UIC University of Illinois Chicago
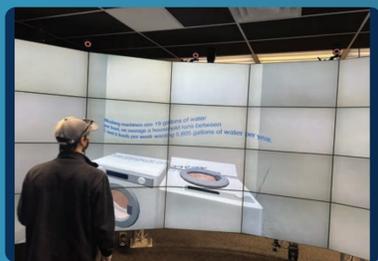
Tyler Goch | Zile Chen

Washed Away

Raising awareness of water waste in the US, by showing ways that we can help to conserve water.

Design Process

1

Research
- Water Crisis throughout USA.
(Water shortage & Issues)

2

Brainstorming Ideas
(Illustration)
- Drafting Storyboards.
(Creating Storyboard Scenes)

3

Creating Environment
with Drafted Ideas
- Using Illustrator, Maya,
& Unity to create
environment and bring
assets within VR.
(Bring Storyboard to life
in Virtural Reality)

4

Making the Interaction
- Using coding, audio, & cave
user interface
to create a interactable
simulation.
(Creating a real simulation
using unitycoding languages,
and embeded audio files)

5

CAVE 2 ™ testing
-Final Presentation.
(Pictures and Video
Documentation)

Key Components

Interaction within virtual reality
The cause and effect
of water wasting at homes.

Immersion,
overflow of water waste.

Design of the device,
preventing water waste.

Problem

Millions of gallons are
wasted in the US because
of overconsumption and
wasteful practices. With
climate change and
infrastructure failures starting to
create water shortages in areas,
it's important to understand
how and why conserving water
is necessary.

Solution

A Shower head device that
can be installed in any shower
as it measures the amount of
water being used. Not only
does it only serves the
functional purpose of saving
water, but it helps keep the
flow of the water to a laminar
flow as it helps limit the use of
water from being wasted.

Des 350: Creative Coding
Mentor: Daria Tsoupikova