



Accessible Art Infinity Room: VR

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Background Research

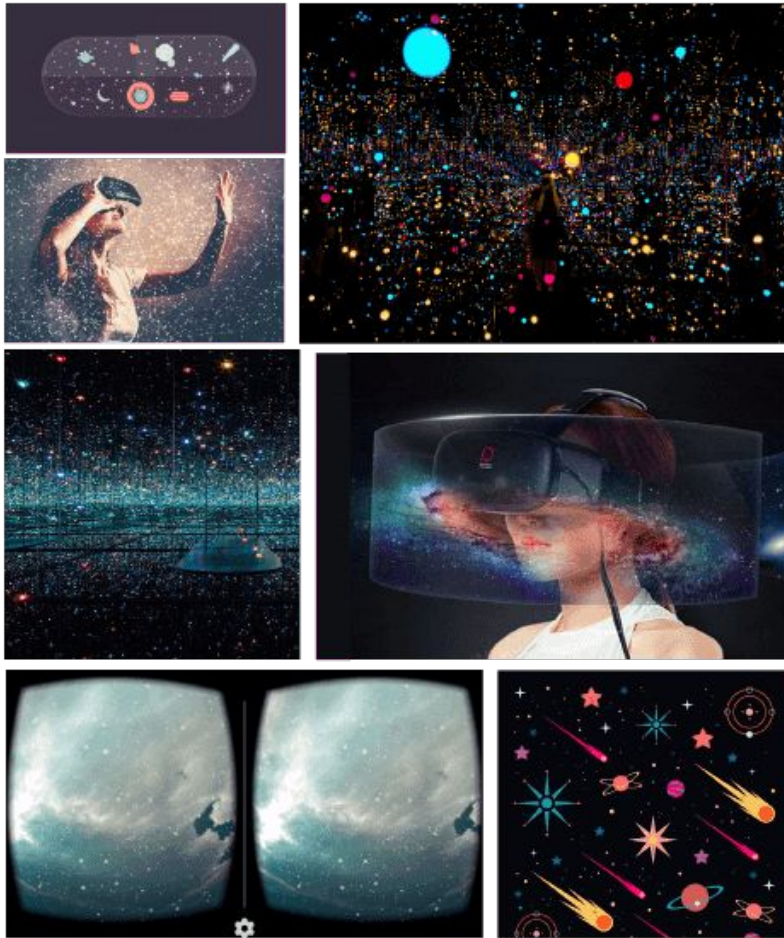
Though my initial idea changed, I was interested in exploring the exclusivity of the art world.

I wanted to work with facial recognition and identity through art history and design, but I have chosen an artist who primarily works in those intersections to showcase the work of.

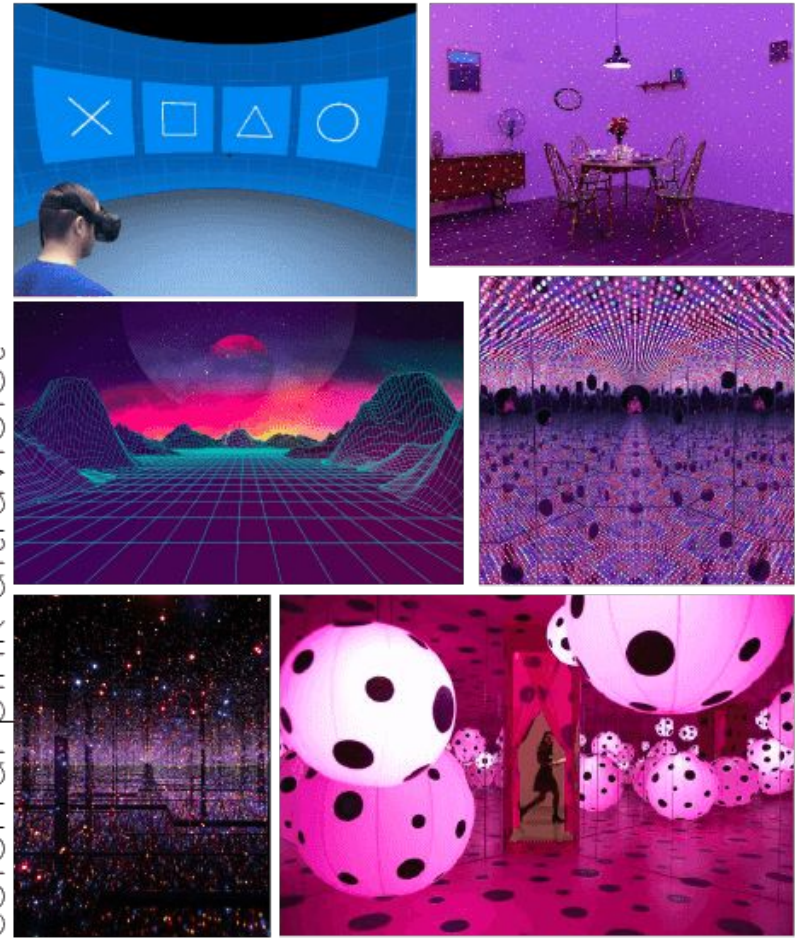
My goal is to bring accessibility to a larger audience, allowing more people to be exposed to more diverse artists.

