

Chaos Room

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CLASH!! BANG!! CRACK!! What a relief! Relief is the ultimate goal we hope people gain from their interaction with our virtual reality named the Chaos Room. Our project “The Chaos Room,” reflects real world establishments where people are allowed to smash and break objects. These establishments are usually called “Rage Rooms” and they typically work by renting out a room to a customer and selling them objects made out of glass, ceramic or any other destructible material, they then can destroy such objects with a bat or an any other way they choose to. This type of interaction is known as Destruction Therapy and it has been found to help people deal with many kinds of distress such as anger, stress and anxiety.

Accordingly, our virtual rage room is both safer and easier to get to, in hopes that a user is able to release their distress at the appropriate moment and in a manner that is less likely for them to get physically hurt. When stepping into the Chaos Room we wanted the user to experience the feel of an industrial environment with the sounds of construction and the aesthetic of metal, brick, and worn down objects. Once inside, the user is in search of the appropriate rooms that contain all the destroyable objects and weapons they will virtually be able to use. The objects inside these rooms are placed on tables to allow a user a faster way of breaking them, which occurs when a user takes hold of the bat and interacts it with the object of choice. As well objects are accommodated by different sounds of glass, metal and ceramics breaking, along with the objects breaking in many different shards.

The Chaos Room was executed by Kymia, Patricia and Ivan using the video game engine named Unity and the 3D computer graphics application named Maya. Outside environment was created by Kymia in editing scale and placement of buildings along with the main buildings terrain and interaction function. Inside environment edited by Patricia with placement of objects such chairs, signs and other details that added to the industrial aesthetic.

C# script was used for the building, controller and shatter interaction which was done by Kymia, with help in shattering objects and creating shatter animation in Maya and Unity by Patricia and Ivan. Finishing touches done by Kymia with help in finding object shattering sounds and environment background noise by Patricia.

Environment Image
Before Object Shatter



Environment Image After
Shattering Interaction

