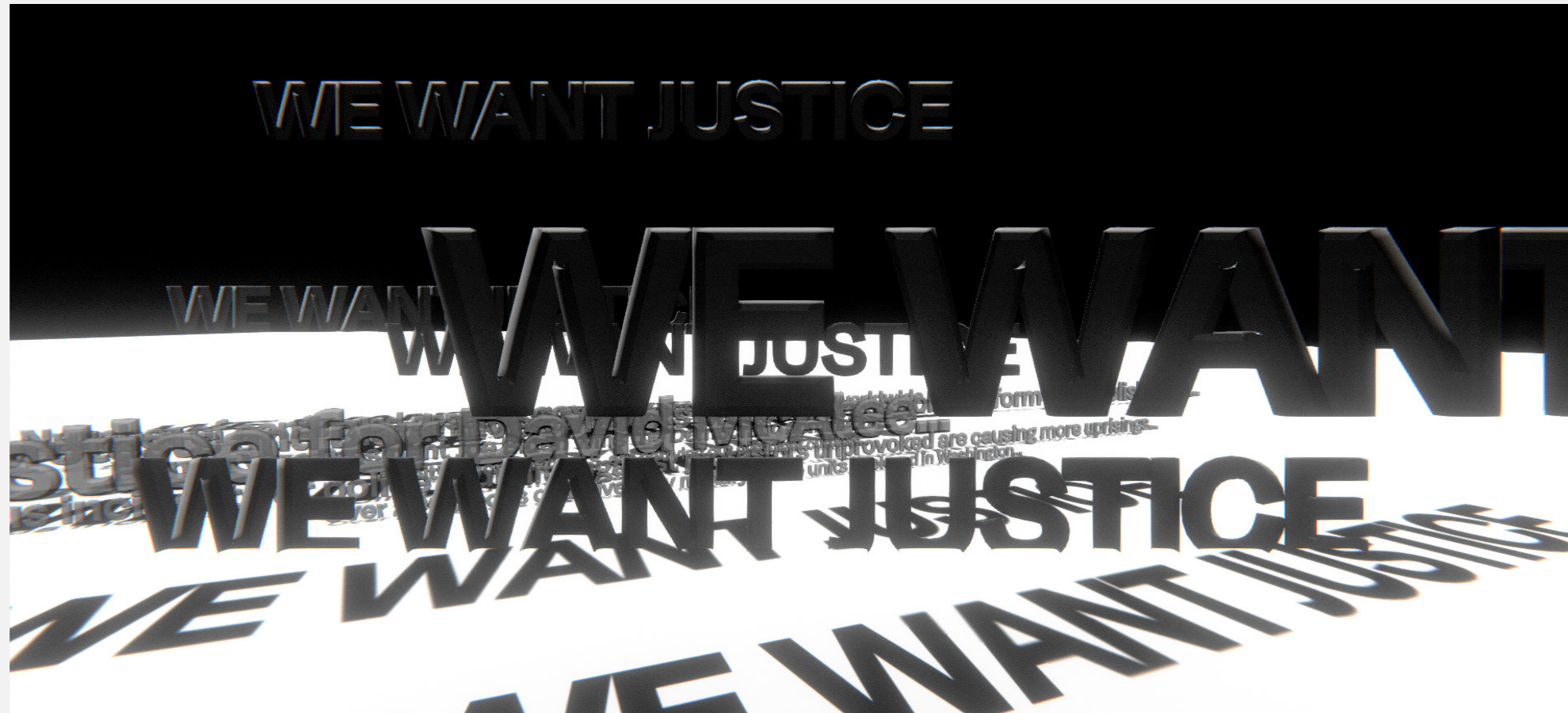# Experiencing 2020 Through Typography

Trang Do

Screen capture inside the month June. As the user enters into June, a particle system will emit
"WE WANT JUSTICE" particles that get bigger overtime and cover the whole screen.

This VR project allows users to walk through a timeline of the year 2020 and collide with various visual effects of the typography. Each month will have a few sentences describing events that happened during that month, the events range from major historical events with global impact, to relatively smaller events affecting specific groups of people. The collision effects, which consist of enlarging or reducing font size, increasing or decreasing movement, toggling gravity, multiplying phrases that take over the whole screen or lack thereof, will embody that contrast between major versus quieter months.

