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Max 7742
5.11.22

Experiential. Immersion.

This semester I have been fortunate to study additional technical classes related to my industry in multimedia. I was able to take a television production course and also an immersive worlds course where we learned programs like A-Frame and Unity. In My immersive worlds class I read a story from the book, Hamlet on the Holodeck regarding "multistory" and became intrigued about how we interact with environments through non linear story telling. Multistory to some degree is the quantum realm where you are experiencing many different life experiences at different places, at different time signatures, in different forms all within the universe, parallel realities.

For this final MAX class project I worked with MAX Msp to generate 3D shapes mapped with video, chromakeyed background content with a highlighted foreground, and mapped video to a cube shape spinning. The process of creating the videos you see in my Unity environment has gone through several different processes both in Max and Unity and was also built on the web.

The Unity process was interesting. I had to import the video files into Unity, create a 3D terrain with mountains, trees, grass, flowers and some fake water. Then I used my imported files to place the video in specific places; I had carved out as a path leading forward through the journey of my environment. I placed several videos along the path and chromakeyed the videos in Unity so that the video objects I created looked to be one with the environment, as surreal as it is. Then I created trigger zones with a new 3D object and placed it along the path near the video representation. The trigger zones play audio as you get close to the video object. It feels fun to interact with this environment because the content is peaceful and light. I created a C# script for working with this user based interactive audio.

Finally, I am working on an export for Oculus so that the participant can interact with my environment through walking, exploring, teleporting, etc. I am interested in how the user experiences all of these little interactions that hold value and volume; I am curious to know the feeling the user identifies with as they are standing in front of the spinning cubes with multiple stories presented on one cube. These stories are both visually and audibly rich. They are experiential for the user.