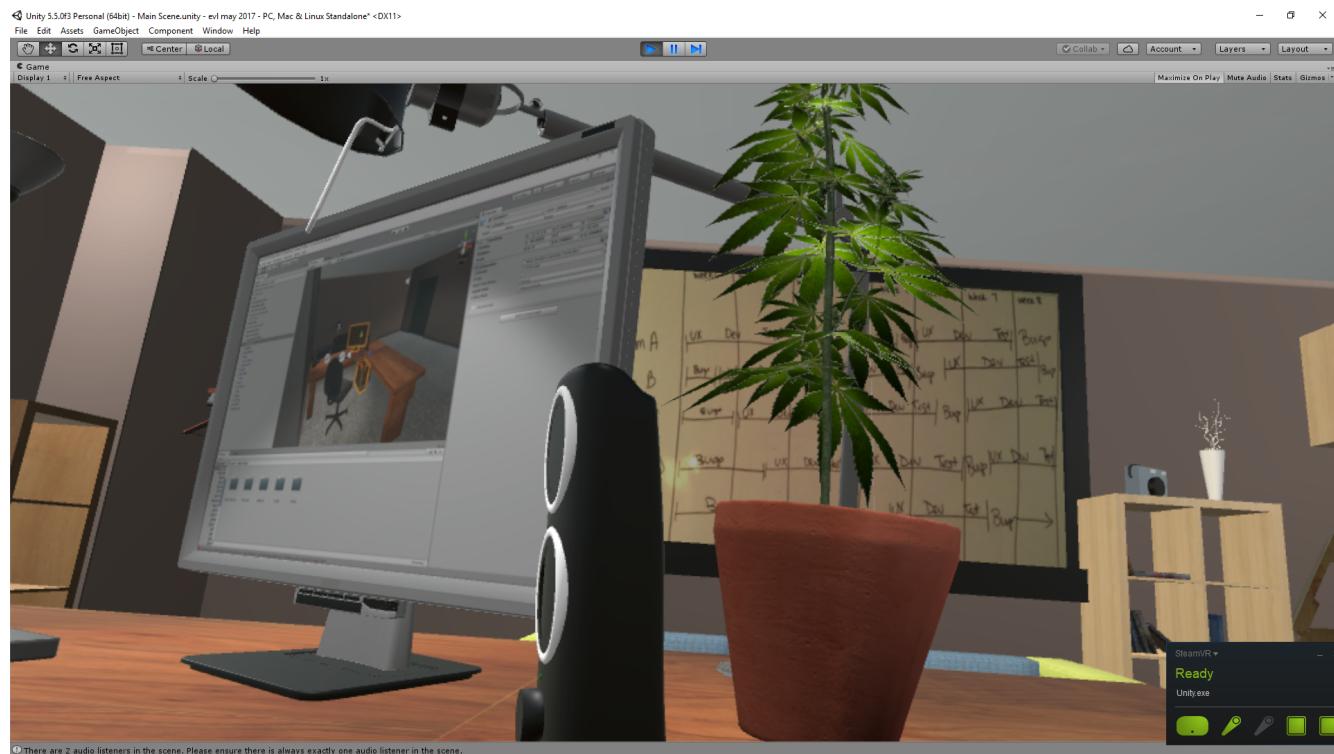
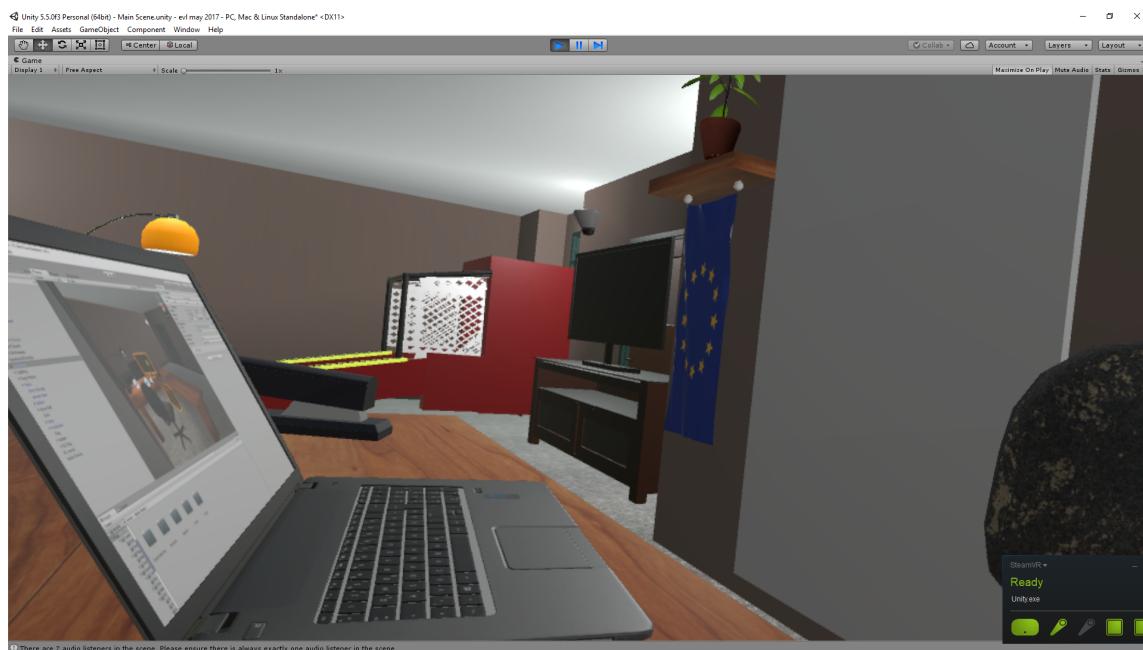


