

*Environmental Transitions*

**UNDEFINED DIMENSIONAL BRIDGE**

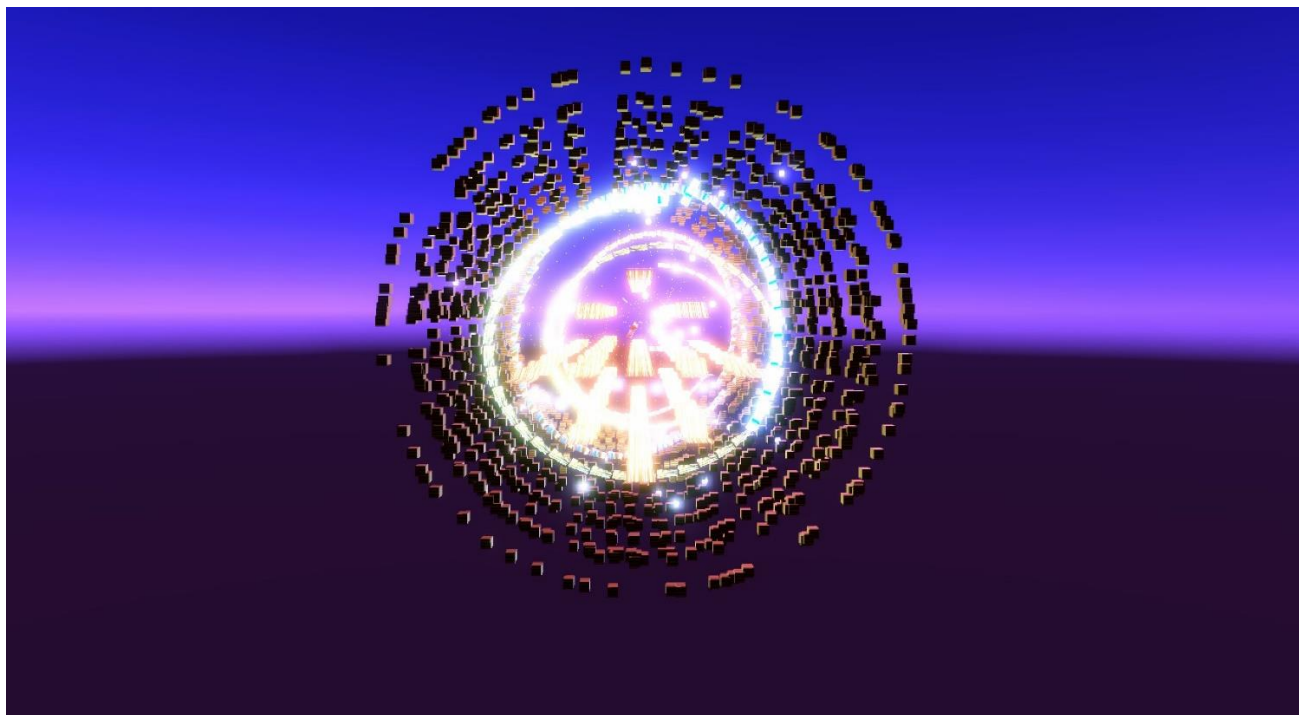
Doing this Virtual Reality project was quite challenging at first, however, with practice and time, it was quite a success. This VR assignment is a group project that consists of multiple worlds within one virtual space. Each world is different from the other. I created a bridge, or should I say an "undefined dimension bridge" that will link two worlds together, one that my classmate Stephanie that depicts a more modern, dystopian-like environment. And my other classmate, Justin who created an unrealistic nature environment.

Thus, to travel from one world to another, one may need to cross the undefined dimensional bridge in which there are hidden traps that could lead you to another dimensional layer path rather than your anticipated destination. I added a more abstract touch to make the bridge unique and productive. Below are some screenshots of my project taken from Unity.

