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Virtual Space Evaluation

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Overall my prototype met the requirements of the concept proposal. The project could have been completed with more intricate details and functionality but as a proposed prototype it met the requirements.

I managed to create the forest and kitchen as proposed. However I could have placed more objects in both areas. For example I wanted birds to fly around and have more of a variety of sweets and plants in the forest and the kitchen needed more detail. I had not anticipated the amount of time it took to create or paste each individual asset in the environment. If I had more time I would have preferred to create all the objects from scratch in Photoshop, Illustrator and Maya.

The VR template in Unreal engine was simple to use but once the assets were placed in the environment I had to make many adjustments to provide the correct visual effect; for example adjusting the scale of objects.

I did not manage to use different audio effects throughout the environment as I had proposed, for example the sounds of a moving river but instead opted to use one soundtrack. I needed further research as to how different sounds could be added.

The hardest part was creating the text because I wanted it to appear as the story unfolds. After some research I found a tutorial, which I followed. I managed to add one line of the story that triggered in one place of the environment where it had meaning but unfortunately every time I tried adding the other lines of the story in other parts of the environment the previous text would delete. With more time I would have researched how to add lots of text in a VR environment.

I had proposed an environment easy to navigate and aesthetically pleasing to explore and I felt I had met this proposal mainly because of the 2d overlapped images, which were created with a cardboard effect. The overlapped images provided an illusion of space and depth and allowed the viewer to explore an environment, which felt infinitely bigger than it was. This was definitely an improvement on my initial idea to use 3d images for the environment because with the time constraints and my lack of experience I do not feel I would have been able to create a visually effective environment compared to the 2d one created.

Though I had not proposed motion controllers for my project, I feel this is an area, which needs further investigation because throughout my technical developments of the environment my research showed that with some sort of controller eg. leap motion I could have created a more immersive environment. They could have been used for picking up sweets or trying to catch the butterflies.

I wanted the characters to move within the environment as the story unfolded but was unsure how to do this. My understanding is to create a blueprint level and again with more time and research I would have tried to do this.

In conclusion I would have liked to create the complete fairytale in the VR environment making it immersive as possible.