

# SJSJ 175 VR Final Environments

For this final project you are asked to use all of the tools that we have worked with thus far in the semester to create a unique piece of art. Think about the overall aesthetic of the composition and tell a story or work with a particular idea through digital sculpting, Animation, and Virtual Reality. Think about creative and novel ways of using the technologies that we have looked at this semester and how they can be expanded on and/or used for art. You will be graded on originality of concept and technical craftsmanship of the scene as well as overall aesthetic of the work. You should document your work and write a 300-500 word statement addressing the concept of the work. The formal writeup should be posted to the class GitHub under the Final area by 5/16 and be prepared to present your work to the class on 5/16. I encourage you to push beyond your typical area of interest and push a conceptual narrative within the work.

As always if you have any questions or concerns technically or conceptually feel free to contact me @ [andrew.blanton@sjsu.edu](mailto:andrew.blanton@sjsu.edu) or come to office hours in Art 311 on Tuesdays and Thursdays from 2-3p.m.

Photo Credit: Le Corbusier, Padiglione Philips 1958