

Two overlapping parallelogram shapes, one blue and one light green, are positioned in the top-left corner of the slide. The blue shape is in the foreground, and the green shape is slightly behind it, creating a layered effect.

VR Character Gallery

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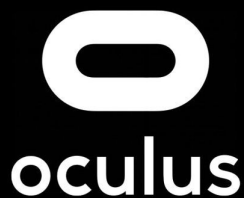


Description

- The project takes place in Virtual reality
- It is a collection of four different character models I have created
- Each character represents a different style of character design
- The models are displayed in a gallery like setting
- Viewers may roam the space and enjoy the characters created.

Methods

- poly modeling and 3d sculpting
- Oculus VR integration
- Unity game engine
- Oculus Rift VR headset



Schedule and Budget

Schedule:

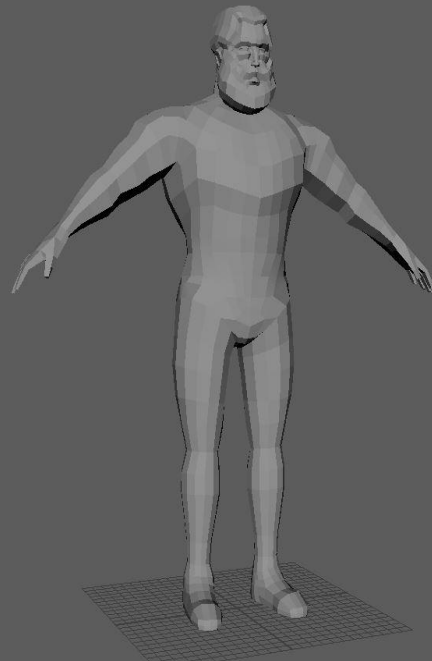
Sep 30	October 10	October 22	November 11	final
Character model 1 complete	Character model two complete, beginning unity VR experience set up	Character model 3 complete, finishing touches on the look and feel of unity VR gallery setup	Character model 4 complete, Testing experience for bugs and user interface testing.	Final iteration and gallery setup.

Budget:

Estimated: \$0

- Vr headset – \$300
- PC (incl. Mouse and keyboard) – \$900
- Monitor – \$200

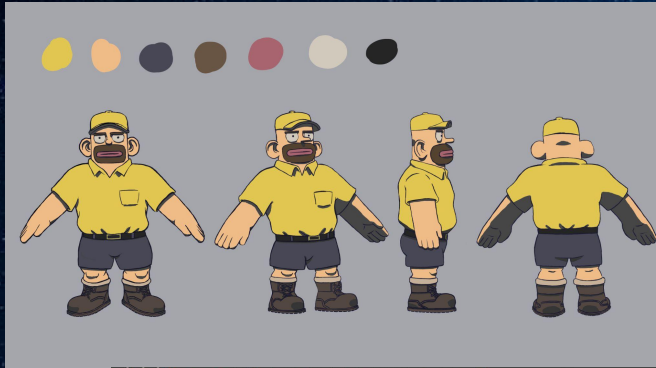
Hero



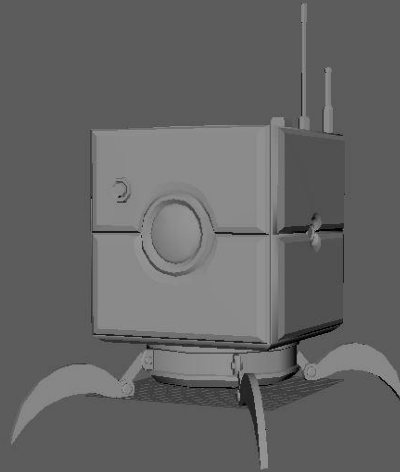
Monster



Cartoon



Robot



Environment





Video tour

