Lee, Michelle
DES 157

Process Descriptions

I started off my research but looking up how the New York Times was utilizing google cardboard, as you (Glenda) had mentioned it twice before and I still only had a vague idea. I was very surprised to see that they had distributed Google Cardboard to over a million subscribers of the newspaper. That is a huge step in providing everyone with the access to this gear, as I am sure that many people would not have just gone out of their way to buy them. Of course, this is a very interesting marketing strategy to keep their viewers engaged in reading the news in a novel way. Even more interesting is the content they chose to display, a virtual reality film featuring the "experience of children whose lives have been uprooted by war" (Fortune.com). I think that this was very unique in it's actions towards enlightening people on such a moving story.

Following my research into the New York times, I began to look for examples of how it actually works, and how it might work utilizing the web skills we are learning in 157. I came across "Chrome Experiments for Virtual Reality" which is a site that provides web based virtual reality. From there I looked up articles focused more on the *how*. I came upon "Bringing VR to the Web with Google Cardboard and Three.js" which then led me looking into the three.js website. This site holds a ton of examples of openGL in a web browser created via javascript library, three.js. This was very exciting to find, as I was not even sure how we would go about coding a 3D experience for viewers. There are definitely many solutions through this library that could create the visual noise we are seeking to impose on viewers.

Following that, I wanted to learn about how we might be able to connect viewers to the world. Our idea currently is to utilize the camera on the phone inside the Cardboard, and then augment or disrupt it with visual noise. I have learned that this might not be possible as of right now, as AR is more of a panorama/video viewing experience, as opposed to live feed and the user interaction that one might find in the Occulus Rift goggles.

Sources

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