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### Culmination project: VR character Gallery

### **Description:**

In my project, I will be creating a VR character gallery experience. I will be displaying 4 different character models I have worked on for this project. In this experience, you will be allowed to walk through a gallery and observe the different models up close and personal through the use of a VR headset.



### Methods:

I will use unity as the main engine that will run this experience. The different character models will be created in ZBrush and textured in substance painter. They will all be optimized in order to become less heavy for the engine to run a VR experience with them included. While I'm doing

that I will also begin the process of creating the gallery the models will be displayed in. I will use placeholders in the sections where the character models would be and I will create the look and feel of the gallery (modeling, texturing, and lighting). I will then playtest the experience with my VR headset to make sure the experience holds up in unity and can be played without and bugs or difficulty rendering.

# 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.

## **Deliverables:**

- Character models(modeling, texturing, optimization)
- Unity VR plugin setup
- Gallery creation( modeling, texturing, lighting, optimization
- User testing and prototyping ideation
- Final version confirmation
- Cuny student gallery Hardware setup and playtesting

## **Resources:**

- Computer
- Unity
- Zbrush, substance painter
- Vr headset
- Computer monitor

## Budget:

Estimated: \$0

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