

Study 1: Scale

Due: Tue, Sept 4

The possibilities of scale within virtual environments are incredible, as evidenced by the breadth of subjects artists and developers engage with in virtual reality: from enormous cosmology datasets to brain samples spanning $5\ \mu\text{m} \times 5\ \mu\text{m} \times 15\ \mu\text{m}$ (almost a tenth the diameter of a strand of hair). Drawing inspiration from [Clarke & Wittenberg, 2017] and [Horton, 2017], create a simple study exploring **scale** in virtual reality. Feel free to draw from other inspirations as well. Students are given freedom to explore the subject as they see fit, but must be challenging themselves.

Test your study often on the HTC Vive (MacLean 402). If you cannot access the room, feel free to drop by this week's lab hours (Sunday, Monday, and Tuesday 11:00 am - 6:00 pm) *when there isn't a session happening*.

As detailed on the [Studies page](#), the study is **due Tuesday, 9/4, by noon**. Make sure to **build your project as an executable and send the files to Jas & Zhong**. You will then receive a full critique, suggested readings and media, and a grade on the project.

For a full list of what to look out for, refer to the [Studies page](#).
For resources, refer to the [Resources page](#).