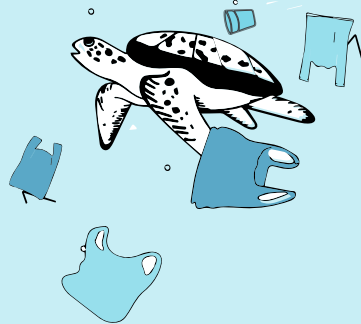


Life Underwater

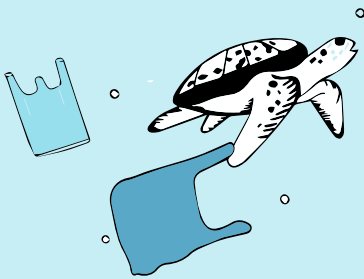
Problem

Depending on the type, plastic can take anywhere from several decades to millions of years to decompose. Therefore, unless it is destroyed, practically every item of plastic ever produced still remains, and when it enters the water, its effects can linger for decades affecting wildlife and the environment.



Solution

We have created a Virtual Reality Project (VR) that portrays and emphasizes the impacts of plastic pollution on marine life. This VR experience also brings awareness to the newfound research done in the UK and allows the user to solve the issue by using a UV lazer to clean the ocean floor.



Sustainable Goal:

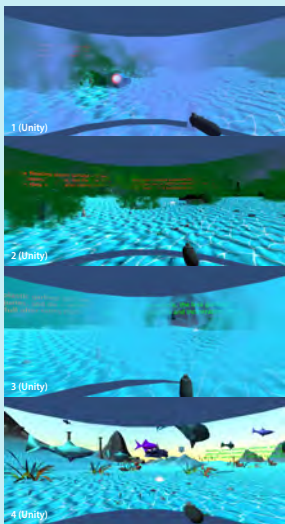
United Nations' Goal 14
"Life Below Water":

Conserve and sustainably use the oceans, seas and marine resources.



Key Component:

Simulate the negative affects of plastic pollution on marine life and a solution to the problem.



Design Process

Conduct Research

We conducted research on the effects plastic pollution has on marine life and ways to prevent or eliminate plastic pollution. We came across an intriguing study done in the UK where UV light was used to break down particles in plastic.

Build a Concept

Before creating a new 3D world, we developed a concept. It is a specific, detailed statement that reveals our perspective and is debateable.

Concept:

This project aims to recreate the effects of plastic pollution on life underwater. The concept of this project is to bring awareness to newfound research where UV light has been proven to degrade plastic particles and to encourage people to take drastic measures in their lifestyle to prevent as much plastic waste possible.

Find a Solution

Based off our research, we chose to focus on bringing awareness to the study on UV light being able to break down plastic components. Using UV light could potentially rid sea life of plastic pollution.

Develop a Storyboard

After we found our solution, we illustrated an idea of what we wanted our virtual reality project to look like as well as its interactive functions.

Develop with Unity, Maya, Ai

Once our storyboard was finalized, we began developing our virtual reality project using Unity, Maya, and Adobe Illustrator.

