

# GINK ARTS

Julie Huynh

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BIOFEEDBACK  
PROJECT

OCULUS RIFT  
COLLABORATIVE  
PROJECT

OCULUS RIFT  
FINAL PROJECT

OPENFRAMEWORKS

PHYSICAL  
COMPUTING

HTML 5

INTERACTION

DT BOOT CAMP

RETRACTABLE  
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STILLS

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WHATERSCAPES

WHATERSCAPES  
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ICE CAVE

ICE FALLS

FOREST PATH

FOREST CAVE

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## RECURSIVE REALITY PROJECT

April 4, 2014 · by [gink-arts.com](#) · in [Uncategorized](#)

### TITLE:

Dust in the Wind: Project Cheese

### DESCRIPTION:

Your apartment is cramped and lonely—so sad. But with the power of imagination and a cardboard box, you can escape into a beautiful surreality of siege weapons and flying cheese balls! Make sure to eat your fill or the dream will fade. [LOOK] to interact with the box and to devour your cheesy doom. Made for the Oculus Rift using Unity. Created as a midterm project for the class “Recursive Reality” in the MFA Design and Technology program at Parsons The New School for Design. A Team Cheeto production. Team Cheeto is: Alec McClure (graphics and coding), Julie Huynh (coding), Jimmy Tang (graphics), and J. Matthew Griffis (coding).

### SCREENSHOTS:



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WHEEL

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SQUIGGLY SERIES

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SQUIGGLY STILLS

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SQUIGGLE  
WINDOW

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CAVE DIVE

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CHINESE GARDEN  
INVASION

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LOOKOUT TOWER

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SQUIGGLE STEPS

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WALL INVASION

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DRIP OVER THE  
HORIZON

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DRIP DREAMS

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DUCK DREAMS

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FEEDING DUCKS  
INSTALLATION

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FEEDING DUCKS  
INSTALLATION  
STILLS

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SQUARCH

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TOWER BRIDGE  
BEFORE  
PROJECTION

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TOWER BRIDGE  
DUCK DETAIL

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TOWER DETAIL

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TOWER BRIDGE  
WITH PROJECTION

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REFLECTION  
DETAIL

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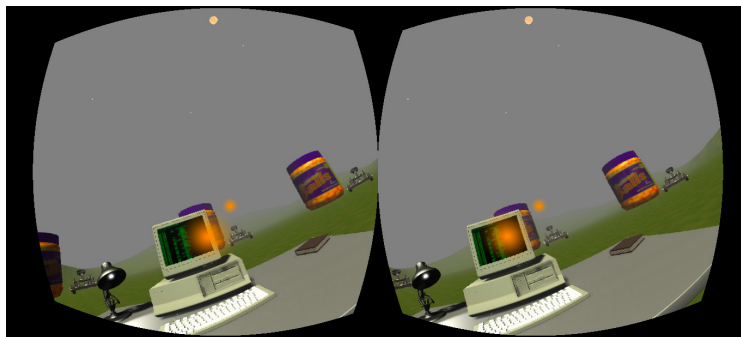
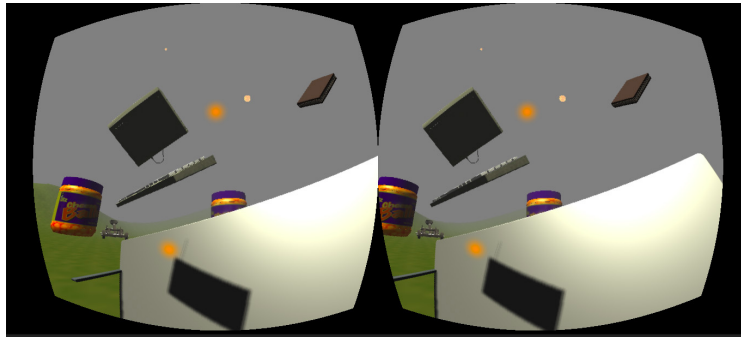
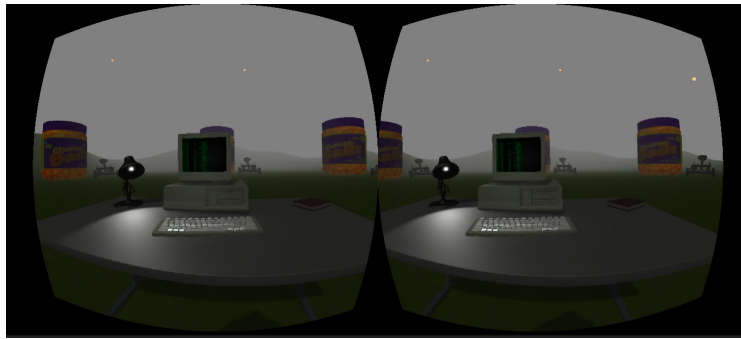
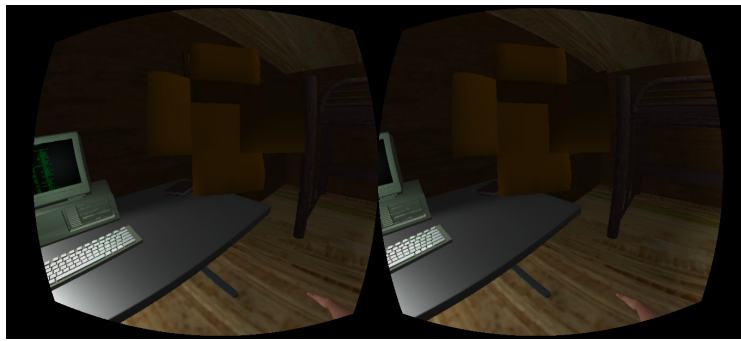
CHAIR DETAIL

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VIEWER  
INTERACTION IN  
INSTALLATION

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VIDEO:

[FIGURE](#)[FIGURE STILLS](#)[LOUNGING](#)[YELLOW GIRL](#)[FRONT & BACK](#)[SLEEPING WOMAN](#)[SITTING WOMAN](#)[RECLINING MAN](#)[RECLINING GIRL](#)[LOOKING TO THE  
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# Oculus Rift - Cheese Ball Edition

from [Jimmy Tang](#)

01:42



**HD**

[Oculus Rift – Cheese Ball Edition](#) from [Jimmy Tang](#) on [Vimeo](#).

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