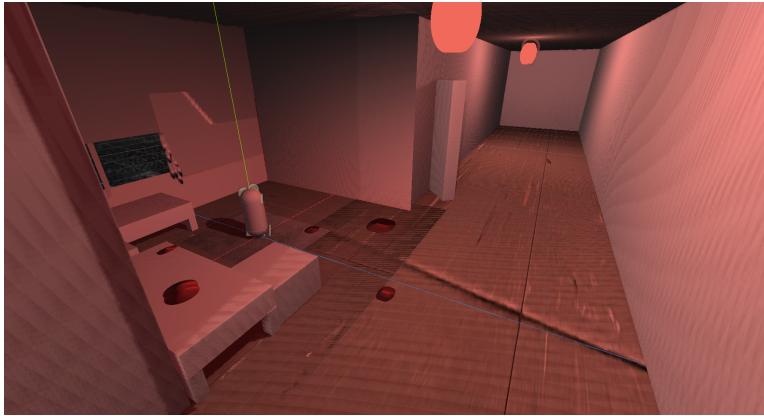
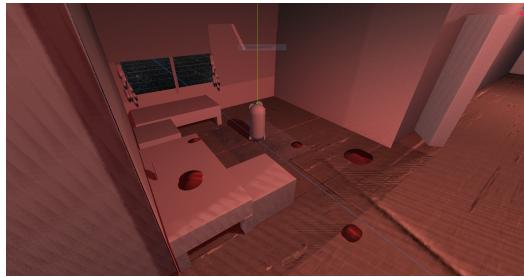
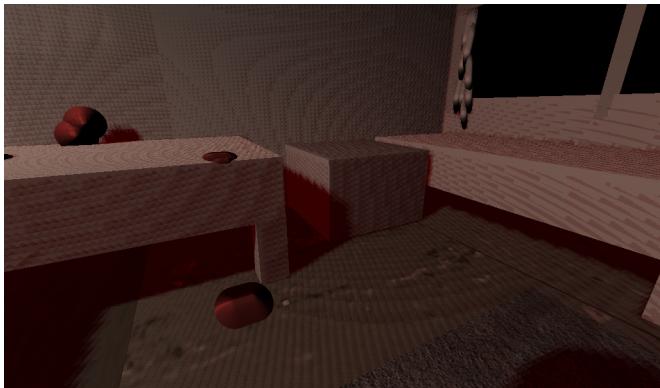


# Horror Scene by Katherine Petzold

2021, made in Godot for interactivity and Adobe Audition for sounds



This project was really hard to complete. I hope that I did a good job. When first starting, I was just going along with the project and getting things done. But, going more in-depth with it, I got more into how I could make these things work. For example, how to make the blood drip from the bed and try to make the room look as natural as possible. It was especially difficult getting the door to swing back and forth. It kept moving in a different direction than what I wanted it to move. What I set out to do was make the room feel as horrific and anxious as possible.

The reason for this was that VR for me has always been something that scares me. I remember when my mom got a VR headset for Christmas. I was so

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excited! But playing on the VR in a shark tank was a turn-off. My heart was racing just seeing how realistic the sharks were. I quickly turned it off and ran upstairs to my room. In this VR experience, I want people to experience what I experienced that day. How scary it was entering a new environment. An unfamiliar place. Not knowing what to expect. I hope that I achieved this goal. What I really achieved was making the room the way I wanted it to be. Plain and dark. If it was full of color, then the person wouldn't feel as scared. If I put a little color into the room, it would make the person feel scared.

As this assignment progressed, I learned how difficult it really was to make these visual aspects into gaming. When working in this world, I truly learned that it is so very difficult to get things right. Just a few days ago, I was playing a game. While playing it, I realized that it must have been really hard to make their world. Just as it was hard to make mine. It made me appreciate the game more and my world even more.