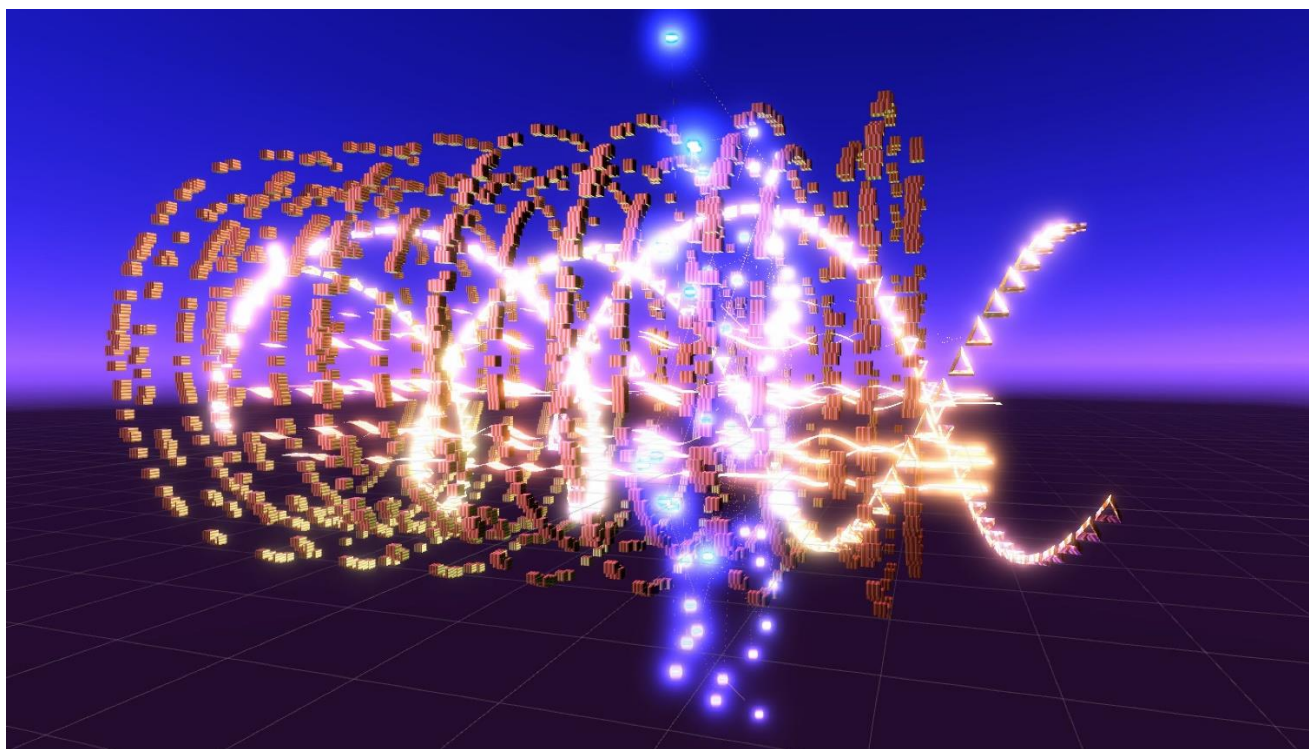


Being on one of the bridge's path

## Art 175 - VR Project 3

