Research and Creative Experience for Undergraduates Program

A Place Through Time

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Overview:
The goal of this project was to create a simulation for virtual reality to show the evolution of campus from its foundation to present time. Doing this required compiling pictures of campus from years ago and creating 3D models of the buildings to then put into a game engine to make the simulation.

Creative Process:

First step- Create 3D models in Autodesk Maya

Second step- UV the models for texturing

Third step- Texture the buildings in Unreal Engine 4

Details of the brick on a building

Final step: Place models on a map of campus and set up camera angles for virtual reality

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