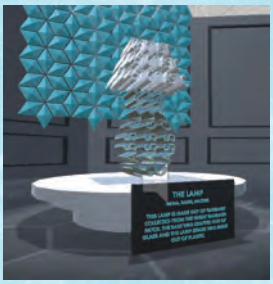
THE PATCH LIFE

SUSTAINABLE GOAL: Life Below Water

> ***WHAT IS IT?*** The Great Pacific Garbage Patch, a collection of marine debris in the North Pacific Ocean, is a major issue still in existence today. It is composed of an estimated 3.6 trillion pieces of plastic, measures about twice the size of Texas, and has had devastating effects on surrounding marine life.

CONCEPT

Through research, we found that sustainable objects are being made with recycled materials retrieved from ocean waste. This was the direction we wanted to take: using waste materials creatively. We created a showroom in our VR environment that would display the objects made and refined our interaction. Instead of the player aimlessly navigating the space, we defined a concrete path for the player to move on. Additionally, we placed pieces of garbage that the player would have to pick up along this path, emphasizing the act of cleaning up the oceans.

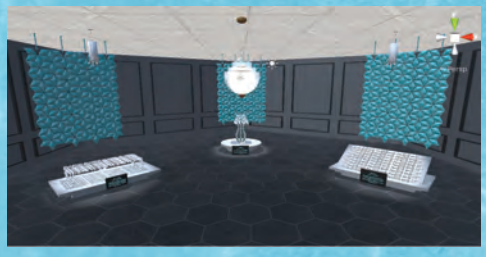


This is an example from our project: a lamp made of plastic and glass.

FINAL

VR EXPERIENCE

This is the garbage path we created in Unity, surrounded by the marine environment. This is where the main interaction occurs.



This is the gallery we created. The player is teleported here after completing the garbage cleanup.

CAVE2

Here, we are collecting the garbage along the path as we test the VR experience.

We are discussing the objects located in the gallery here, which are made from the waste materials.

Design Process:

Researching...

After selecting our sustainable goal, Life Below Water, we researched ongoing issues with marine life. The Great Pacific Garbage Patch is one of the most urgent issues today.

Sketching...

We began to sketch our ideas, wanting to create an underwater environment with typography as the main focus. The waste materials would be made entirely out of type, and so would the marine life.

Creating...

Our vision came to life through the use of several different programs, including Adobe Illustrator, Autodesk Maya, and Unity. Coding played a crucial role in creating the different interactions in our VR experience.

Finalizing...

With our environment and garbage-collecting interactions finished, we created a gallery-style showcase at the end in order to display the products made from different materials. This way, we could show the variety of objects that could be made from recycled waste.

Testing...

The finished project was exported and tested several times in the CAVE2. We revised accordingly and presented our project with a colorful environment, effective interaction, and elegant gallery.

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