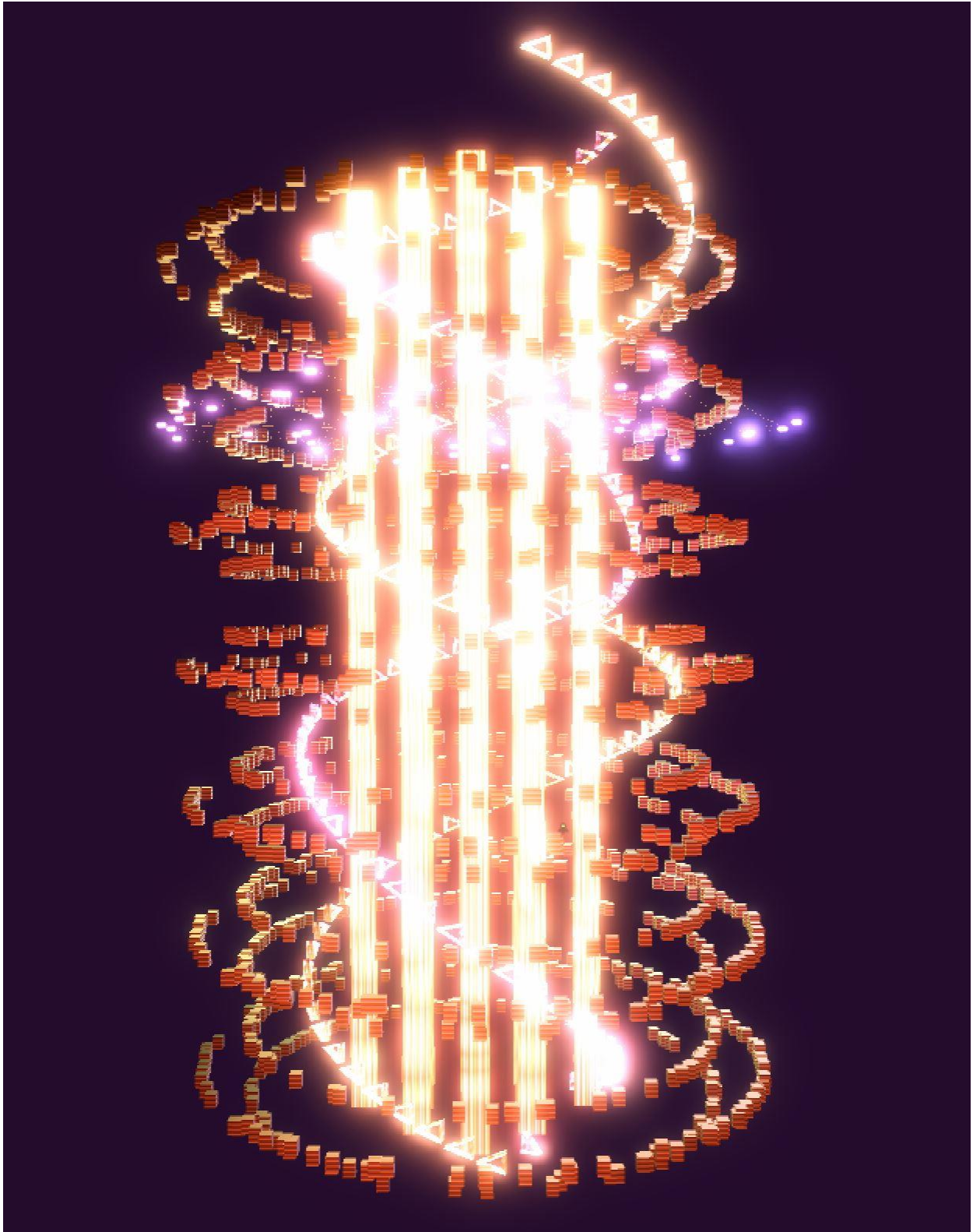


Front View



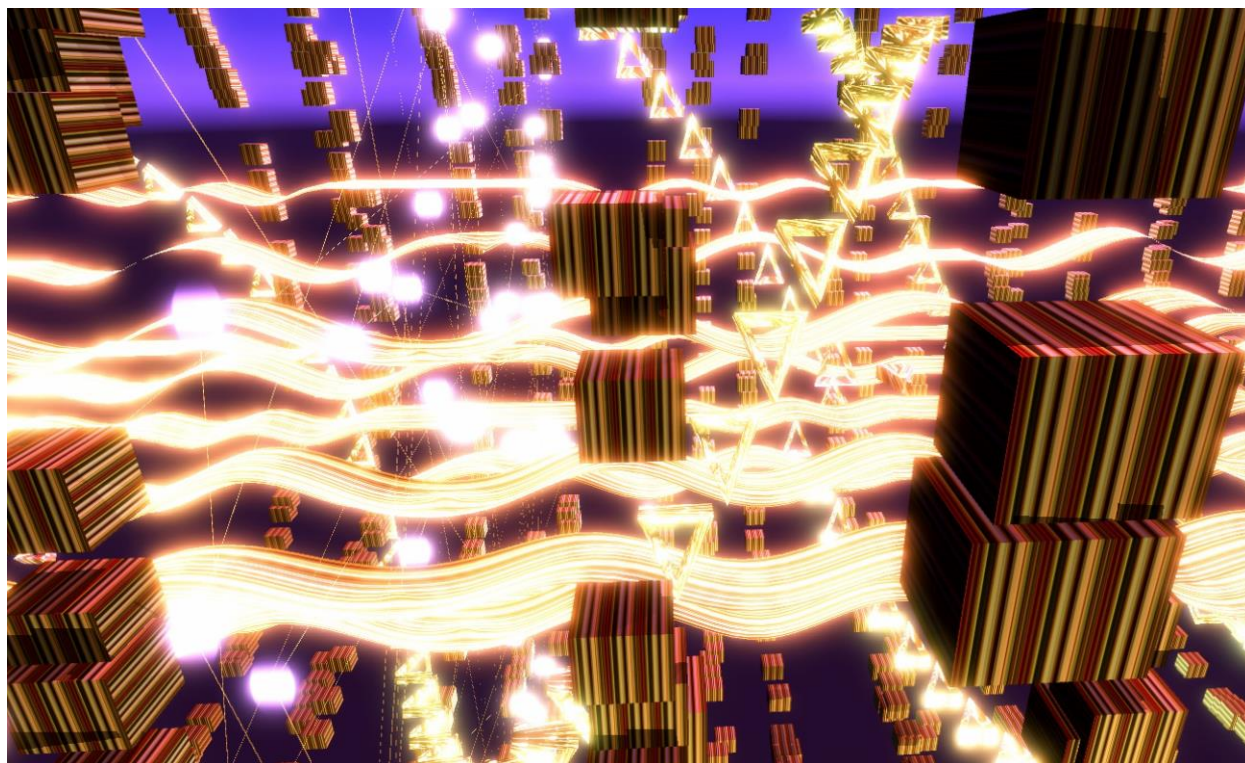
Side View



