



PERSPECT CAMPUS

Immersive Campus Tours

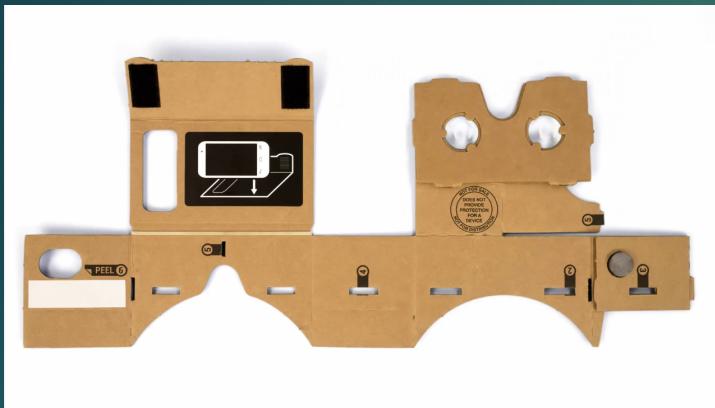
WHAT

Part 1: 360 Video & Guided Tour of USC's Campus (via Web & Mobile)



WHAT

Part 2: Custom Branded Cardboards

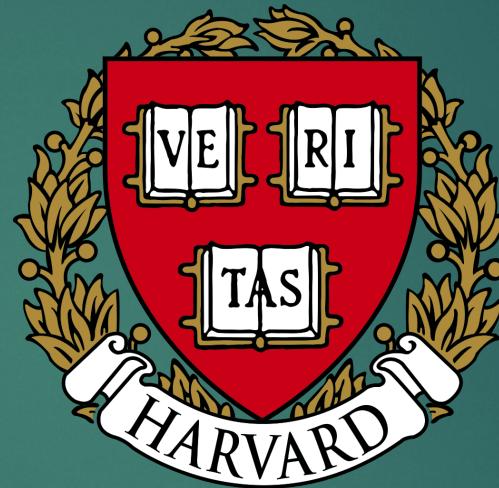


WHY

- ▶ Experiencing campus sells USC.
 - ▶ 14 of 20 polled said “touring USC strongly influenced their choice to attend”.
- ▶ Geography limits top students.
 - ▶ Other schools *have geographic dominance*. Ex: Duke dominates North Carolina.
 - ▶ *International students* have to spend thousands to visit.
 - ▶ Low income students are most greatly effected.
- ▶ Brand Recognition & Brand Identity
 - ▶ USC invented VR/AR.
 - ▶ USC is a progressive school that adopts technology like Snapchat and Periscope.

OTHER TOP UNIVERSITIES

- ▶ Other top universities are currently working on VR tour projects



WHO WE ARE



Chris Beyrooty

SCA Class of 2018

Chris has been honing his filming and directing skills since childhood. Since joining USC's School of Cinematic Arts, he has been exploring the major through many specific interests like VR and short documentaries.



Brian Anglin

Viterbi CS Class of 2018

Brian has been involved in many projects outside of school. He lead development on the social media app, Ponder, as it grew from 0 to 40,000 users. He is very interested in the future of VR just began production of a line of VR headsets.

WHERE WE ARE & WHAT WE NEED

► *Where We Are:*

- We have filmed 9 locations and edited a short web demo.
(<http://bit.ly/PerspectVRCampusDemo>)
- We have begun development of an app in Unity.

► *What We Need:*

- We need a *budget* for filming, producing, and building the VR application.
 - We need to rent cameras (higher quality than we have used in the past)
 - We need to pay ourselves and any additional team members.
- We need *support* for the school to *distribute* this to students.

CONTACT

- ▶ Please feel free to reach out with any questions.
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