Gabe Mui   Vanessa Martinez   Hassan Pasha   Ewelina Rusek

Deforestation

Team seven consists of four members: Gabe, Vanessa, Hassan, and Ewelina. Hassan is a student from the computer science program and was responsible for scripting the scene. Members from the graphic design program consist of Gabe, Vanessa, and Ewelina. Gabe helped to script the scene and created the scene. Vanessa and Ewelina helped with creating the scene and research. Together, team seven combined their skills to create the Deforestation unity project.

Deforestation, is team seven's unity project. Through visual content, the Deforestation unity scene immerses the user in a virtual world of a realistic rural environment. This unity scene aims to show the beauty of nature and wildlife in the space of a forest. The project's goal is to bring awareness and to educate viewers about current problems of deforestation that are constantly occurring day to day in this environment. In order to show the effects of deforestation, the project uses a timeline ideology to show changes that the forest and wildlife go through as deforestation grows. These changes are depicted through scenes that the user approaches. As the scenes help illustrate the problem at hand, the user is educated with factual information on deforestation and wildlife through informational boxes. This factual information is based off of current research that is made in the field. With the presented research, the project brings awareness to the damages that occur and cause harm to the forest and its' wildlife.

Through a collaborative effort, the Deforestation unity scene was created. Members of team seven searched for facts on deforestation that deemed necessary to share with its' users. Members searched for compatible free models that could be used to form a realistic rural environment. With the team's found compatible free models and found facts, the team was able to collaboratively think of specific scenes that illustrate changes that occur in the forest and wildlife as deforestation progresses. Free sound files were browsed online so that the virtual environment could come to life, not just visually, but also audibly. Lastly, members needed to incorporate the interaction of visual forms, movements, and sounds through the use of code.