While working on the cyber-commons room, Dimitar and I scaled down the player to be 1/10th , from our project 1 assignment , the original size. The fallowing is a description of my experience in the room while being really small.

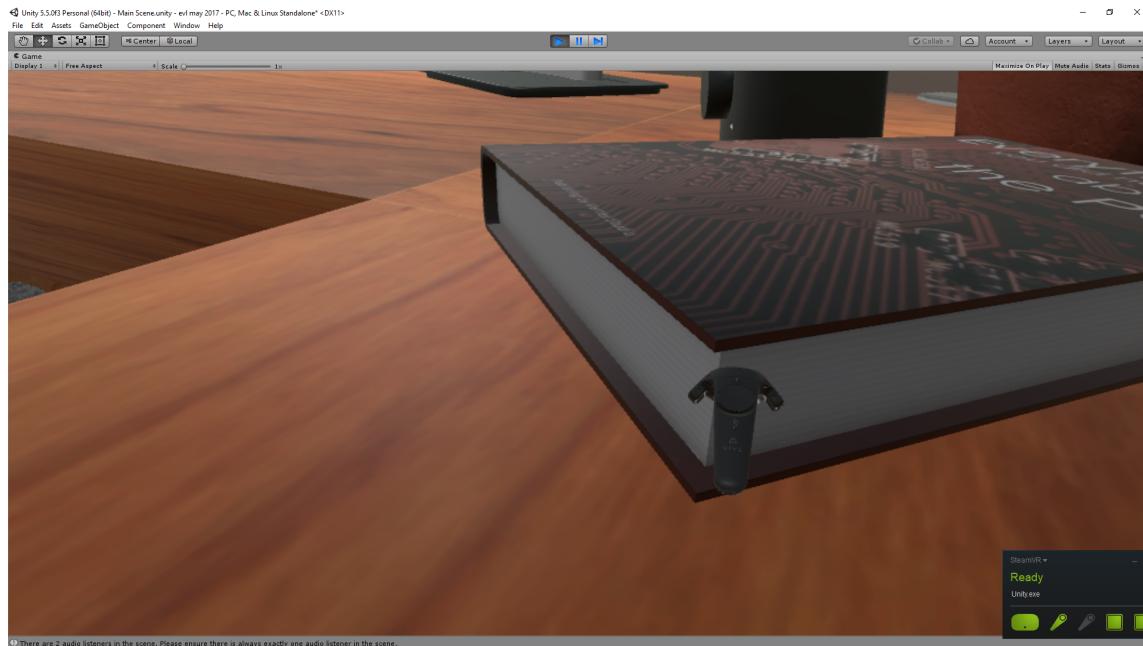


We started out the scene on my desk, which was a very good place to start since it had many items we find in our daily lives which I could compare myself to. The first thing that stood out to me was the small plant that was on my desk, which was about the size of my forearm in the regular scale ,while here it towered over me ,similar to a huge tree. And the distance between me and the floor seemed huge, since I was up high on the desk, which made me afraid of going near the edge.

