VR Planetarium - Public Facing Report: February 25th, 2022

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1. Progress Report

Completed

Since the last public facing report, we have made a lot of progress. We met with Professor Nordhaus who helped us to redefine the scope of the project in terms of what educational text information to provide and also gave insight on the astronomy database running the project. The meeting helped to finalize the list of of stars and related space objects to be modeled for Shriya and Kieran which can be found here - Stars/Space Things Assets Priority List . We met with Shriya and Kieran for our weekly 3D team meetings to go over the list as well as deadlines and discussed the production process for the 3D assets for the rest of the semester. Professor Mardini also joined the meeting to check on our progress and give feedback as well as insight to help guide the project in terms of user interactivity/comfort.

We also had our in-class presentation of the current VR Planetarium to show our progress and get feedback. Zoe created a test level in the project to present some of the assets we obtained from the 3D team and also experimented with sample text in the level. She determined that 3D text is more effective and clearer to users in VR headset mode. Using 3D text in the project while also limiting how much educational information is provided to users based on Professor Nordhaus' feedback helps to solve our issue of text in VR by providing a more balanced and visually clear experience for users.

That week, we also gained access to the VR Planetarium website created by last year's team. We can now go ahead and update/make changes to the website as needed.

In Progress

This week, we met with the 3D team again for general updates and to see their progress. We also finalized the production plan for the 3D assets of the stars which will be to use Procedural Textures for the textures of all stars. This will allow unlimited resolution at a low storage cost which makes this ideal for the project. Shriya and Kieran are making great progress with the list of things to be modeled and are now working on finishing the constellations and the various unique stars.

We also met with Spencer, who worked on last year's iteration of the VR Planetarium and has part of the 3D assets in their original form. He showed us the assets and said he will send them to us. We are still waiting for the files and will follow up with him again.

To Do

Going forward, there are some crucial things we need to accomplish.

- Create visual/tactile browsing interactivity - pointer laser extends from controller in VR, when pointed at the sky it provides user with feedback that a star/constellation can be chosen and interacted with
- Begin work on VR user interactivity - walking around, using telescopes, etc.
- Continue work on the "Zoom in/out" function
- Begin work on the 3D diegetic menu
- Update the website
- Finalize all text to be in the project
- Get last year assets

2. Timeline

Google Calendar For the Semester (Available to view for everyone with a RIT account)

Make sure to enable weekends

Rest of February to Beginning of March

February 28 - March 6

-Zoom Function .5

-Rough draft of 25% of text done

-50% of 3D assets done/finalized