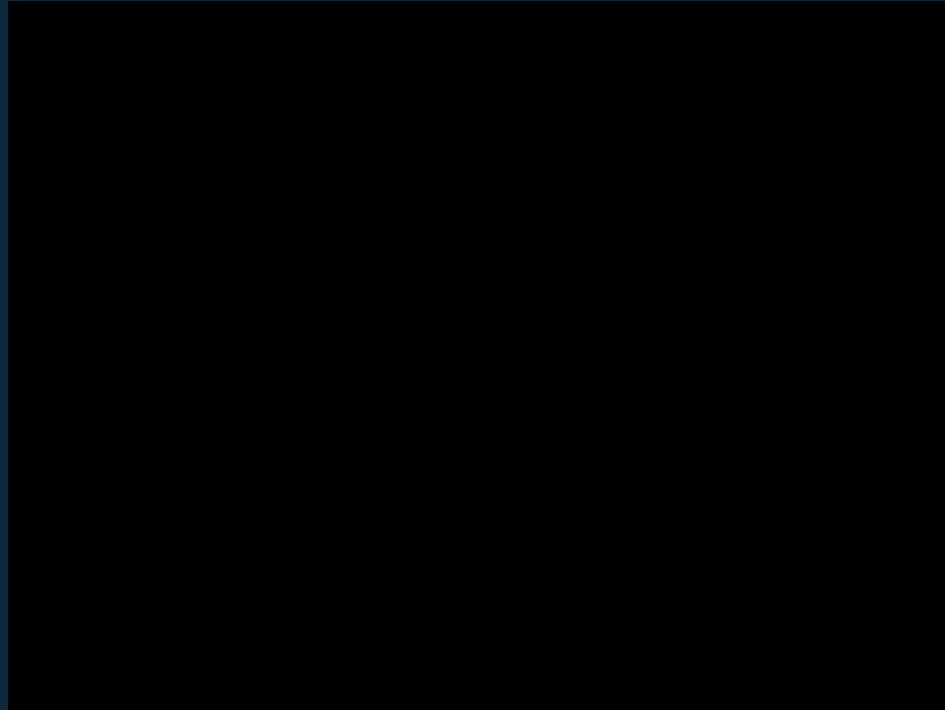
Amper

Procedural Music. An emergent media in its own right that fit right in with our project.





Creating Some Music





Some Bumps in the road

It wasn't as smooth as it could've been

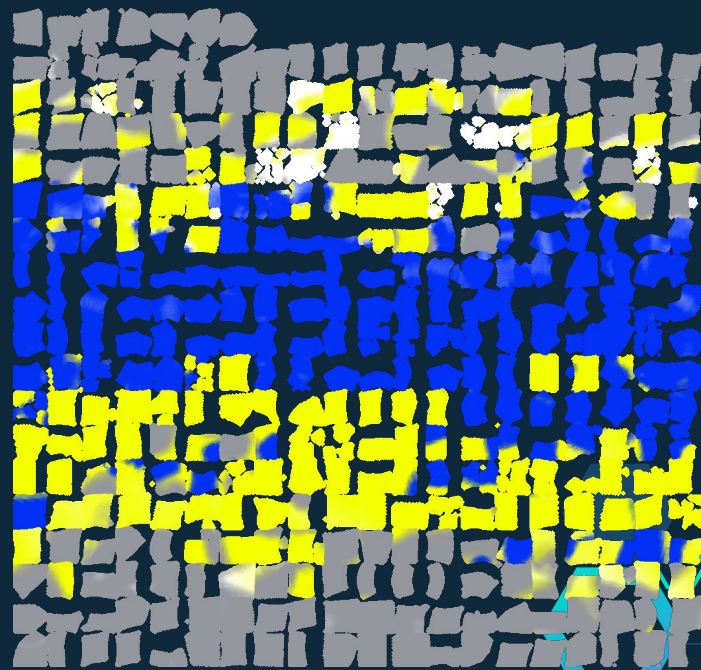
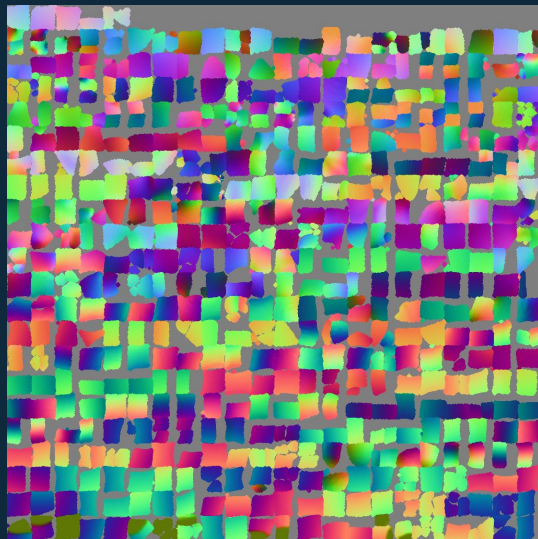
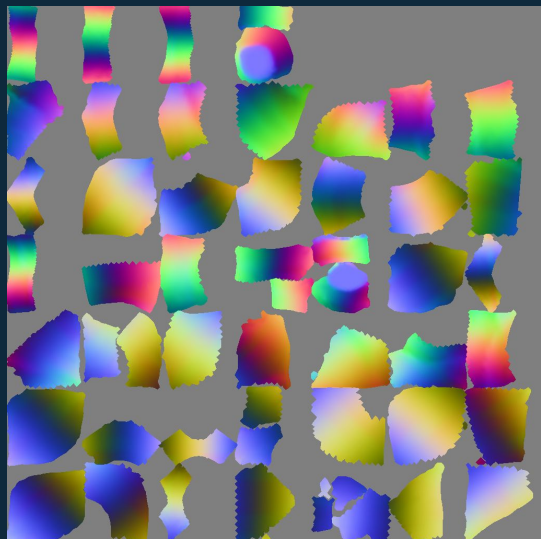


Issues with Models

My original models did not export the way we hoped









A Whole Slew of Performance Issues

We had to make some sacrifices in what we wanted to originally put into the game just on the basis of performance alone. The people were supposed to bounce limply around like bowling pins but that proved to be far too taxing on performance so we changed it to have them all standing freakishly still. We also had to remove the ending we had planned to accomodate for the new changes.



A decorative graphic on the left side of the slide. It features a large, solid cyan hexagon in the center. Surrounding it are several smaller hexagons of varying shades of blue and cyan. Some of these hexagons contain white icons: a lightbulb, a thumbs-up, a smartphone, a magnifying glass, a gear, and a speech bubble. There is also a small network diagram icon with a central node and three connecting lines.

Thanks For
Listening!