PROJECT OVERVIEW

This project sponsored by the Dahl Arts Center in Rapid City, SD utilizes the Oculus Rift virtual reality goggles as well as the Unreal Engine 4.0 graphics engine. The project will encompass the following:

* Recreating the Ruth Brennan gallery in the Dahl Arts Center
* Virtual Reality tour of the Ruth Brennan gallery
* Making product transportable to bring off campus

Concept of Operations (CONOPS)

The method of operation for this product will include only two individuals: an operator (one of the developers), and the user (the person experiencing the tour).

The operator will be the one to set up the software and most importantly the oculus so that it is able to run correctly. The oculus must be oriented correctly so that the user’s head movements can be accurately tracked. The operator will also be responsible for making sure the software is set up correctly with the tour starting in the desired place.

The user will only be responsible for looking around the gallery while the tour is going on. This is obviously taken into account during development to try and reduce any sort of simulation sickness and nausea.