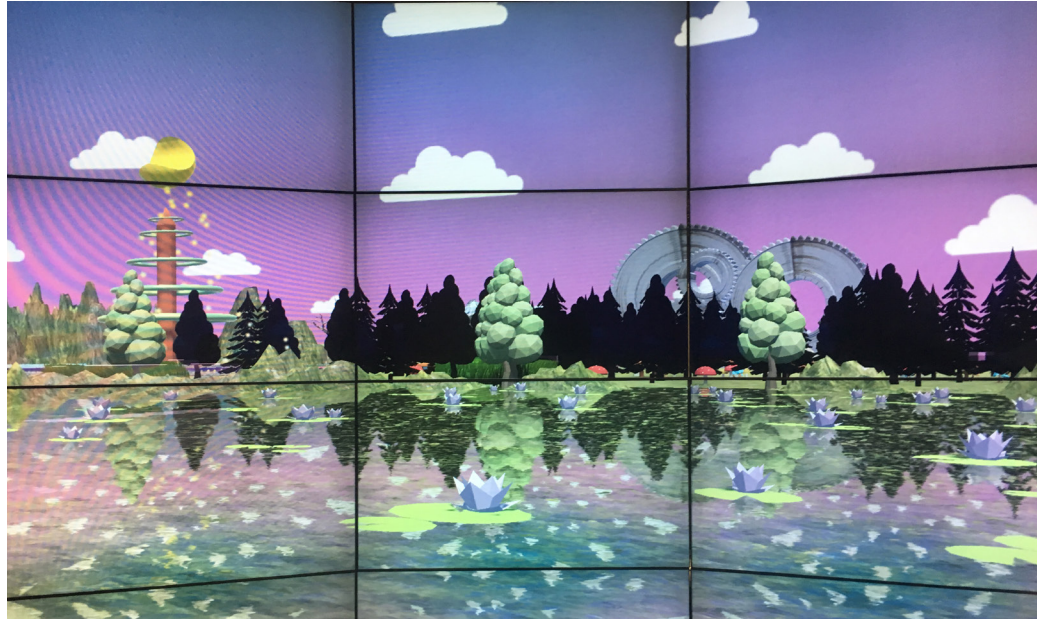# Human Footprint

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The concept of this visual experience was to bring attention to the consequences of human's carbon footprint. By using industrialization to produce more products for human needs creates visible harm to the environment and aids into the problem of global warming. Project "Human Footprint" displays two terrains that are only accessible through teleportation. The first terrain represents Earth without being harmed by Industrialization and the second terrain displays all the disadvantages of Industrialization and how it harms the environment. Exploring these two terrains gives the viewer the opportunity to discover facts about the environment. Thus, the facts that pop up, once collided with the player and giving the player facts about Earth's resources and Human's carbon footprint.

In terms on collaboration, Jasmine was in charge of objects that were placed in specific spots on the terrain, including creating the scripts for teleportation and sound effects(and particle effects). Jade was in charge with the textures on the terrain, adding objects to the second terrain and creating the scripts for Rotation and the collision for the facts. Isabel was in charge of gathering information to provide for the environments, including the information shared on the facts placed throughout the terrains. She also helped in providing the selected sound effects we used.

Oil spills on land and offshore create devastating effects on the environment. By harming animals and marine life, their habitat and main food sources get affected as well. The effects of numerous small spills present long-term environmental impact and chronic health effects including the potential risk of cancer.