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Immersive Worlds
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Abstract on Final Project

For this Unity final project I am interested in exploring an aesthetically colorful and vibrant environment through interactivity by way of Oculus. I am working with my current environment project and adding interactivity to it through sound triggers so when the participant moves through the environment he/she experiences sounds from the environment.

The environment I have created has multiple videos within the environment from professional dancers keyed out the background environment, singing mushrooms, purring cats, terrain, and spinning cubes with a multiplicity of creative content rendered and created through web based video capture through MAX Msp. I worked with MAX Msp to create many of these videos within the environment to give the 3D objects texture visually and audibly.

I am interested in what the participant experiences in interacting with the environment through motion and teleportation both physically and as stimulated through audio. I am curious to add more interactive components within my environment project and am still in the investigative process for outlining the possibilities of interactivity for the participant.

Currently, I am intuiting that it is most important due to the file size of my videos within the project that export process to Oculus is of dire importance to the process as it will enable my next steps in adding additional content and additional interactivity. This is a hurdle I am currently working on surpassing.

Regarding the context of the work and larger description, I am interested in a pleasurable and psychedelic experience. This is merely an aesthetic interactive experience for the participant.