

## **SOUND GAME SPACE VR**

IIMC-550 / IIMC-350

Spring 2020

Room C108

Monday 11:00AM - 12:50PM

Credits: 3

Instructor: Daniel Jackson

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Office hours by appointment

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**Sound Game Space VR** is a Center for Integrated Media workshop designed to use strategies of gaming and play theory to investigate movement, sound, and the body in virtual space. We will develop our responses through readings, discussions and through the production of virtual environments and games during the course of the semester. We will also collaborate on a final project for exhibition at the end of the semester. There will be a focus on the Unity game engine as a tool for creating virtual environments and games.

### **Questions to consider**

What constitutes a virtual experience?

What is VR's (potential) impact on cinema, theater, performance art, and game play?

How does virtual reality change our relationship to experience and information?

How can virtual reality achieve immersion and criticality simultaneously?

### **Expectations**

- Maintain consistent attendance (3 absences)
- Participate in class discussions and activities.
- Complete the Final Assignment:
  - In pairs or groups, students will research, code and implement independent investigations into VR using the techniques explored during the semester.
  - Individual VR project proposals and presentations

### **Suggested Readings**

*Network Aesthetics*, Patrick Jagoda

*Deep Dive: Art and Virtual Reality*, Artforum

\* More suggested readings will be compiled over the course of the semester in a collective document created by the class.

**Schedule (subject to change)**

**Week 1: 1/27**

Intro to class, into to each other.

Perspectives on Virtual Reality

Into to C108, VR equipment, policies, etc.

*Homework:* Try some VR. Install Unity on your computer.

**Week 2: 2/3**

*\*Please bring your computer with Unity installed to class*

Intro to Unity: The interface, scenes, components, and game objects

Talk about VR experiences

Unity Exercise: Make an environment using Unity.

*Homework:* Read *Deep Dive* article

**Week 3: 2/10**

3D Assets in Unity

Creating assets in VR: Medium, Blocks, Tiltbrush & 3D scanning

Where to find pre-made 3d assets

*Homework:* Assemble a library of 3D objects

**Week 4: 2/17**

**THIS IS A HOLIDAY. NO CLASS.**

**Week 5: 2/24**

Interaction in Unity

Basic coding lesson.

Unity C# lesson

**Week 6: 3/2**

Unity sound and animation lesson

Talk about *Dawn of the New Everything*.

**Week 7: 3/9**

Unity: VR

**Week 8: 3/16**

Extending Unity for Maximum Immersion: physical computing and alternative controllers.

**Week 9: 3/23**

Expanded VR, future technologies.

**Week 10-13: 4/6, 4/13, 4/20)**

**\* 3/30 - Spring Break, no class.**

Final Project: Proposal Presentations

**Week 13: 4/27**

Final Project: VR Presentations