



ABYSSAL ZONE

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Introduction

- Visited WHOI Summer 2019
- UNCW graduate (Spring 2020)
 - Digital Arts (Concentration in Interactive Graphics)
 - Used this project as my Capstone (Senior) Project



Project Description



First-Person VR simulation



Experience of being inside and operating ALVIN submersible



Explore the
Abyssal Zone

Find
mysterious
creatures and
retrieve
samples

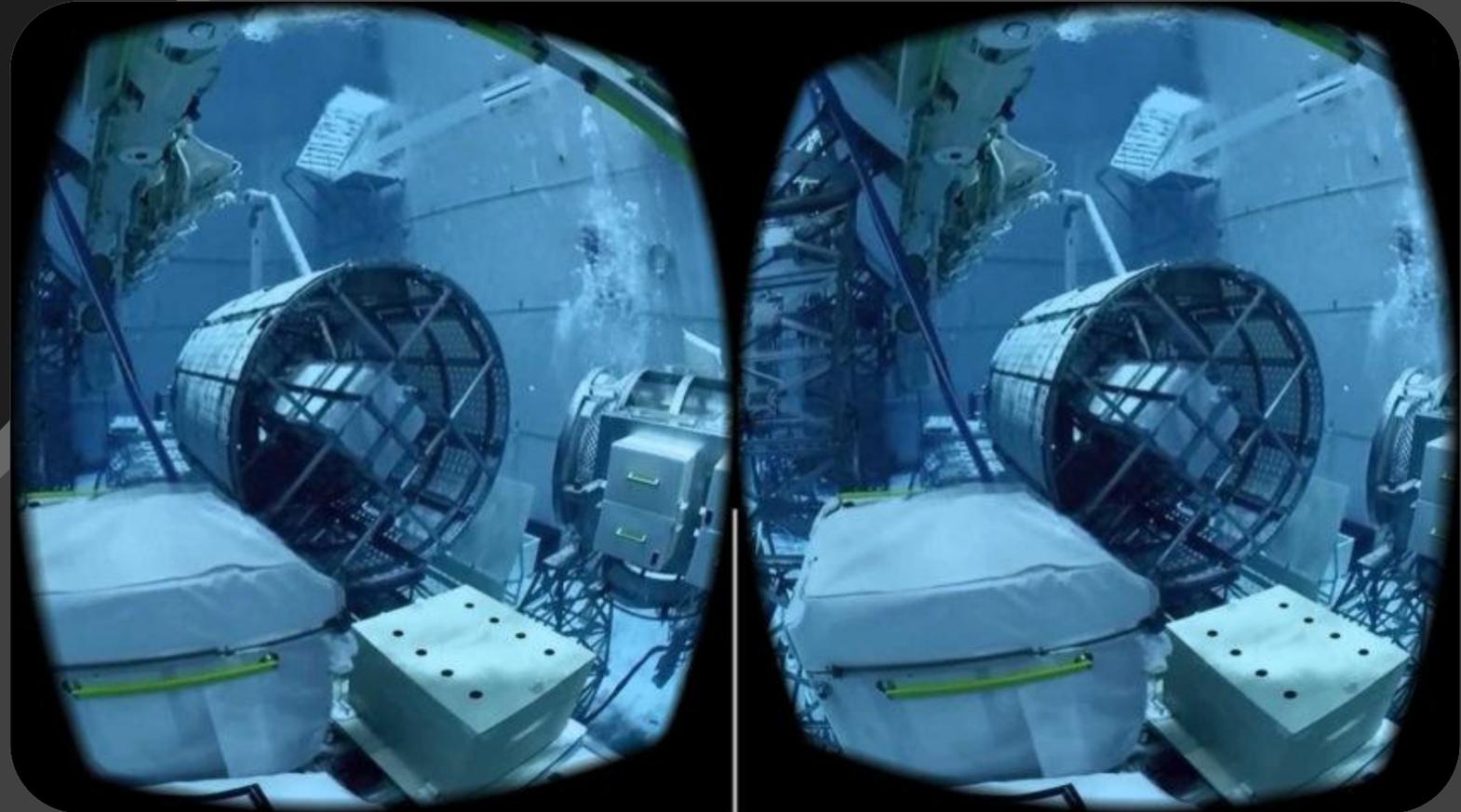
A close-up, artistic rendering of a VR headset and a hand controller. The headset is the central focus, shown from a three-quarter perspective. It has a dark, metallic finish with several lenses and sensors visible on the front. A cable is connected to the side. To the right, a hand controller is partially visible, also in a similar dark, metallic style. The background is dark and moody, with some light reflecting off the surfaces of the devices.

