

WIG 3004 VIRTUAL REALITY
Group Project (30%)
Group of 3-5 students
<p>Learning Outcomes:</p> <p>Through this project, students will gain experience in creating an avatar, VR development and user interface design.</p>
<p>Part1: Avatar Customization (10%)</p> <p>Create and customize your avatars to represent yourselves as <u>Malaysian</u> in virtual space. This customization can include choosing different appearances, clothing styles, and accessories. All avatars MUST present in Part2. One avatar chosen will be active and the others are NPC.</p> <p>Steps to create your own avatar:</p> <ol style="list-style-type: none"> 1. Designing: Start by sketching or conceptualizing the appearance of the avatar. Consider factors like gender, age, facial features, hairstyle, clothing style, and accessories. 2. Modeling: Creating a 3D avatar, use <u>Blender</u> to model the avatar based on your designs. 3. Texture Mapping: Apply textures to the 3D model to add color, patterns, and details like skin texture, clothing textures, and accessories.
<p>Part2: Virtual space (20%)</p> <p>Create a virtual environment based on your creativity. These environments can range from realistic settings like a cozy living room with a good interior design to imaginative landscapes like a floating island in the sky.</p> <p>Add music/sound to increase immersive experience 😊.</p> <p>User Interaction: Users can interact with these objects through controller inputs / keypad. For example, they can manipulate objects or press buttons to trigger actions.</p>
Tools: Blender, Unity, Unreal Engine, other related tools.
<p>Marks are based on:</p> <p>Avatar 10%</p> <p>Virtual space: Creativity 5%</p> <p>Interactivity 10%</p> <p>Complexity 5%</p>