

SJSJ 175 VR project 3

Environmental Transitions

For this project you are asked to create a series of environments in virtual reality. Your project should transition between the multiple environments in a creative way and think about ways in which your environments are conceptually connected. You will be prototyping this environment for collaboration with students from the music school, so begin to think about the audio elements of your environment as well. You should create all 3D assets in your scene and you should be able to navigate your scene in some basic way using a navigation script. All projects should be loaded onto the Asus computer in the 241 lab by the due date of 3/22 and ready to demo in class on that day. 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 or come to office hours in Art 311 on Tuesdays and Thursdays from 2-3p.m.

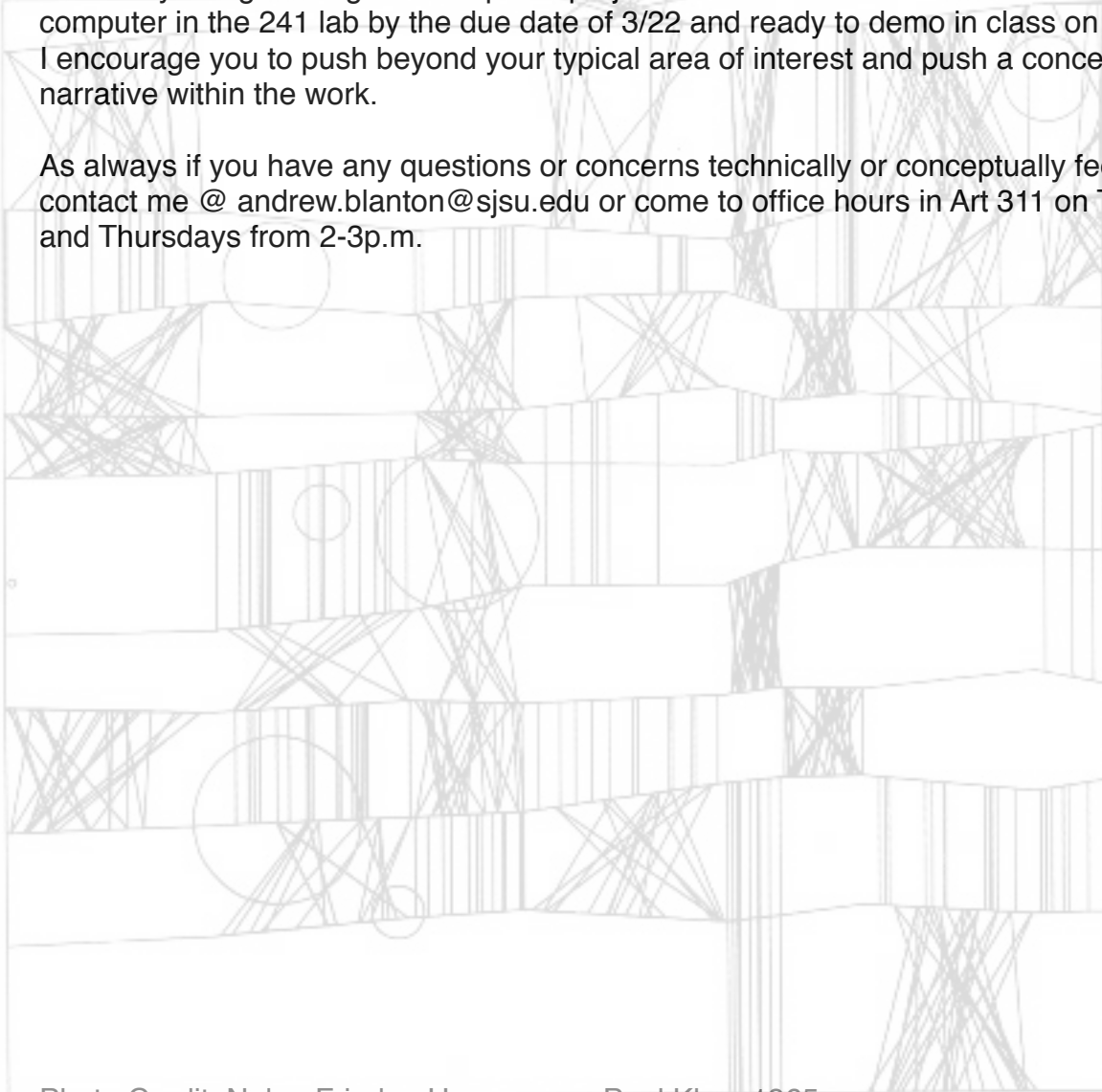


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