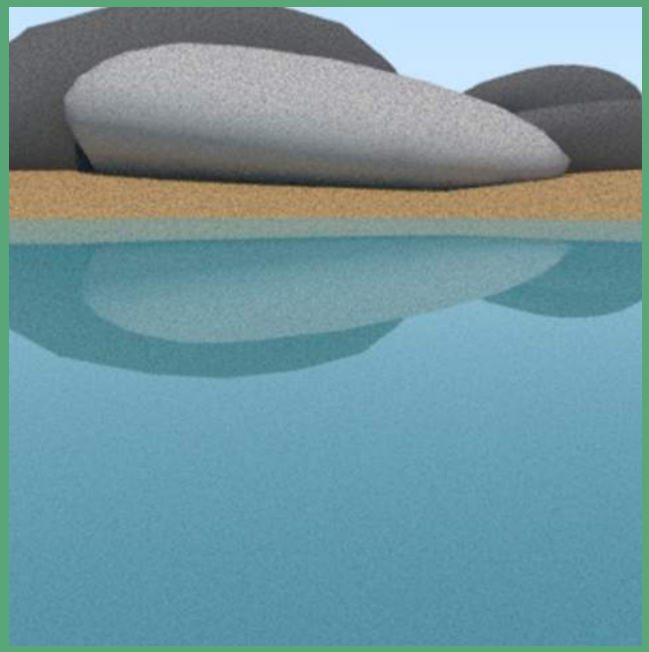
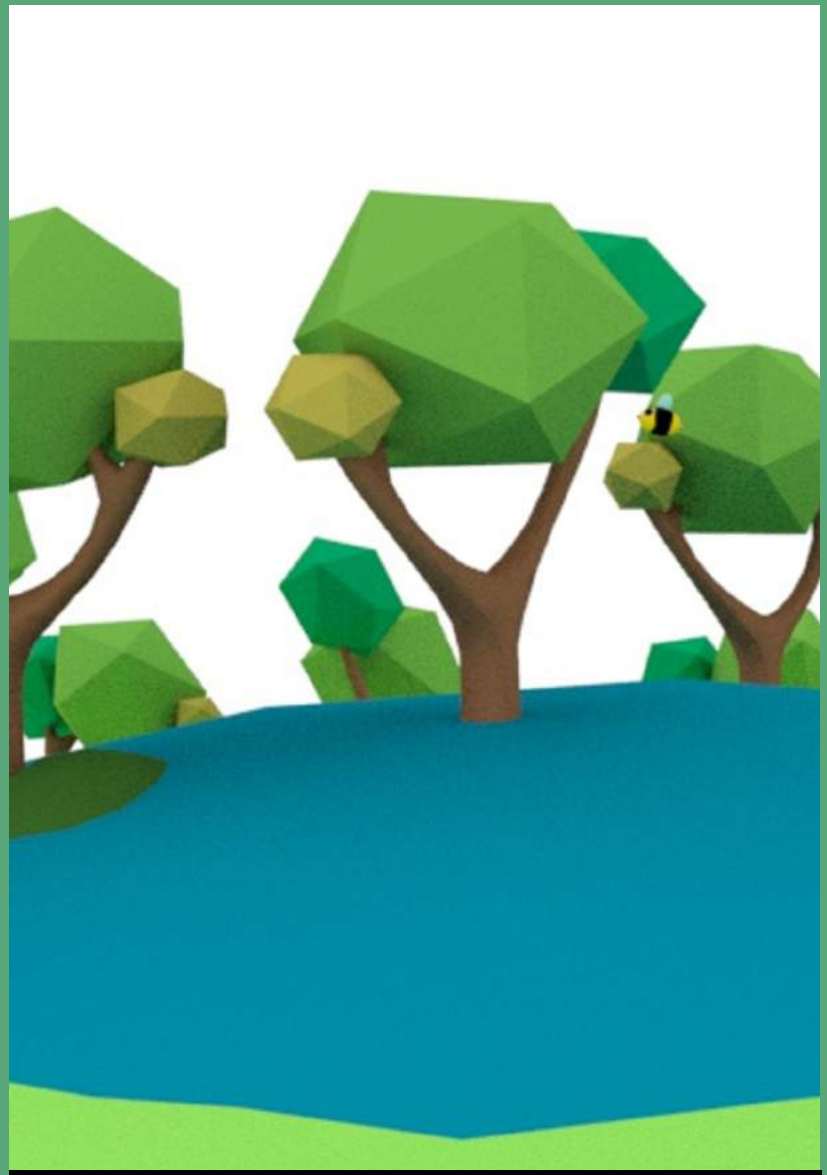
G A I A

