The Paintroom

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The Paintroom takes its inspiration from art therapy that targets adults. The motive behind of this aim is to help adult users release and manage stress through painting. One of the considerations for creating this project is to raise public attention about the possible benefit of art therapy. Furthermore, the considerations on finance and environment help to determine the utilization of virtual reality for this project. By creating such virtual environment, the users are able to express and practice without the concerns of financial difficulty and environment damage due to their action.

The Paintroom is a virtual reality project built on the foundation of the Unity Engine and implemented with the capability to work within the CAVE2. It is a virtual room with designed interior that stimulates a large open room. The room contains furniture, abstract sculptures, art supplies, etc. to produce visual friendliness to the user. Within the room, the user can interact with majority of the objects by touching them with a brush. The interaction causes the color of the object to change. In addition, the user is able to move inside the perimeter of the room in order to maximize the mobility to explore the room.

Yingtang Lu's role in this project was the development of the interactivity of the virtual environment through the use of C# scripting. He participated in the identifying and solving

technological difficulties related to programming as well as contributing his insight on the setting of the space.

Jonathan Hernandez's role in the project was primarily to look over all the in-Unity assets and make sure they had the correct applied materials and options, as far as meshes and collisions. He worked on creating the textures we used and applying them to all objects. He also played a small part in the code, and he helped select which BGM we used.

Heather Trofimchuk's role in the project was the building of the 3D environment. She supplied models to create a somewhat calm atmosphere. Most of the models were realistic with a touch of some abstract objects. Heather also worked on sound, creating a smooth transition between the loops in music.