

# Serenity

A VR Experience





# Overview

At the very beginning, we wanted to create an experience that would easily allow people to learn how to meditate. I am happy to say that our goal never changed, and we believe that we were able to achieve our desired end result.



## Contents

- Our Team
- Project Objective
- Main Features
- Music
- Visuals
- Models
- Post Mortem

# Our Team



Guillaume J.



Kyle C.



Chrissy M.



Tristan A.



Yuijhun N.



## Project Deliverables

# What to Expect From the Core Experience

- Utilizes VR Platform & Desktop/Phone
- Meditation Experience
- Multiplayer Elements
- Educational
- Two Fully-Immersive Locations
- Guided Meditation
- Music
- A Breathing Orb
- Multi Device Interactions



# Features

# Live Demo

<http://localhost:8080/>

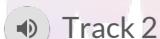


# Music

A set of 5 handmade tracks compliment the tutorial and existing music:



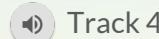
Track 1



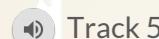
Track 2



Track 3



Track 4



Track 5

# Visuals

Our environments

- Create an **beautiful, simple and immersive** experience
- Direct the users point of focus
- Use Colors based on their emotional theory
  - Yellow = Happy
  - Blue = calm
  - Green = Balance, peace, nature and love
  - Pink = Perception and Self-knowledge





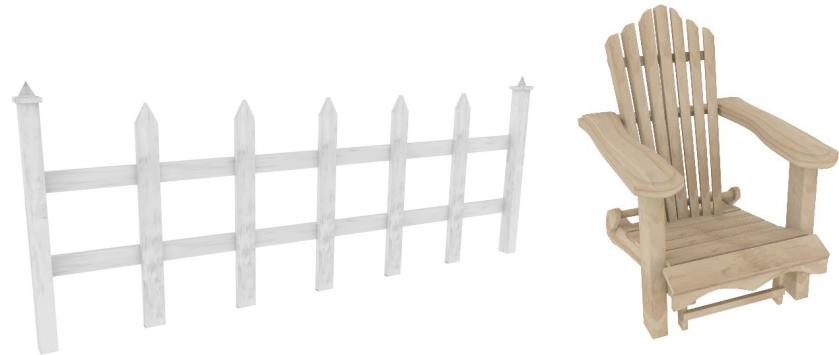
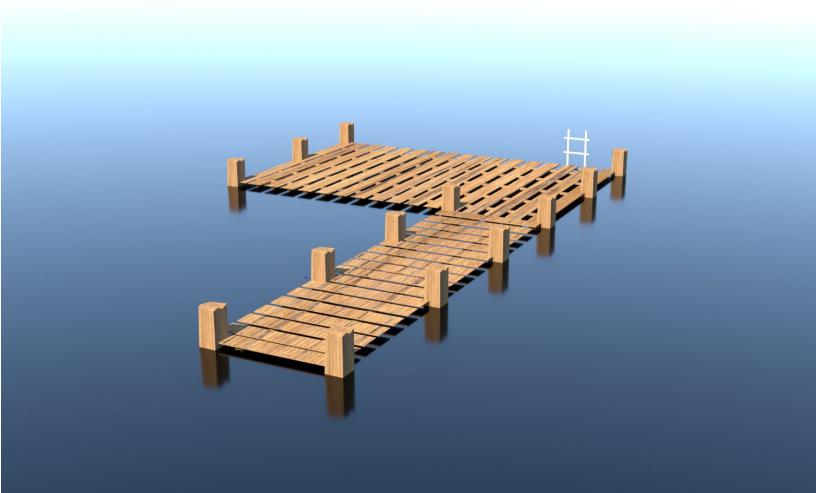
# Models & Textures

## Environment 1 - Mountain



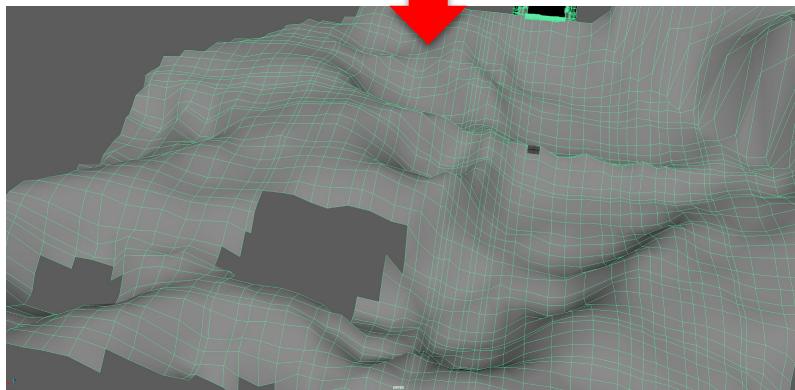
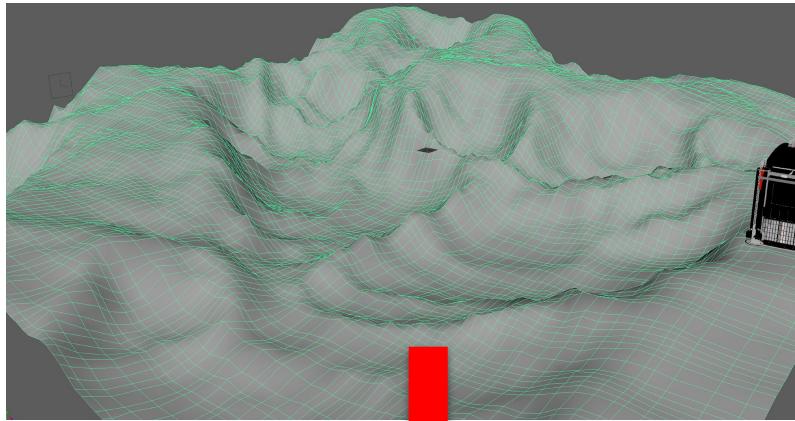
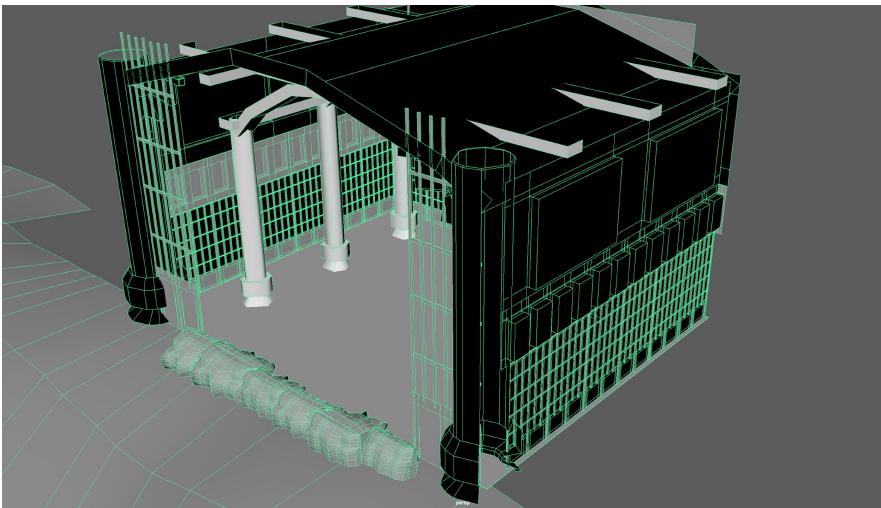
# Models & Textures

## Environment 2 - Cottage





# Models - Low Poly



# Post Mortem

Texture Issues

Communication

A-Frame Issues

Lower Poly

Scope





# Thank You!