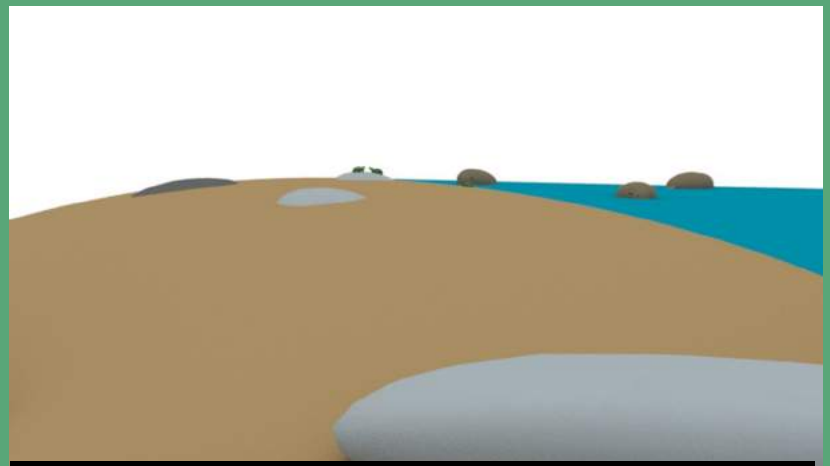


C L I M A T E | C A R E | C O M M U N I T Y

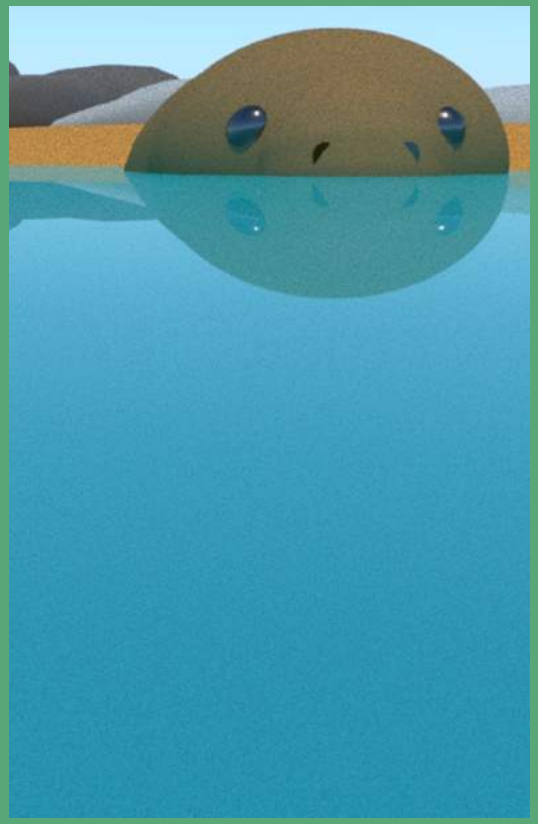
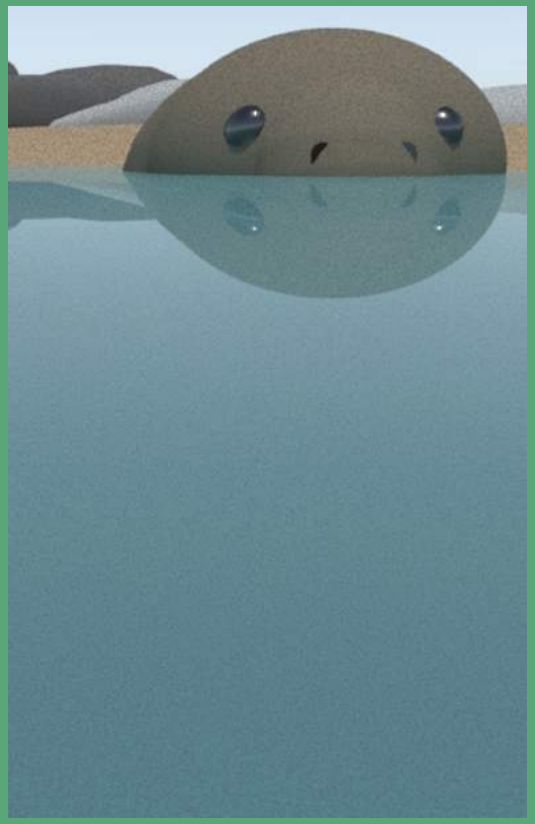
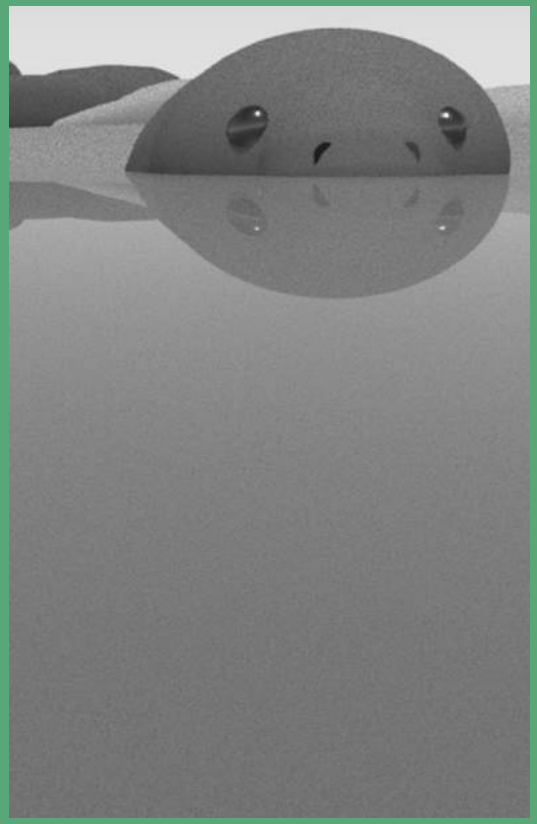