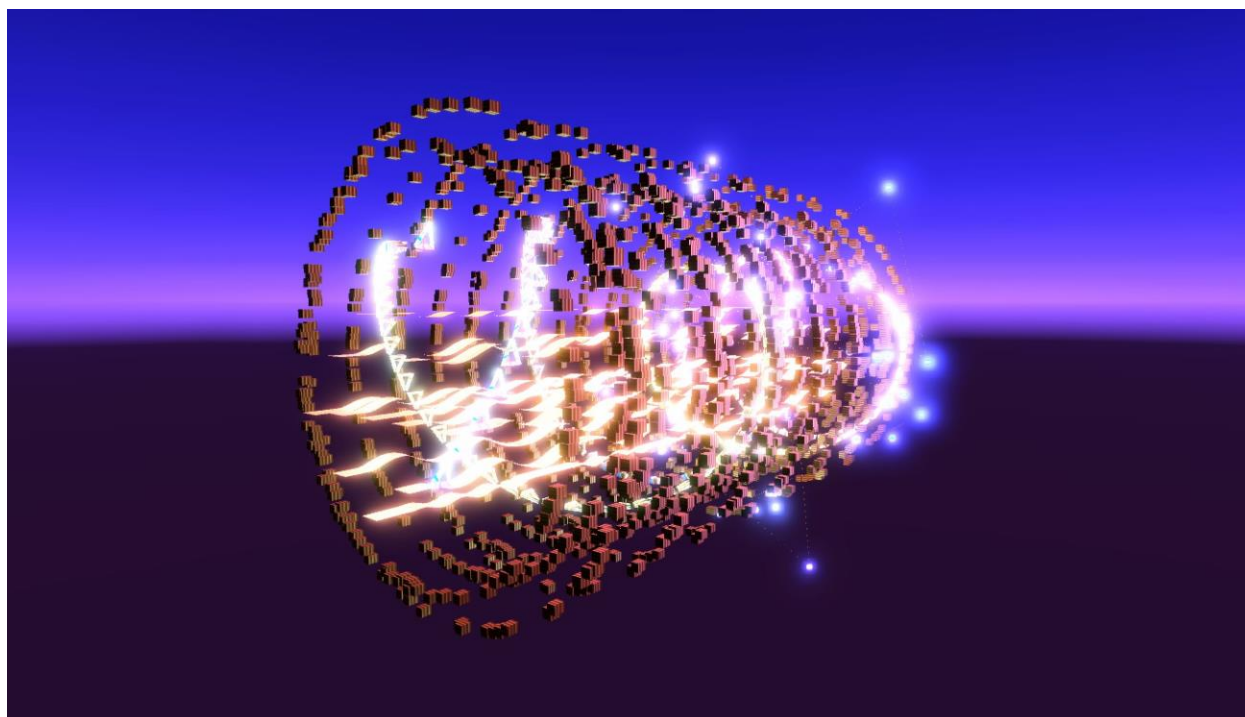


Top View

## Art 175 - VR Project 3

