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reflection for individual project

In this project, I set up a farm environment by importing prefab assets of grassland, pine trees and varieties of vegetables. All the vegetables are grabbable. I put a plane underneath the grassland so the vegetables would not fall through due to the gravity feature of rigidbody. I set the y position parameters of some vegetables at zero so users could experience pulling them out of ground.

My intention of making this project is to give users an immersive agricultural experience. The project targets children as its users and thus its environment is designed to be cute and enjoyable. Inside the virtual reality experience, users can look for vegetables laying on the grassland and pick it up, like a treasure game. This project can be relaxing, delightful and even educational, by allowing children to explore the virtual natural environment and understand where the food come from.

Virtual reality is a good medium to achieve the goals illustrated above. The involvement of virtual reality makes this project a behavioral art, because it becomes an ironic situation when children can only explore nature in virtual reality, not in a real farm. Secondly, in virtual reality a vegetable can float in the air if its y position is not set to zero, which makes the experience interesting and magical. Thirdly, children can run on a big farm without getting tired.