Visual Research

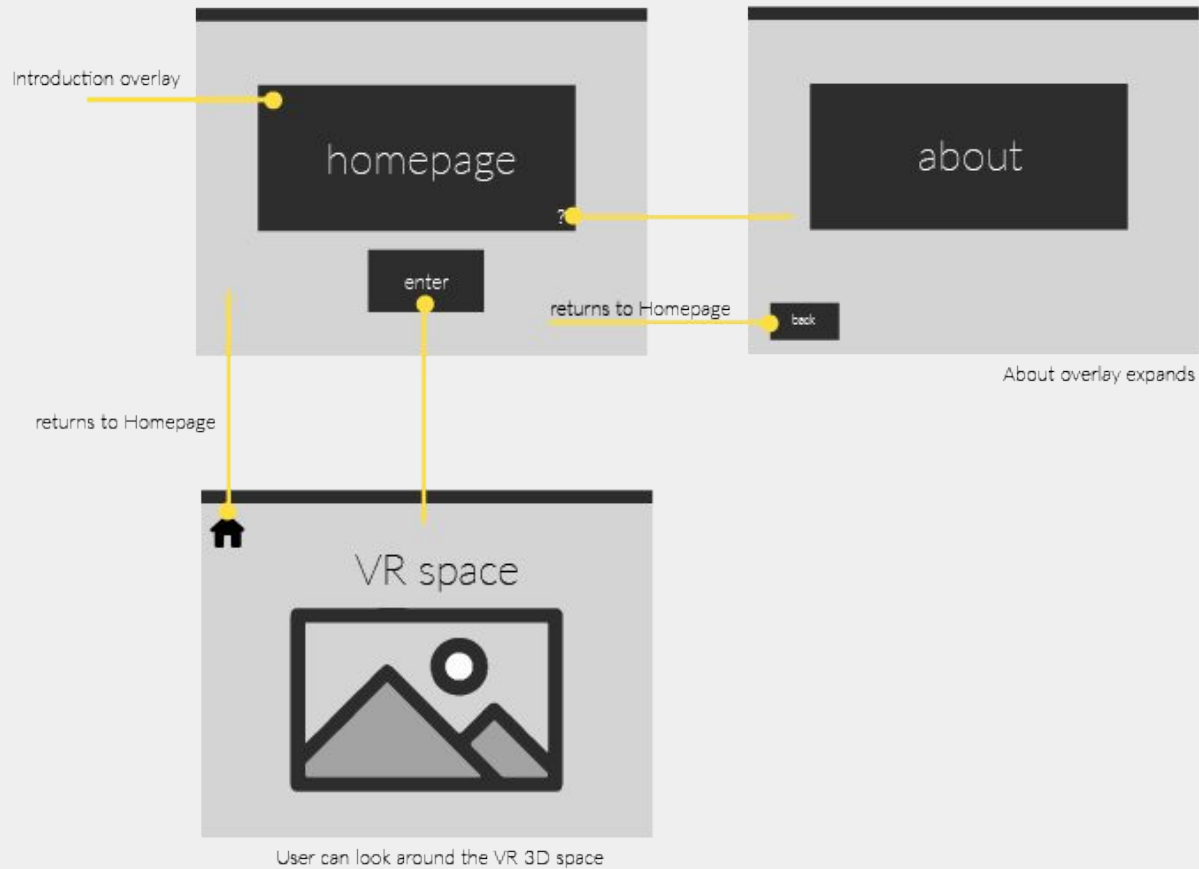
dark blue



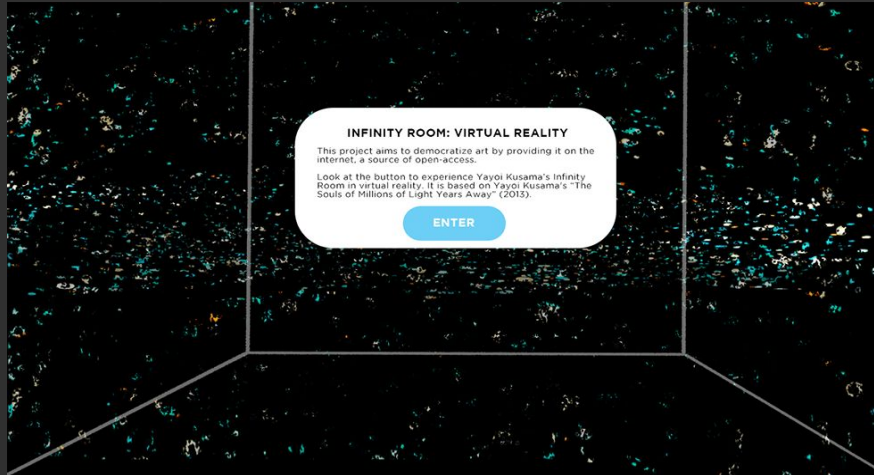
colorful pink ultraviolet



Wireframe



Comps



Target Audience Results

- More instructions on how to use VR
- Add more **information** about the project
- Add more **interaction** about artist, artwork, project goals
- Enjoyed concept :)





Welcome to the Infinity Rooms VR Experience. This project aims to digitize Kusama's work to bring accessibility to an open-access environment: the web. By utilizing VR and the web, this project allows more people to experience Kusama's immersive artworks and installations. Look around to learn more about this project.

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