

Group Notes (Andrew, Caitlin, Jay)

For Wednesday, 04/16/14

-Materials List-

- *Oculus Rift
- *Joy Stick
- *Computer to Run Unity
- Camera (optional)
- Tape Measure (optional)

These are some things we discussed:

Rural Areas, lack of funding, not all children are able to keep up. Our Project operates in a public space, where children can take what they have learned outside, in their environment. These skills are constants that they can depend on, wherever they are on Earth.

Maybe they'll find they learn to be more comfortable in their own environment and encourage them to explore more paths that are less traveled.

-Museum Proposal Ideas-

This is our Project: Virtual Reality Orienteering.

These are our Goals: Professional Graphic Designer (price) to build virtual reality 'world,' in Unity, replace joystick with footpad, replace eye-wear with four screens.

This is what we hope to Accomplish: Teach visitor North, East, South, West and challenge what they have learned by simulating being lost.

-Materials-

- Oculus rift
- Joy Stick
- Computer to run it
- Four Screens (three walls: Left, Right, Front, Ceiling)
- Four Projectors

-Questions-

Find the exact measurements of Space, Screens, Walls: What is radius of Oculus? Diameter of Oculus and Multiple it by 2. This will answer how far should kid be from screen.

Do we want four walls? Or Three, with Ceiling Projection?

Actual Space: 1 yard Wide?

How big is the platform?

How much would this cost? Graphic Designer, Oculus foot-pad and sensor, four projectors and screens.

How big does this area need to be?

How big do the screens need to be?

Where is the Entrance?

Use Oculus Goggles.

IF we were going to build this: we need footpad.

Explain, why we would want them walking, not the joystick, we are trying to promote fitness! Virtual Environment and make it realistic. We are doing everything we can, to simulate reality.