Modeller looking for asset, project planning video shooting user testing

I am still learning unity exploring the media communication

Overview

Goal: developing a casual VR golf game for people to relax themselves and experience futuristic golfing experience.

Role: user researcher, videographer, sub environmental designer and asset modeller.

Teammate: Tamiko Tadeo,

Time: 3.5 month

Brief (actual project description, goal, what and why we decide to do sth)

This project was assigned in the course, Immersive Environment in which the student had to develop a virtual experience using the VR platform for the audience to feel a sense of high presence and engagement.

-why do we do it

-team website

Process (clear step: highlight both soft skills and hard skills)

Challenge (what do you learn)

Reflection (highlight the success of the project)