

Stephanie Cacal
Art 175 Section 1
Instructor Blanton
May 18, 2018

Pulse [VR Scene]

For my final VR scene, I created a simple, surreal-esque portraying the human mind. For the overall look of the scene, it is a enclosed room with nerves protruding from the walls and a pulsating geometric orb floating in the center. The textures of the walls is constantly moving with a black and white decaying surface all except for the far wall which shows a visual of rolling clouds. The sounds surrounding the scene is this reverberating rumble sound and from the orb is the sound of a heartbeat. Everything in the scene is in grayscale except for the orb.

The process of creating my screen was mostly me thinking about the concept of what I wanted and what I was able to do with unity given my slow computer(and how often the program crashes on me). So I started creating distorted nerve-like shapes and a box-y like structure in maya. The textures for the walls were found on youtube except for the wall for the clouds which I created using adobe after effects. The box structure was then duplicated multiple times and colored differently to create the orb. Then, I animated all the objects by scaling at certain frames to create a pulsating movement, resembling a heartbeat. Lastly, I incorporated the sounds, the low rumble and heartbeat, to the floor and a piece of the orb respectively. As stated, the concept for this scene was a darker abstraction of the human mind. The heartbeat and orb represents the present day human mind within the room. The contrast between the monochromatic room and the brightly colorful orb was to portray how the mind has more pessimistic thoughts than optimistic thoughts. The decaying walls represents are detachment of things and the our minds slowly deteriorating. The clouds, in some interpretations, are interpreted as a means to as how the mind is clouded with thoughts of questions and concerns, symbolized unavoidable realization, but also represents higher thought. Overall, when creating this VR scene, I wanted the experience to bring a sense of tension and uncomfortableness with the use of the distorted visuals and the sound.









