

Jonathan Tran

CS 491 – VR Design

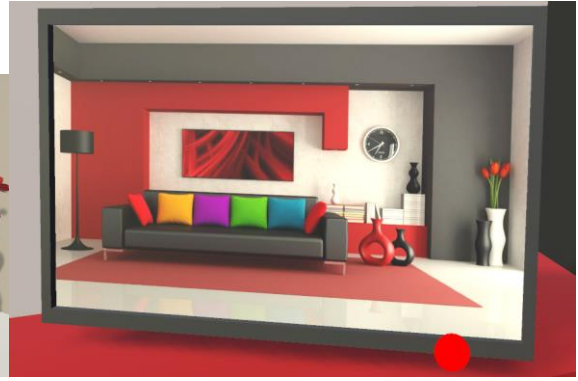
#### Homework 4: Choi, Jae Rim's Project 1 Review



First off, this room is neat in presentation in that it contains bright colors (which is appropriate for an office) and nice mixture of colors. Additionally, the music in the background supports a nice cool theme whilst exploring the room.

A thing that can go overlooked in this room is the amount of detail put into each positioning of objects. See the pictures hung onto the wall, it displays a very modern detail, and each picture is different in image, which almost makes the placement of images similar to what you might find in an art studio.





Another seller in this project is the fact that Choi was able to incorporate an image which he found online (right side), place it into his project as a portrait, and then lastly recreate it with assets that he either created or found. This is, what I personally think, is what a great use of a VR system is for. The fact that someone can take a visualization and make it into a pseudo-reality by using VR really helps illustrates the capabilities it can have. Such as seeing something prior to an actual home project so you can map out what to build/remove.



Finally, the other side of the room, although it may seem less packed than the former side, it contains a simple representation of what an actual office should be with computers and chairs all back to back.