Not Too Late

The climate action of a person's daily life

Virtual reality experience displaying the ways that small changes can make a big difference, even when it feels too late.

Sustainable Goal

UN's Sustainable Development Goal 13: Climate Action

Problem

Climate change is a pressing concern to the point that our current environmental challenges may seem insurmountable, Many of these challenges are exacerbated by daily, personal decisions by individuals.

Solution

Through our Virtual Reality Experience, the user becomes more aware of how their actions impact the environment, for better or for worse. By raising this awareness, we advocate for a collective effort to reduce the emission of greenhouse gasses in our daily lives.

Design Process

Research

We worked to further understand climate action and find solutions that seem relatable to an everyday persons life

Storyboarding

We had multiple iterations of the path we wanted the user to take, one being a donut shape, however we ended up with something more linear in the end.

Creation

Working in Unity to build and code our enviornment.

Testing

Working in the Cave2 to identify errors in the project, and go back in Unity and fix them

Exhibition

Presenting the final project in the Cave2

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