2020 is a year that was defined by change. Daily routines of millions of people changed with the spread of COVID in the earlier months and with the government implementing rules on the nation in March. In the summer months of May and June, the nation and the entire world was marching with the Black Lives Matter movement demanding justice and dismantling the system everywhere. In November, tensions were highest between political parties as everyone awaited the results of the 2020 Presidential Election.

Throughout the year, there were months that became signifying markers of 2020 as the year that will go down in history and there were also months that fell into the background of the chaos.

As the user walk through the months, they will get a sense of that contrast. This project encourages self reflection; by reading, colliding with the effects, and listening to the news audios of each month, the user is put in the mindset of last year. It is an immersive experience in which the user will be
reliving events that occurred and reflect on how the year has impacted them.

I started by laying out whole year in a linear formation. Then, I designed and created effects for months I thought were major first like March, May, June and November. While these months have more text describing the events that happened, they also have more visual effects with the goal to overwhelm the user. By using a mix of instantiate code, particle systems, enlarging font size, increasing the speed of movement, changing the sky color, and even introducing new colors besides black and white, I emphasized the contrast between these months and quieter months.

Then I designed the relatively less major months and bring down the effects or don't include them completely. Doing this exaggerates the contrast in emotions between the months and prioritize the pacing of the whole year. All effects are triggered by collisions with the game object and are made in both Unity and C#.
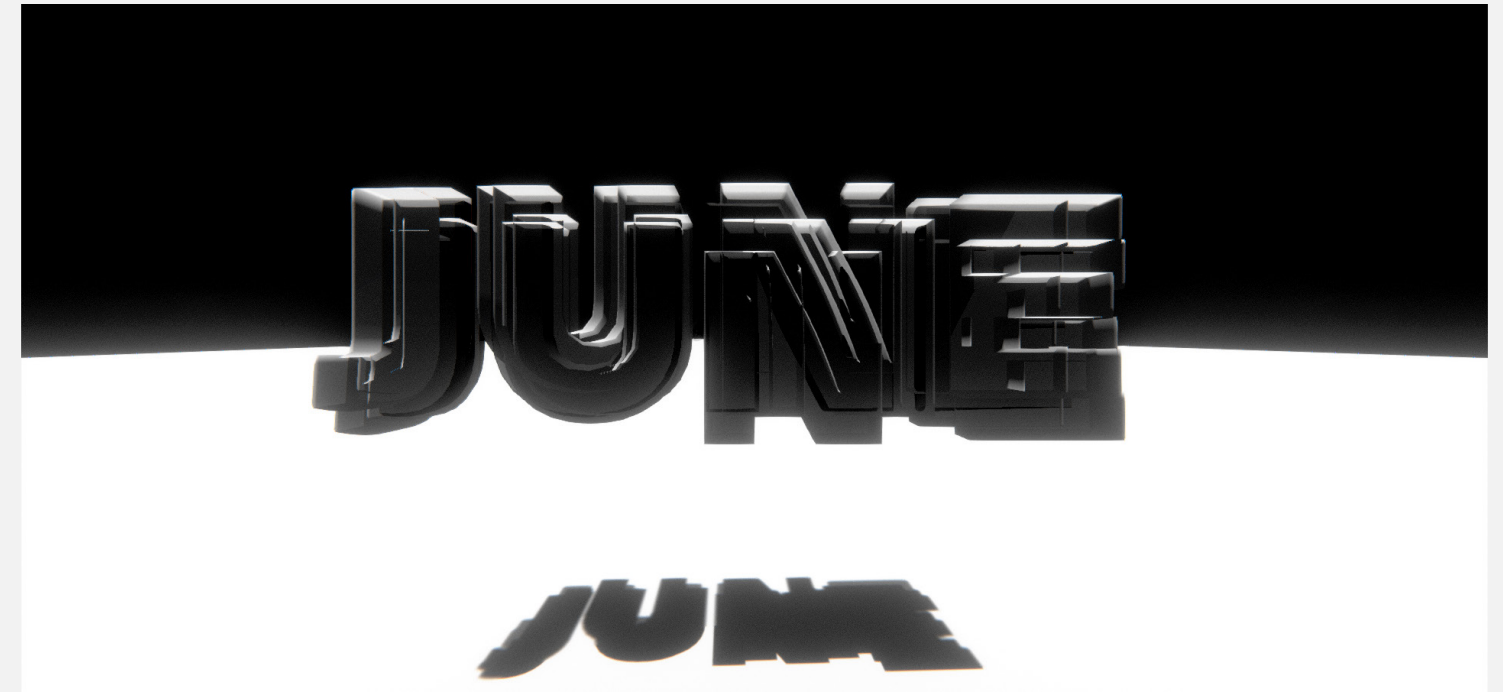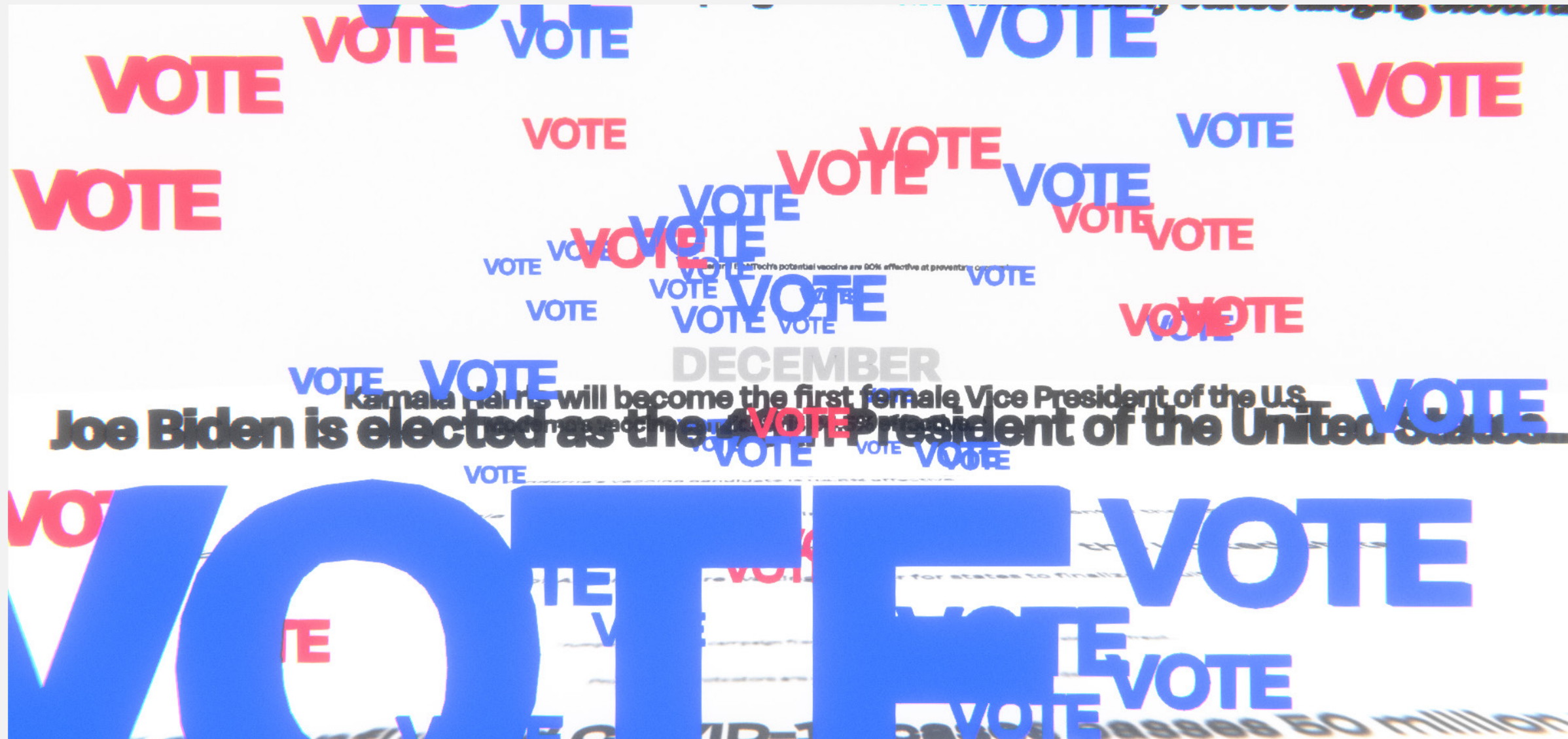

Screen capture of the month June.

Screen capture inside the month February. The typography in February begins to fall letter by letter upon collision with the area. This foreshadows the upcoming months.

Screen capture inside the month May. The skybox turns black to signify that May and June are two major months in history.

Screen capture inside the month November. Upon collision with the month, a particle system will emit red "VOTE" particles across the user's screen. As the user proceeds further down the month, blue "VOTE"s will take over.