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Art 102

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Final Project: Salt Crystal VR

For this last project, we explored a space that we hadn't explored in depth which added to the challenge of creating some sort of visual narrative in 3D space. Although we faced technical challenges which took away from our original ideas, we are pleased with the result of our VR creation. Our base concept was to address the fixation on technology as well as the ease of data accessibility, in other words, how easy it is for the common person, government entities, or even employers to view your information. Although we intended to retrieve live data from social networks, we presented it in a way where the user is immersed in some sort of digital world with several of the same apps floating in the same space, indicating that each app belongs to someone else. We also wanted to keep true to the roots of technology today with our text model which has this clip art sort of aesthetic, and to conceptually have some sort of start and end to the project. There are also two phones in the space, and aside from showing our team name on one of them, the phones are a representation of a veil into someone else's life because we are already immersed into a digital space, and it wouldn't make much sense for there to be actual phones, these are portals back into real world, in which we can easily dig into this person's life. If we had could actually show live information, this work would certainly achieve the effect on an even grander scale because the people that are being viewed would not even suspect and much less would they suspect that they are being surveilled from within virtual reality. Likewise this is all also reflected in our aesthetic, where we are standing on a glass grid tile, as well as a dark sky, with spinning panels of 0's and 1's, as well as the apps.