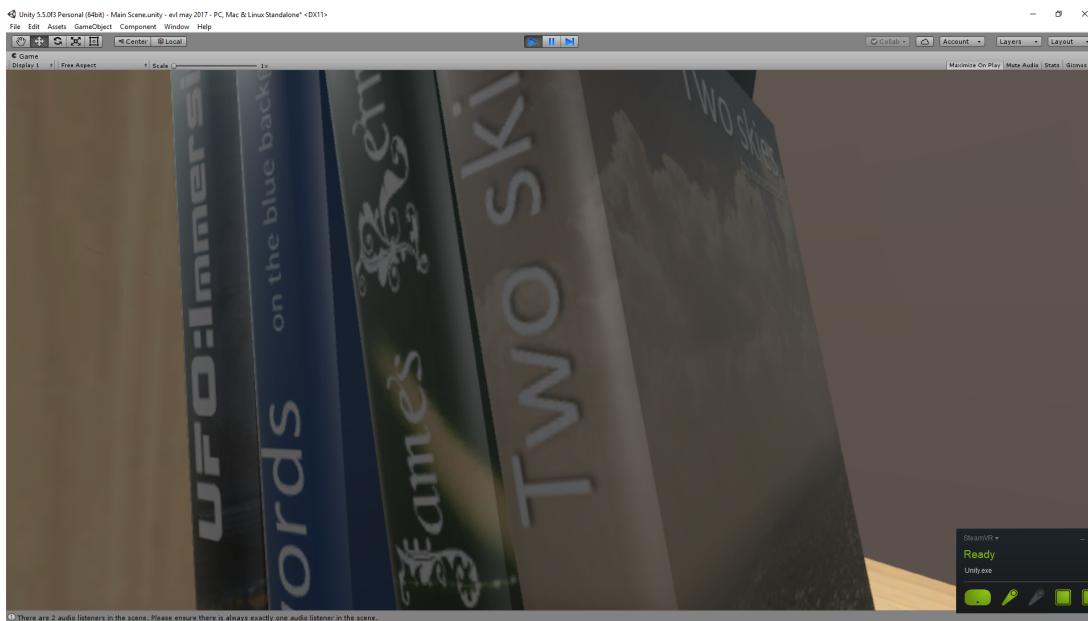




When I compared the scale of the wand that was in my hand versus the size of the book, I had a much better idea of scale to the real world. The next thing I did , for the fun of it, was picked up the book in front of me and waved it around in the air , since the physics weren't adapting to us being smaller etc. As the book was above me, I saw it tower over me as I waved it around. And when I finally threw the book, it seemed as if I was throwing a whole bus, or something of similar mass.



After going around the desk for a bit more to explore, I flew over to the book case where the other books were, since now I was so small I wanted to see how big the writing on the books would be, plus I was inclined to throw the other books around. While I was flying over to the book case, it didn't feel natural, since I was so and everything was so big, but if I looked down I was somewhat at normal height ( in 1:1 scale ).



The flying itself was enjoyable, and the fact that everything still seemed absurdly large by comparison made it that much more unique experience. Teleporting around was also suitable for this task, but not quite as fun. Teleporting may also be useful if locations that are deemed safe to explore can be teleported to while un-interesting areas cannot be teleported to.

After I had arrived at the bookshelf, I started going through each book to read their fronts and backs since I never have before. It seemed quite bizarre that I was moving around books that were twice my size, and made it seemed as if it was something out of a cartoon. As much fun as it was, I did constantly had the idea in my mind that this was not normal, therefore it stopped me from getting completely immersed as I had before, where when the class was to scale and everything seemed canny and fitting.

For the technical side of things, I saw my self clipping into objects more frequently, due to their enormous and abnormal size. The items being this is caused the textures to seem more pixelated, but not as bad as I assumed it would be. The fact that I was able to see the world from such a small scale, with such ease to make it happen inside of unity made me question all the amazing possibilities of VR.

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### Conclusion

When I was a young lad, I would have dreams and ideas of flying around, of being very small to explore the world we can't see, or opposite to be big enough to crush houses etc. While I was doing this that's what I experienced, the childhood dreams being shown in a virtual world. Where one can be whatever they want, and not being limited to having walk around a normal sized room, but rather explore the things we can't in our daily lives. While on the other, as much fun as it was, it wasn't as immersive, and didn't feel normal, which in turn may have been to me being in the regular scaled room so many times I had gotten used to it being a different size.