What is Virtual Reality (VR)?

- A simulated environment where the player can experience a world similar or completely different to the real world.

Interacting with a VR Environment

- Every VR equipment brand is different
- Same general idea:
 - Headset to see
 - Controllers to interact with environment
 - Headphones/speakers to hear



What has VR Been Used for?



Military

Fight simulation
Medic training (battlefield)
Vehicle simulation



Medicine

Patient therapy and pain management
Patient Education
Robotic Surgery



Business

Training employees
Prototyping and design



Art



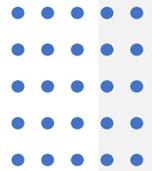
Sport



Education



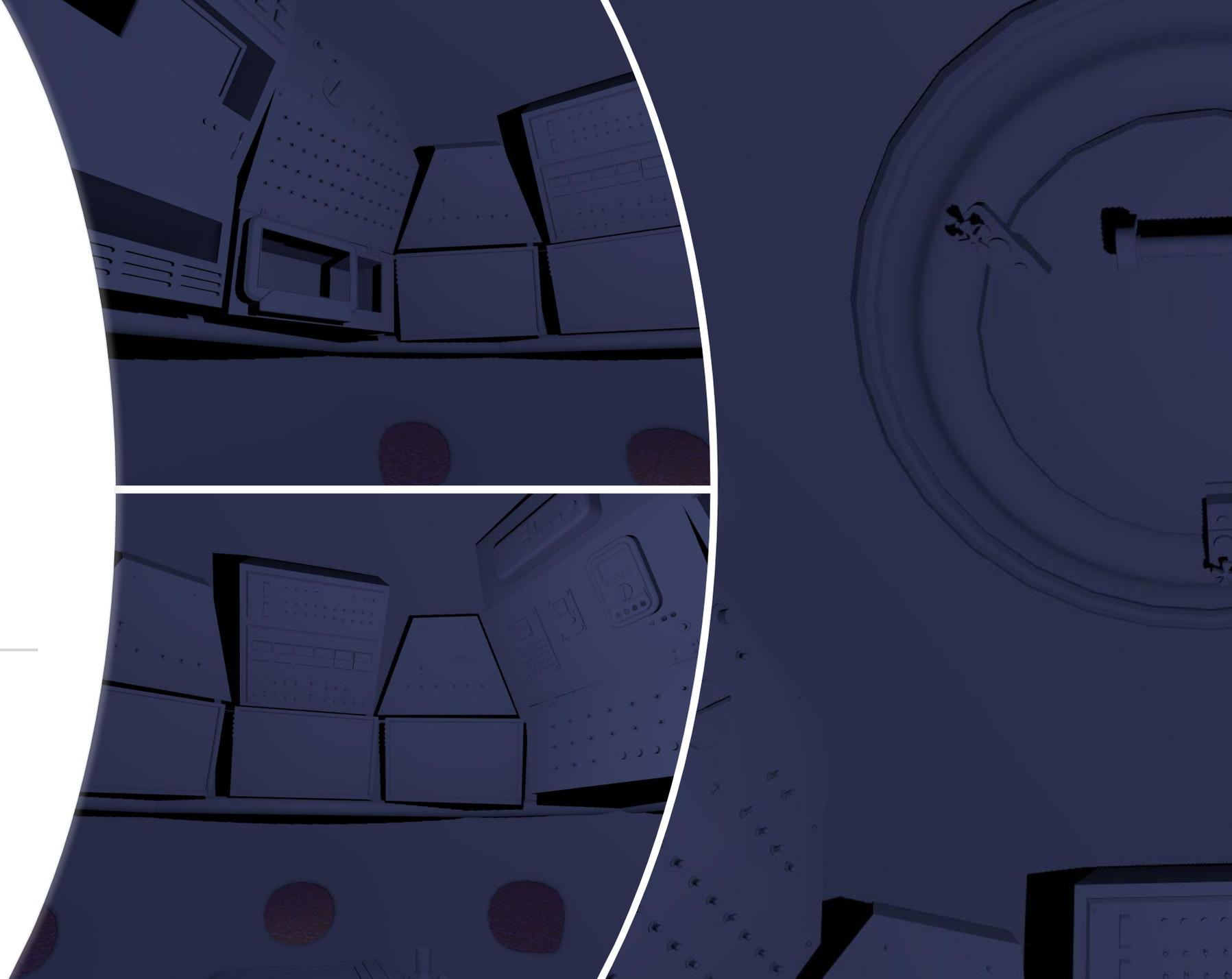
Entertainment



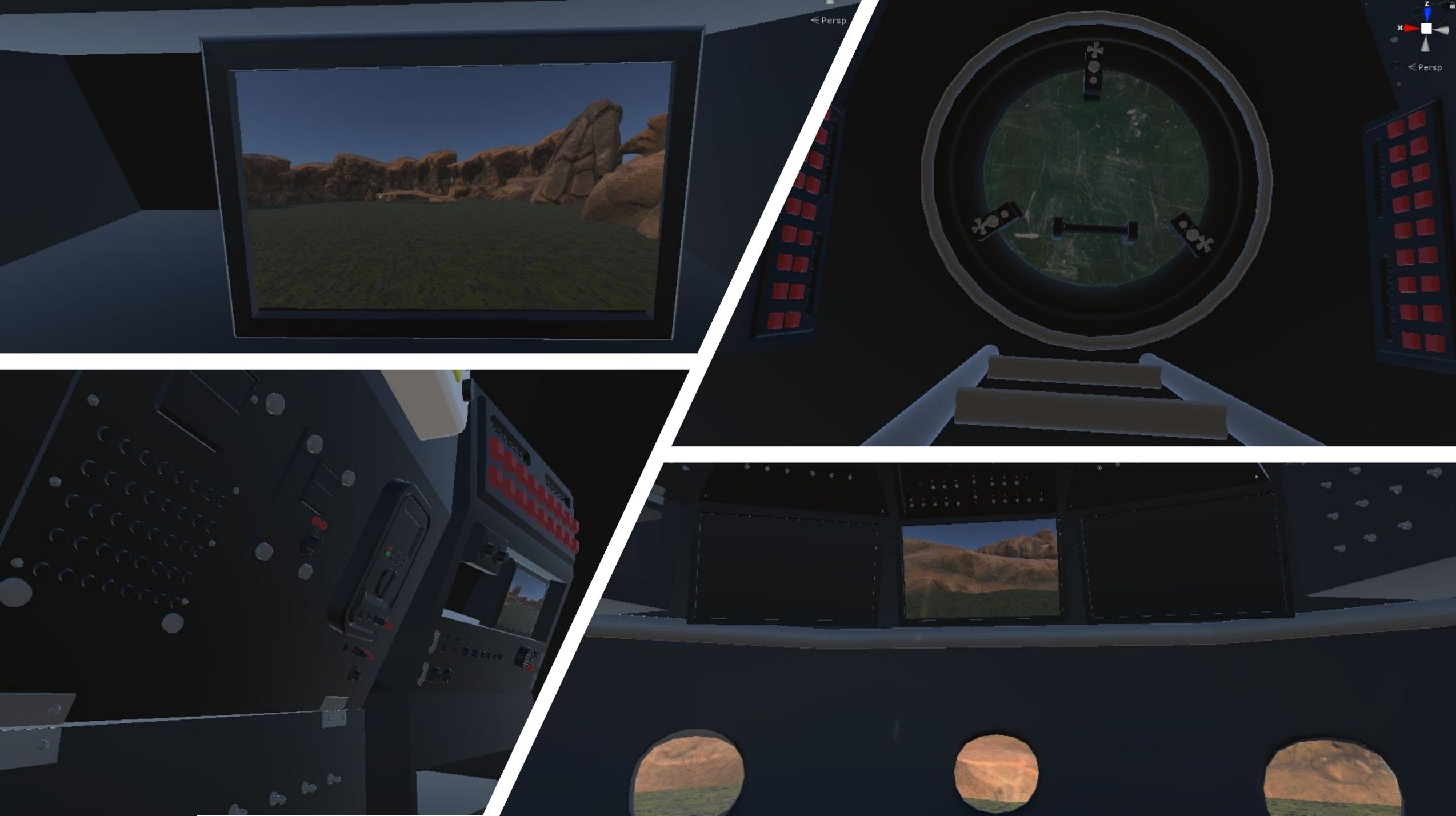
Progress of ALVIN Model

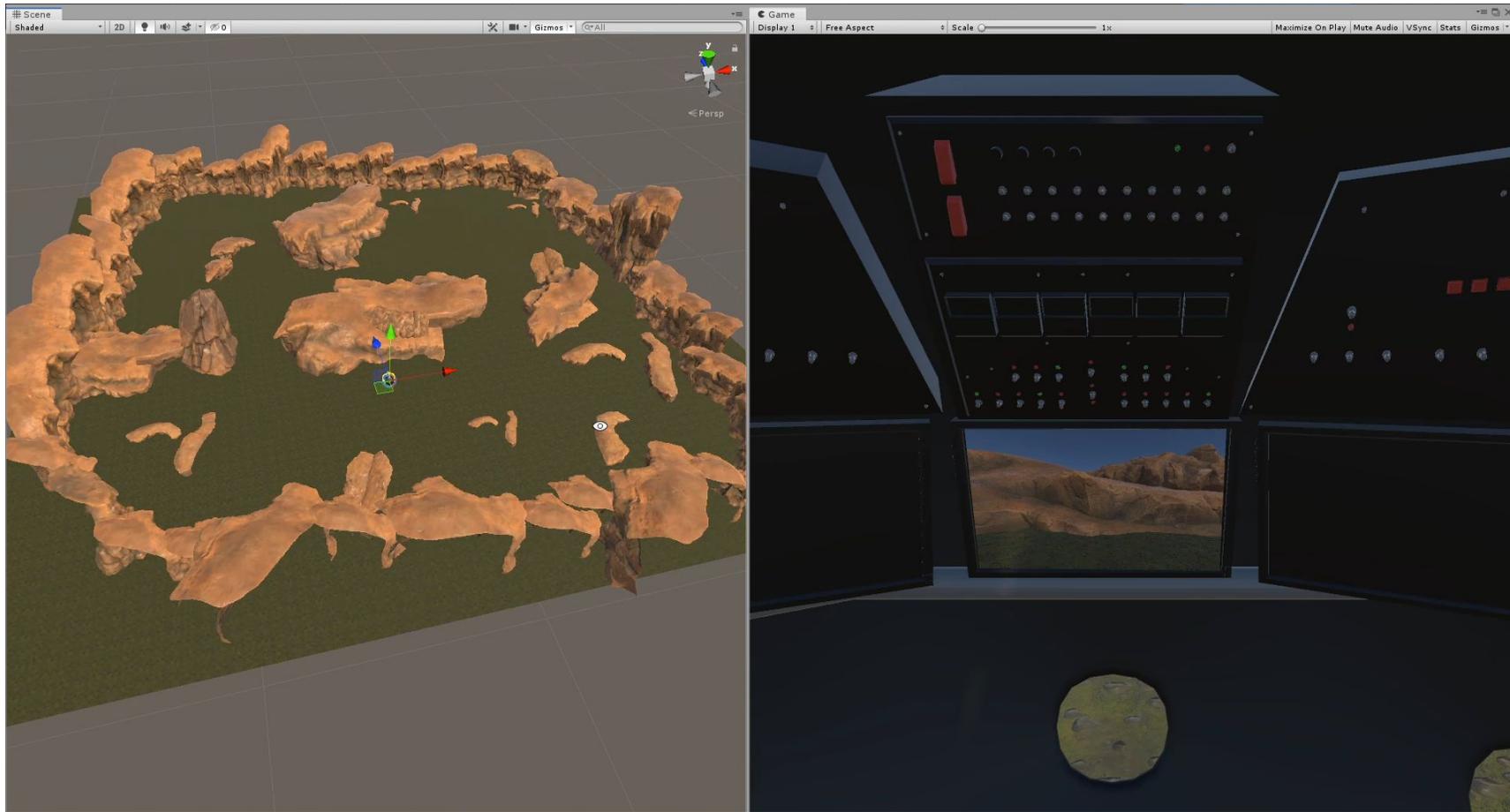


3D Model of ALVIN









Future Development



MUSEUM



SIMULATOR FOR SCIENCE
USERS

Thank You!
