Overview

In this project, we started to create a prototype for a Virtual Reality (VR) experience that allows the user to control time and see the evolution of a fixed location through history. The user will be able to see animated loops of time in the immersive environment all around them as well as fast-forward or rewind time, skip through eons to ages, from present day to the beginnings of earth.

Creative Process

The first thing we needed to do for this RCEU project was research geologic time and locations to narrow down scope of project. We decided to use UAH campus as the location and aim for creating three chunks of time: Hadean (1st eon), Mesozoic (time of dinosaurs), and from present day back to the beginnings of UAH. Our goals were really high, but we were able to almost complete the UAH phase of the project during the RCEU period. During this project, low-poly 3D models were made of the current buildings on the north side of campus, along with their early stages before renovations.

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