

ESCAPE!

IMP VR PROJECT TEAM 4

KONG JUNHYEOK / SHIN SEUNGWOO

YANG SEONGHO / LEE DONGWON

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Concept / Background

Inspiration : Inspired by Visual tunnel
[Vignette Effect for decreasing cybersickness]

IDEA : The feeling of fear that comes from
the limited space and field of view



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Implemented Feature

Limited Sight.

Use **tunneling vignette** and scripted flashlight

Player Move

Continuous movement & turn

Enemy

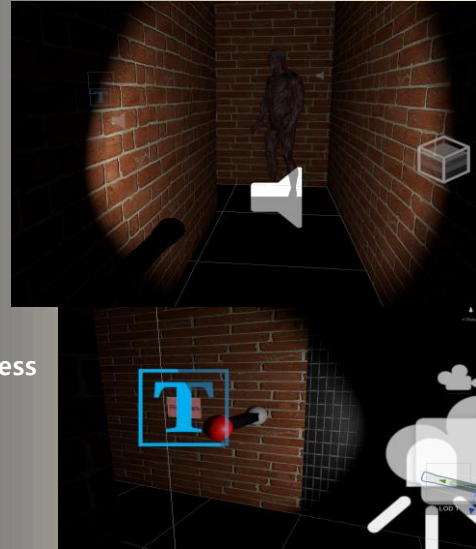
The **enemy** has animation.

Enemy follows player using Unity's navmesh.

Have different animation and move for game's progress

INTERACTION TOOL

Hinge hoist and Unity Event (for escape)



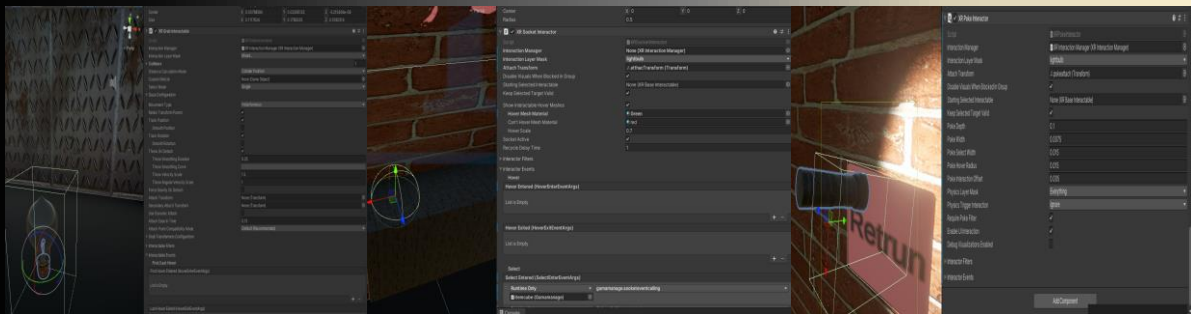
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XR Toolkit interaction

Grab interaction | pick the Item (**lightbulb,shotgun**)

Socket interaction | put the bulb in socket (for **escape**)

Poke interaction | use **flashlight** to interact with ui



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DEMO VIDEO

DEMO VIDEO

<https://youtu.be/XQrB17X3hX0>

Git Link

<https://github.com/SyingSHY/IMP2301-VR>

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WORK DIVISION

Shin Seungwoo

3D Map Making and Object Interaction & DEMO VIDEO

Yang Seongho

Enemy Animation and Script & Git Manage

Kong Junhyeok

XR Origin Interaction and Socket Interaction & PPT

Lee Dongwon

Main UI Making, UI component, Joint Lever & Document

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Lesson learned

Yang Seongho

It was a very *refreshing experience* to be able to see the characters I animated right in front of my eyes. It was a very fun time, and I felt such a *great attraction that I wanted to continue with VR* if I came up with a better idea later.

Lee Dongwon

The hardest thing was *that it took a lot of time compared to the AR project*. And like AR, merging was not easy. But it was more immersive when I ran our map on Oculus. *It was also interesting to learn how VR games are created and run in Unity*. In a word, it was very fun!

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Lesson learned

Kong Jun hyeok

VR was more realistic than AR, and I think it was fun to implement various functions through interaction while simulating. As there were many interactions, there were a lot of things to set up and pay attention to, and *it was not easy to find the cause when there was an error*, but *I think I was more interested when the function was implemented*. I thought it would be good to produce more diverse contents in the future.

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Lesson learned

Shin Seungwoo

Learning about *interaction tool kit* was a curious experience

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I thought making game is all about, only about programming with difficult languages.

But because of this experience. *I could break my mind and see the game engine differently, more efficiently.*

I will keep looking forward for many other things to make my project more easier and better.

I had really fun while doing this project

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Thank you!

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