

# Welcome to CS11SI

Week 1 - Day 1





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# What does this class teach?



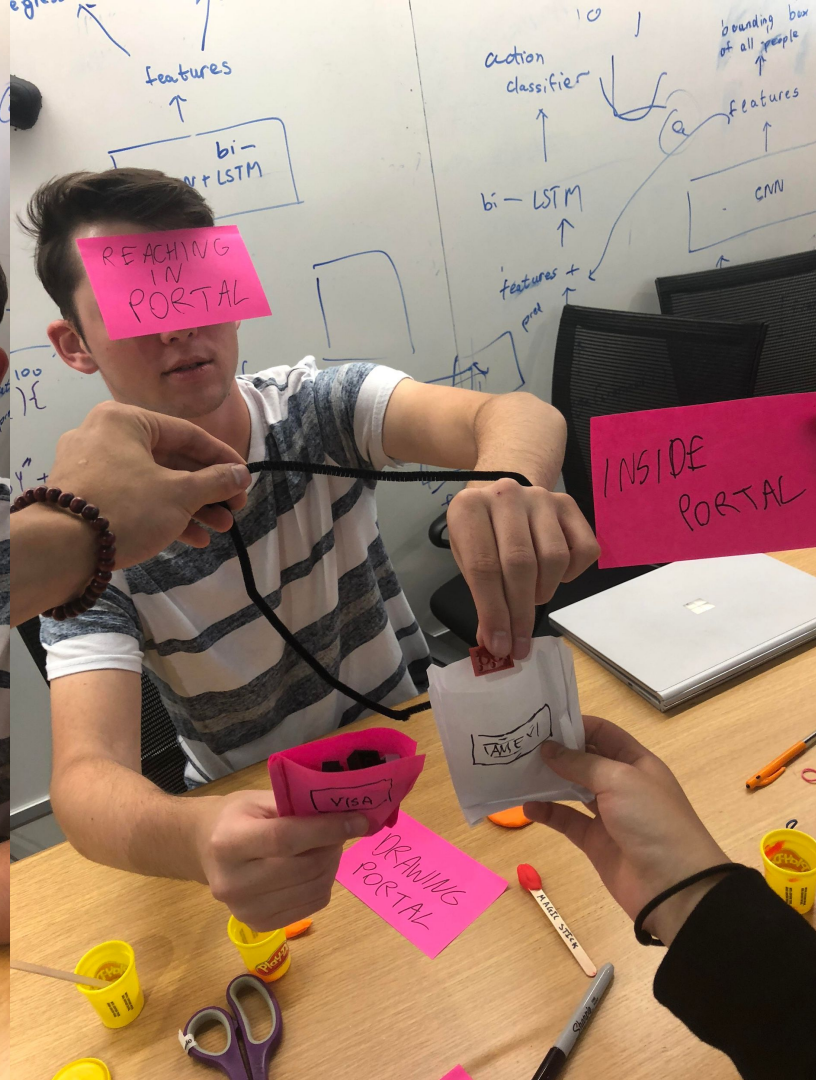
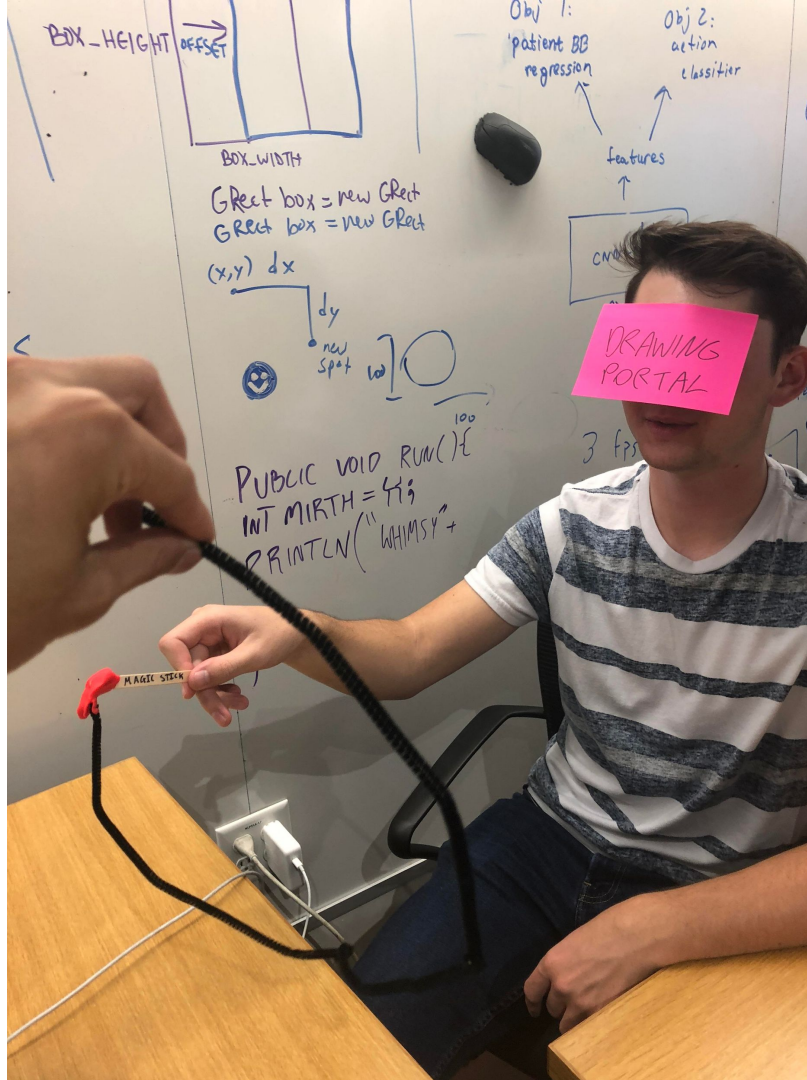
THEORY