FOREST

POLAR ICE CAPS

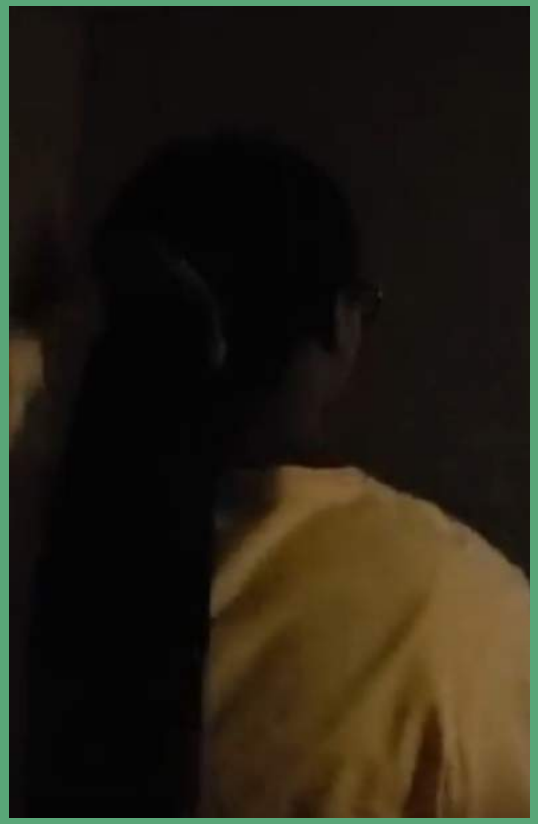


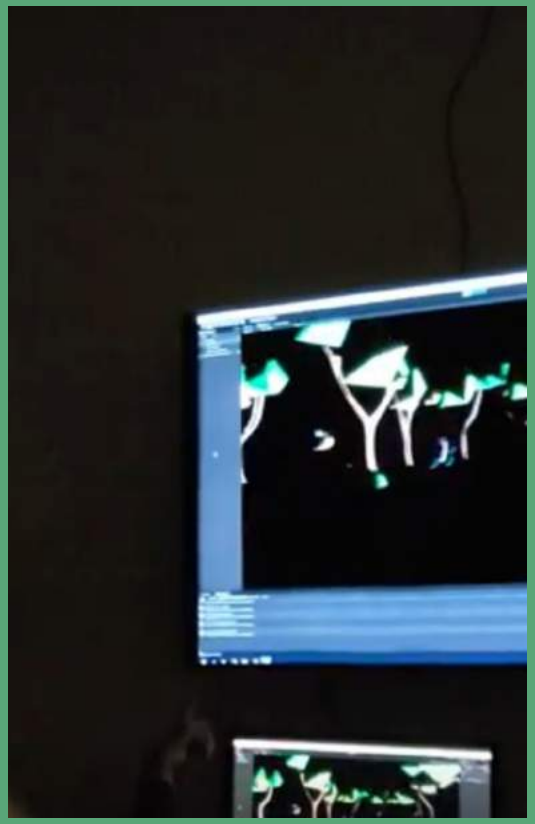
OCEAN

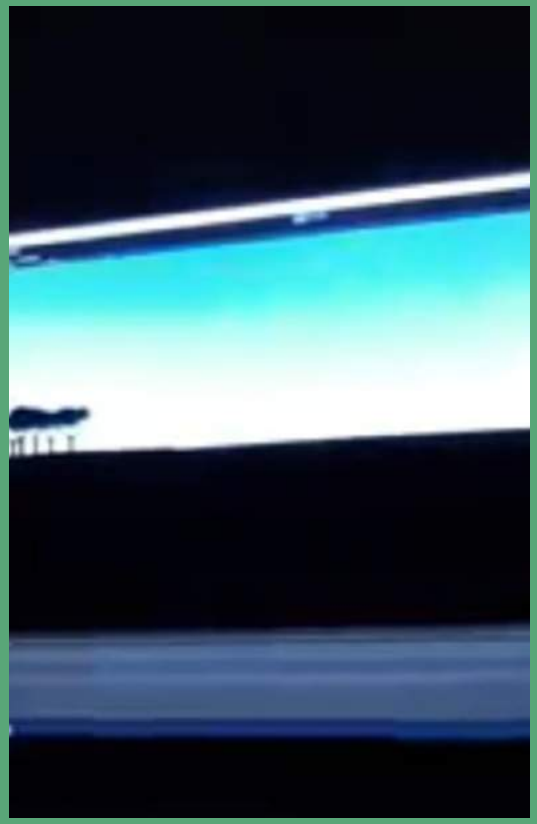




IN ‘GAIA’, THE USER IS INVITED TO EXPLORE THREE DIFFERENT WORLDS

The user must keep their environment alive by continuously moving throughout the worlds via Kinect. Only one person can explore the environments at a time. We decided to use the Kinect because we want to foster a community around the issues of climate change, and so we did not want the user experience to be isolated or solitary. The best exhibition format for this environment is projection because this is way more than one person can experience the virtual world at the same time. While there is one active user, we envisioned that the group watching will also be complicit in the game, similar to how we are all complicit in taking care of the earth.







USER EXPERIENCE

The user starts at a standing position in front of the Kinect to allow the sensors to detect the user. From there, the user will see in front of them a projection of the environment they are set in. The environment starts dark. When the user leans forward or backward, they are able to move forward or backward within the environment. When the user rotates their shoulder right or left, the camera will rotate according to the shoulder rotation. When the user begins to lift their hands, the world begins to lighten up. The user must keep their hands up in order to see the world colorful and bright. However, once the user drops their hands, the world goes dark again.

‘GAIA’ WAS BORN FROM OUR GROUP’S MUTUAL CONCERN FOR THE ENVIRONMENT AND THE INCREASING SEVERITY OF CLIMATE CHANGE

Through the exploration of the virtual world, we want to encourage the user to develop a deep sense of care and to show the beauty and importance of the natural world. The environment takes inspiration from the world around us. We implemented a simple design with polygons which make up the three different environments the user is invited to explore.

VISUAL REFERENCES

KEY PLAYERS

- Sreepradha Sreekesh
  - Computer Programmer
- Michelle Dominado
  - 3D Modeler & Coordinator
- JaDazia Stanifer
  - 3D Modeler & Video Documentation
- Young Lee
  - 3D Modeler & Sound Design
- Martha Glenn
  - Concept Assistance

EQUIPMENT & RESOURCES

- Kinect for Windows
- Autodesk Maya
- Unity
- Computer
- Semi Ryu
- Brianna Ondris
- Gavin Alberghini