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<u>Final Project</u>

   For my final virtual reality project I continued with a cultural piece like the 3D print project. The main focus of my project is on the red door with 13 crayons strewn about on the wood floor. This image is a representation of the cajun folklore, the rougarou. The rougarou is a swamp wolfman closely related to the european werewolf of french descent. I was born in Louisiana and my brother told me the story of the Rougarou when I was young. A key part of the rougarou story is that they can not count to 13 and will spend all night counting crayons. Until the sun comes up and they must flee. After hearing of the beast's weakness I placed 13 crayola crayons outside my bedroom window.

   The second scene is of a mirror on the wall (next to the door) with a pitchfork resting against the wall. These objects are telling the cajun superstition of M'su Diable or the devil. In the tradition if you hang a mirror outside your door on the porch. The devil is so vain he will spend all night looking at himself in the mirror.

   The last scene is of the moon, it is said that if one were to stare at the moon for too long they will become moon mad. Moon mad is another way of saying crazy or mentally ill. I chose this image because of its relevance to the rougarou and M'su Diable; both being creatures of the night, only fleeing when the sun rises.

   This project was the first i've done on unity. The original models were done on Autodesk Maya, but I was having difficulty when it came to transferring surface materials, my files never seemed to save correctly and wouldn't open on Unity. I had to texture on unity and I felt like the simpler layout hindered my ability to texture. Also because I felt like I just got a handle on maya texturing.