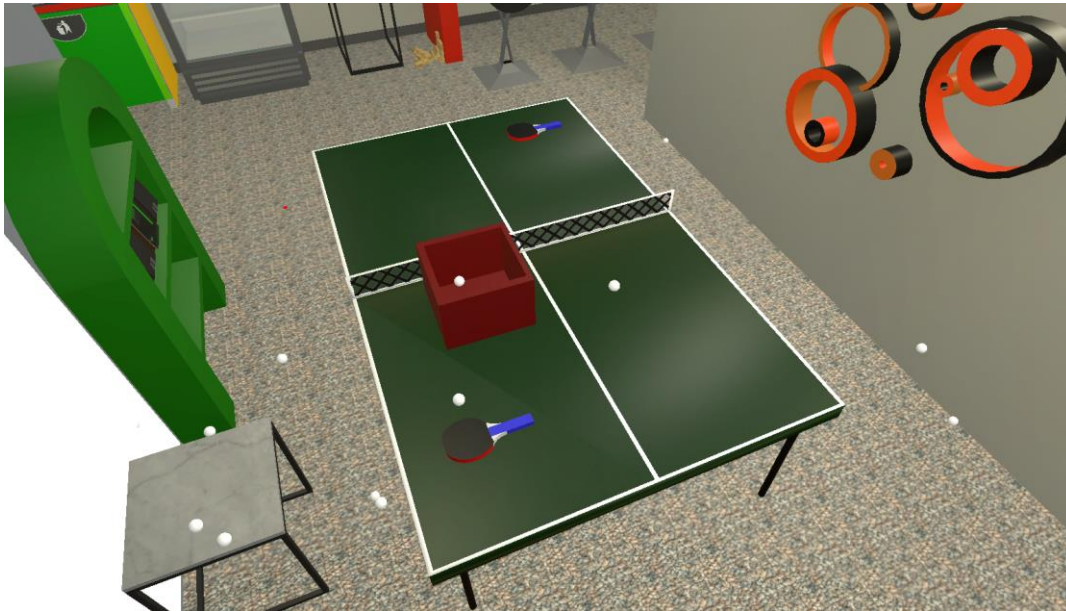


Jonathan Tran

CS 491 – VR Design

Homework 4: Kaushik, Debojit & Bhoi, Amlaan Project's 1 Review



During the presentation, I was very impressed with the room. This room both has a lot of functionality and also objects to make the room very explorable with multiple interactions. Surprisingly, the room did not lag during the presentation and neither does it lag when ran from the PC, even though the room is filled with content.

Some things I would like to point out is the coloring of objects in the room. On the walls and ground, may be the cool gray color, but to make up with just gray, the room has a bunch of different colored objects that compliment the color of gray, such as the below art orange-black circles, and the green jukebox.





Another thing to point out is the slightly hidden but mostly surprising “meeting” room. In this room spouts lighting controls that enable brighter or darker light in the room as well as a very neat combination of chairs and glass table.



Some things that can go over looked in this room is the moving fan on the top of the room. Or the many objects such as the Charmander, Minion, and Angry Birds Dolls when they are grabbed/clicked. Then of course the highly detailed Jenga tower of blocks (fallen in picture on right), that requires careful placement of the blocks during load time. In all this, it’s a pretty good room although slightly cramped, I’d find myself enjoying working in an area such as this, where many things can be done, while many computers are nearby for use.

