Midterm Brainstorming (Due 2/13)

Now that you've had a chance to immerse yourself in Unity, it's time to start thinking about the midterm. The point of the midterm is to give you a chance to start researching and experimenting in an area of interactive 3D that you are interested in. For 2/13, send me a direct message on slack with:

- 1 - 2x paragraphs about what you are interested in exploring.
- 1 - 2x paragraphs about the skills you think you'll need to learn along the way.
- 2 - 3x references to interactive and/or 3D works that are in the area you want to explore.

This is brainstorming, so don't worry about feasibility!

Writer's Block

If you are stuck, here are a few references to get you started with thinking about the different types of things you can do with interactive 3D:

- Small Arms Imports & Exports (data visualization)
- Shining360 (art/3D scanning)
- Tiltbrush (tools/sandboxes)
- It's You (art installation)
- Skin Deep (art installation)
- Disunion Guillotine Simulator (vr experience)
- Fontonica (action game)
- The Stanley Parable (satirical game)
- Proteus (audio-visual walking simulator)