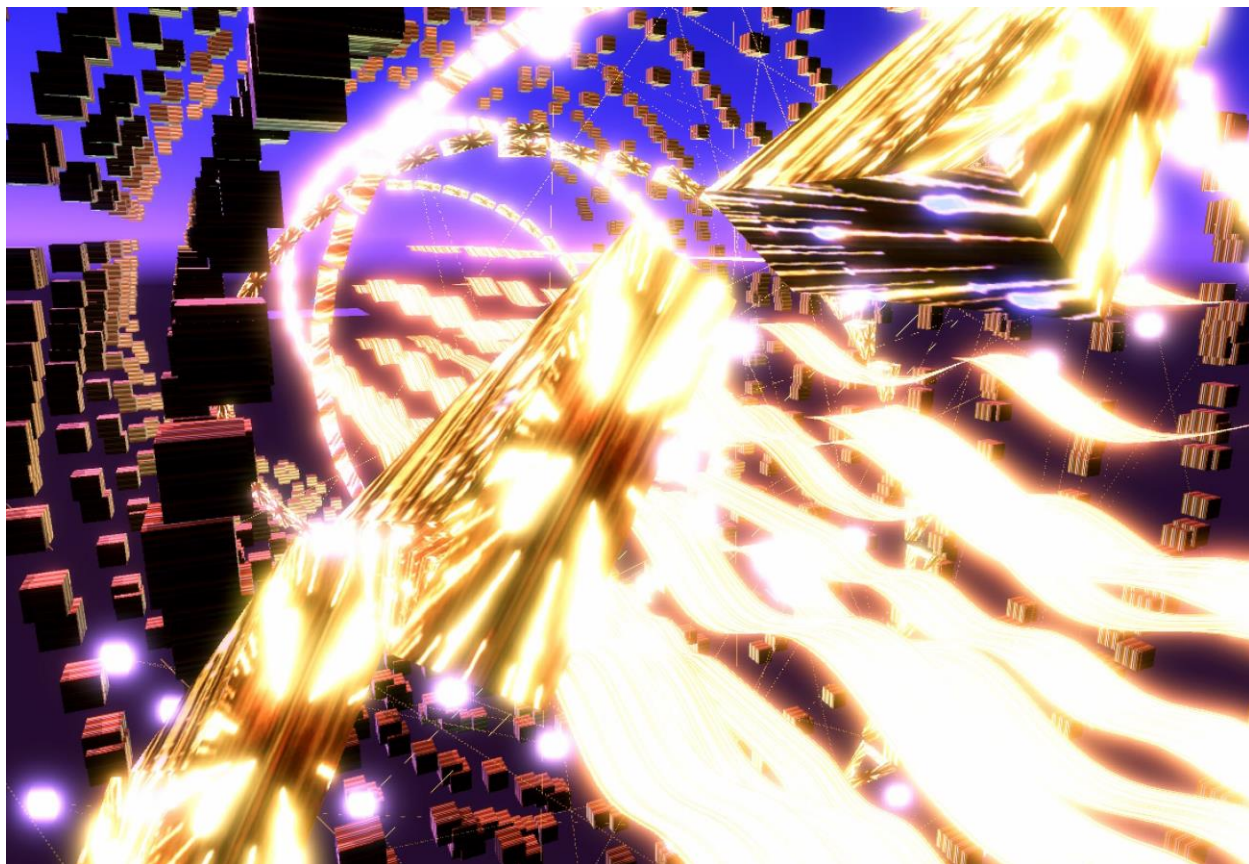


Different angles





## Art 175 - VR Project 3



A close look



If you fall...