Physicality study

Due: **Tuesday, September 25th, at 11:59 PM.**

In class, we engaged with the concept of physicality – notably the installation around the VR project "proper" as a cite of transition, blurring of boundaries, and materialization. In readings, you will be engaging with "Building the Monastery, Locating the Sacred Presence", which presents an analogous process of constructing a space focusing on the "sacred presence."
In this week's study, you will be designing a VR project and then conceiving an installation for it. You will then present to your classmates what you have created. Be sure to follow the specifications below precisely. Going beyond these specifications will be rewarded accordingly.

The VR Project must include:
- 3 different 3D models that are not default models. Each model should be found online or created yourself.
- A different skybox from the default.
- 1 game object must change based on two different scripts:
  - One script must make the object circle around the participant (w/ radius = 3 units).
  - The other script must change the object's scale according to a sinusoidal function.

Presentation:
- Prepare a slideshow with 3 slides maximum.
  - **One slide** should have documentation of your VR Project (eg screenshots).
  - **One slide** should detail how you would envision your project being installed. (This can be in a gallery, outside, or – if interested in thinking of websites as an installation space – a webpage. This can also be modifications/decorations of the Cardboard.)
  - **One slide** is either:
    - 4 sketches illustrating your installation vision, or
    - A picture of your modified Google Cardboard (you will be asked to pass around the physical one during your presentation).
- You will have 3 minutes to present on Wednesday, September 26th.
      40% of the grade goes to completing the VR Project with all specifications.
      60% of the grade goes to completing the presentation with all specifications.

Students who cannot access an HTC Vive enough MUST work on the Google Cardboard.
You fail this project if:
- You do not turn in a build of your project, or
- You do not present.

No exceptions will be made from now on. No late assignments will be accepted (even if you talk to me before). Manage your time well. *This is your responsibility.*

You must turn in:
- A ZIP file of your entire project folder.
- A ZIP file of a build of your project.
- Your slides (presentation).