APPLICATION



COMMUNICATION

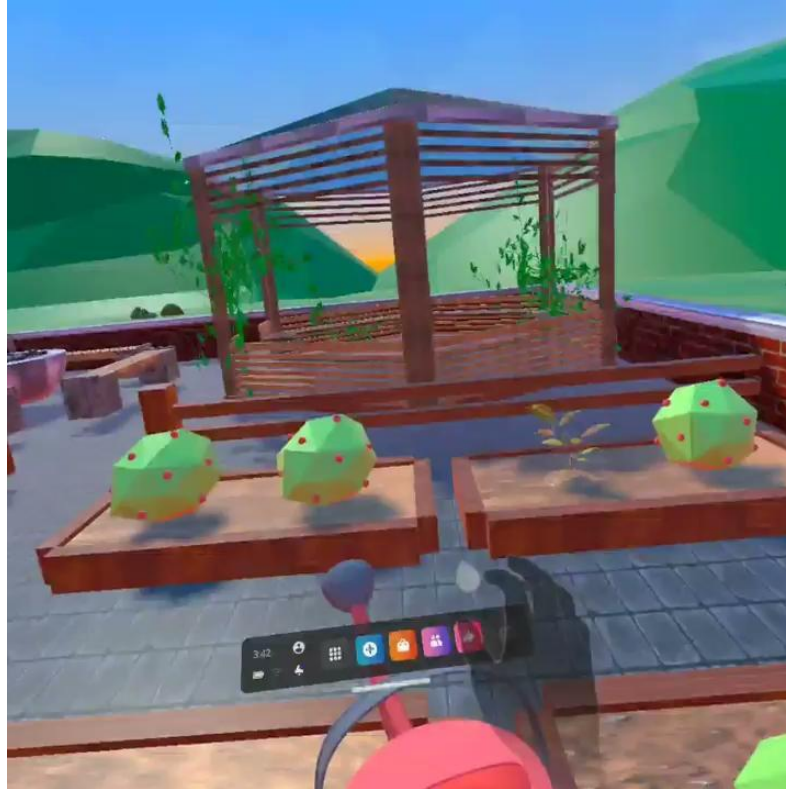






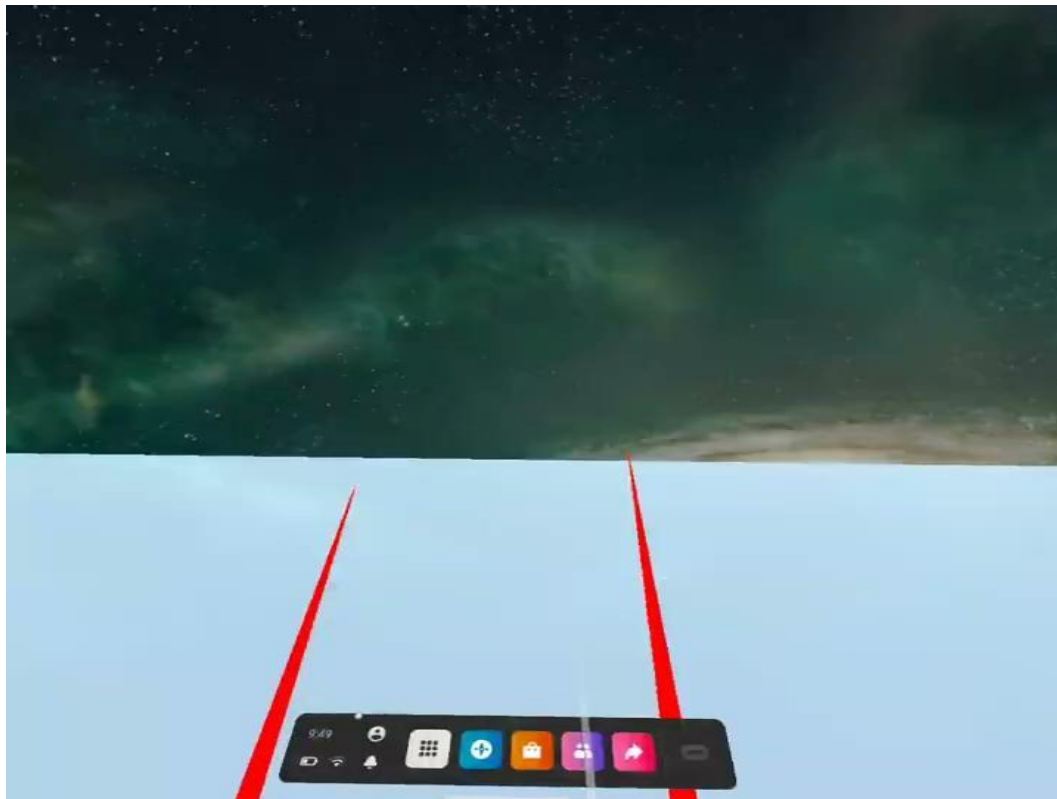


# Past Projects





# Past Projects



# Teams are at most 5 members



## Create a VR app in 10 weeks!

This is a participation heavy class

Let's check out the Syllabus



# Plato's Cave







What makes reality feel “real”?



# Perception and Proprioception

# Some points to consider

## DESIGN FOR AUDIOVISUAL:

- Physics
- Shadows
- Ambient noise
- People's behavior
- Depth cues
- Interaction/agency

## SOMEHOW SIMULATE THE AURATACTOLFACTORY:

- Feeling of texture
- Feeling of weight
- Feelings of force
- Smells
- Food, taste

