

Interactive Simulated Environments

The course explores the application of desktop, non-immersive virtual reality to the representation of architecture and, by extension, to environment design for games. Course exercises and projects are designed to uncover both advantages and limitations of emerging technology, on both practical and theoretical levels. The major focus of the course will be personal evaluation of these tools in the design of both object-specific and the spatial in architectural problem solving. The collaborative nature of the toolkit will inform design decisions vis-a-vis observation of participant behavior and open discussion with interactive critics.

Goals:

- Develop a familiarity with the basic UDK environment creation pipeline
- Explore authoring a simple spatial narrative
- Develop an interactive simulated environment reflective of your design studies

Tasks:

1. Create a level using the UDK which starts the player within a closed structure and allows the player to “escape” the structure. The sensation of being inside and escaping to a larger environment must be reflected not only in the translational movement of the player, but also expressed in design of the level geometry, textures, and lighting.
2. Design an emotive environment. The environment must include built and natural features, occupy multiple levels (floors) and communicate a thorough understanding of static meshes and proper UVW unwrapping. All elements and textures must be original.
3. Design a comprehensive, multi-stage environment. The environment must make reference to specific design and cultural precedents. These precedents must be communicated and discussed in class with the aid of book and journals. The environment must include built and natural features, occupy multiple levels (floors) and communicate a thorough understanding of static meshes and proper UVW unwrapping. All elements and textures must be original.