Black Lives Matter was and still is such an influential movement in the United States and around the world. BLM has given many people the opportunity to stand together and fight for what is right. The concept of this VR project was to illustrate what BLM protesters hear and experience. This is a way to help those who did not protest walk around the scene I created experience the Black Lives Matter movement. The development of this project took a majority of time planning then was the execution of the project. To create a certain aesthetic I created a museum scene to show BLM as the historical event it is. I ultimately want to bring more awareness to Black Lives Matter, but for anyone who looks different or speaks different be able to have a space to feel that you belong.

The Black lives Matter project uses interaction to show the emotion that public figure have by using any audio that illustrates the emotion. The audio is triggered from a collision which happens with the words Black, Lives, matter, and BLM. There is also a collision in each hallway that has audio of protests, people screaming, and gunshots to illustrate what happens and what it sounds like to be at a protest. Throughout the whole scene each word has a key command that changes the colors from black, yellow, and red. This is what the Black Lives Matter flag is and the best way for me to show the color was through the type forms. The project is all about audio and color. This projects primarily connects to the research from “I am a Man” VR experience and using news reports and speeches that took place during the Black Lives Matter movement. I also chose to create this project because of my close Black friends having to deal with so much pain to try and feel accepted.
This image shows a brief illustration of what the scene looks like and what the color scheme is.

This image of the second room shows the value words have to Black Lives Matter.
This is the end point of the scene.

This image shows that the transition from one room to the other will be.


