CARLETON UNIVERSITY

Term Project - Design Studio 3

"Added Features"

Course: IMD 3901 - Design Studio 3

Component: Term Project

Instructor: Professor Anthony Scavarelli

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Roles

Programmers: Guillaume and Tristan

Modelers: Kyle, Chrissy and Yuijhun

List of features
Website (created in HTML and CSS)
- The website is responsive in order to fit desktop, tablet and mobile
- The user is able to personalize their VR experience by choosing the options in the settings tab

VR
Temple
- Tutorial animation
  - The orb comes in from the left to the center and pulsates at a set time interval
  - Creating particle effect
- Option to open and close the menu using the secondary hand trigger
- Option to play, pause, skip and play previous
- Option to go back to the website or VR home by pressing the orb
- Sound integration

Cottage
- Animation
  - Water movement
- The rest of the features are similar to the ones mentioned in the temple scene.

Models
- All of the models have been created in low poly in order to keep the frame rate in the oculus rift above 45 fps.