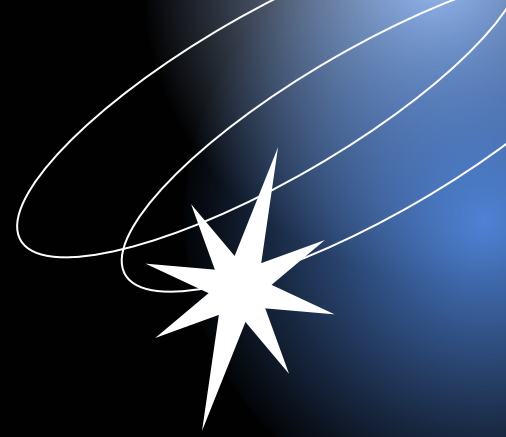


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# FINAL PROJECT PRESENTATION

PORTALS THROUGH  
THE SEASONS

XIMING LUO

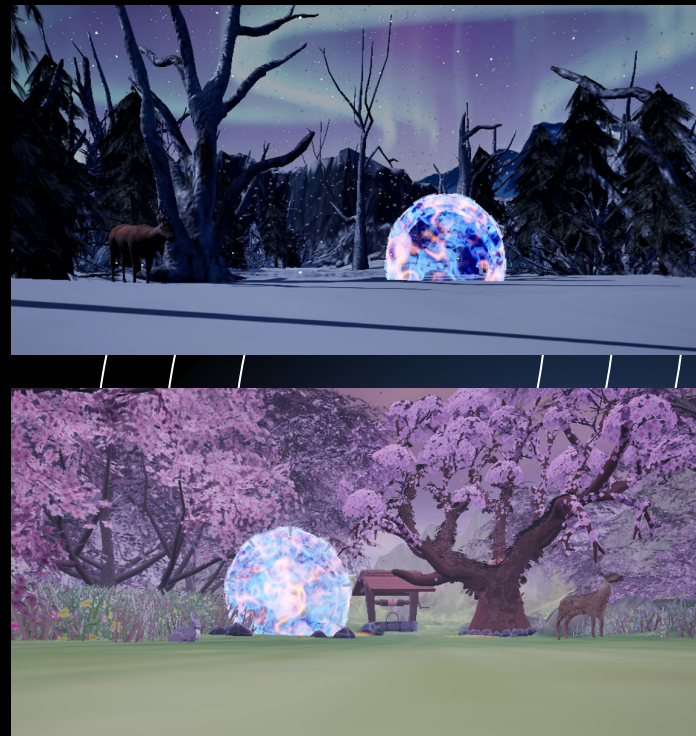
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PORTALS THROUGH THE SEASONS

# PROJECT OVERVIEW

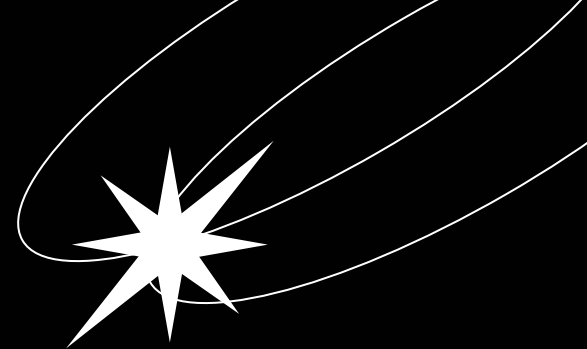
A VR journey through Winter and Spring  
(initially included summer and fall).  
Users explore immersive, environment-rich  
worlds by stepping through magical portals.

Type: VR  
Key Focus: Environment Creation &  
Portal-Based Interaction



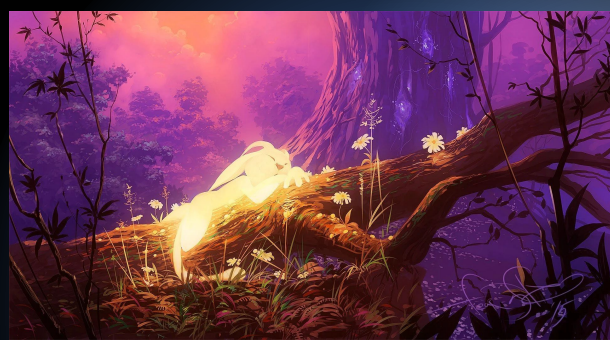
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# WORLD DESIGN

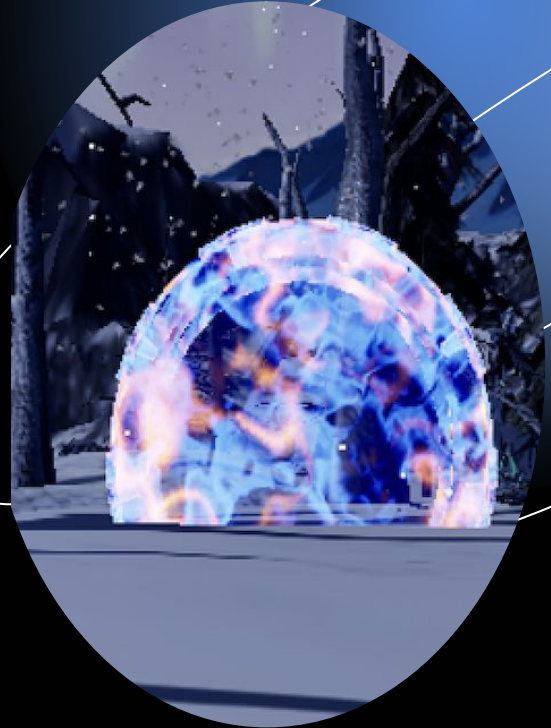
- Inspired by: Studio Ghibli, Ori and the Blind Forest, Breath of the Wild
- Themes of growth, decay, light, and atmosphere
- Contrast through color, weather, and audio





# INTERACTION DESIGN

- Glowing, animated portal thresholds for transitioning between Winter and Spring environments
- Visually cue users and create magical threshold between seasons with a seamless transition
- Portals as metaphors support intuitive spatial interaction
  - Walk through time to experience the changing of the seasons



# CHALLENGE

- Challenge:
  - Struggled with triggering level changes through portals and creating seamless transition across environments
- Solution:
  - Used a collision sphere to detect player entry
  - Added a UI fade-to-black widget with Blueprint delays to hide abrupt loading
  - Upon level load, the scene fades in from black
- Resources:
  - Unreal Engine documentation, YouTube tutorials on Blueprint transitions, and extensive trial-and-error to resolve glitches and timing



# PROCESS

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## PORTALS THROUGH THE SEASONS





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PORTALS THROUGH THE SEASONS

THANK YOU!

