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The Chicago Exhibition: Rich Vs. Poor

The Chicago Exhibition: Rich Vs. Poor, discusses the prevailing class gap in Chicago. This is due to the sources of economic growth accompanied by income inequality, which has co-existed with each other for the past 35 years. In this project, we demonstrated a clear juxtaposition between the rich and poor areas using a museum setting. Teleportation was used in order to switch from room to room, showing how drastic the changes are once you switch from environment from environment. There were also posters showing data and facts about the class gap of Chicago, such as the coefficient.

Each member contributed a significant part in creating this environment. Kyra contributed into working on scripting the interactions, such as the teleportation and the spinning of the revolving door. She added the environment for the classroom and the tourism areas for the Chicago Exhibition, as well as added models into the grocery store. She also added the environment around the city.

Kile created the basic geometry of the museum, and designed the environment of the clinic, the classroom, and the grocery store for the poor side. She also created and inserted models into the clinic and the classroom, as well as found models for use in the grocery store. She designed the signs for the teleportation.

Kimani found and texturized the diner for the rich side. He found the music for the environment to play in the background. He also worked on texturizing the signs and did research on behalf of the meaning of the project. He incorporated this into the environment to make the message clear.

Brandon searched for assets to help the other group members. He found the majority of the objects for the grocery store to be laid out. He did research for the project and texturized the signs that were placed around the environment. He also assisted in fixing errors for the code whenever there were issues.