

# SJSJ 175 VR Project 4

## Narrative AR Objects

For this project you are asked to create a piece of augmented reality that tells a story. Think about the overall aesthetic of the composition and tell a story or work with a particular idea through merging the digital and virtual. Think about creative and novel ways of using virtual reality of what can even be considered virtual reality and how it can be expanded and 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 create good documentation of your work including high resolution photos with good lighting for your submission. I encourage you to push beyond your typical area of interest and push a conceptual narrative within the work. This work will be due and presented to class on April 18th.

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 11-12p.m.

Photo Credit: Le Corbusier, Padiglione Philips 1958