Assignments – CSE490J Winter 2019

*Important note about your weekly assignments:* Each week, your Assignment - Part One and Part Two - are designed to “ follow on” from the previous week. Be sure to complete your assignment the week it is due before you move on to the next one. For example, complete Assignment #1 (Part 1 and Part 2) before moving to Assignment #2. Each student is doing each assignment so all projects are sent in individually to the cse490J staff email alias by 9 pm Wednesday, the evening before the class is held. Part 1 will be more technical in nature and Part 2 will be more art and design based. We are moving both parts of your assignments in tandem, for now. They will merge after your midterm. Again, all assignments are due in by 9 pm Wednesday evening, the night before your class on Thursday. If you have questions or concerns, please write the cse490J staff mail alias. Your TA’s have office hours posted on your course web. Please be sure to take advantage of the time they are in the lab to assist you. A recap of our assignments to date are below:

**Assignment #1**

*Part One*

Unity Introduction and Production Pipeline

1. Get a Sample Unity Project (e.g. Roll-a-ball tutorial - <https://unity3d.com/learn/tutorials/s/roll-ball-tutorial>, existing Sample Scene (something from Asset Store), or follow this tutorial from the Oculus developer site - <https://developer.oculus.com/documentation/unity/latest/concepts/unity-tutorial/>) working for **VR** in **Unity 2018.3** using the **Lightweight Render pipeline**.
2. Create a build of the project so it can be launched on a rift in VR. <https://developer.oculus.com/documentation/unity/latest/concepts/unity-build-pc/>

Note: Use git and host the project on github. Remember to Update readme.md with instructions on launching the project in VR. Make sure you have a .gitignore in the project.

*Part Two*

This week you are designing a proposal and creating a Pitch for the whale you have been assigned. You will each send in a written proposal to the staff and include your answers and thoughts for A-D below. Remember to send your specific idea and be ready to pitch your idea to the rest of the class!

1. Write us a paragraph on how you would define and present to a participant in your VR installation what it is to experience "Being an Orca.” Please tell us your thoughts on how to get the participant to experience Being an Orca and what part of that experience should come first?
2. Write us a paragraph that describes specifically what your best friend Orca does to teach you how to be an Orca. Present and describe a scenario that could be experienced in your VR installation Please reference the list of potential “interaction behavior” Natalie wrote on the white board in class that is listed below FYI. Consider Locomotion based on our discussion with Matt last week too.
3. Write a short paragraph that describes specifically what the  "gift " is that your participant will receive from “your” orca - what does your participant learn or re learn having experienced A and B above.
4. Write a short paragraph that describes what the participant would experience by watching the other participants ( if anything). Is there something critical to our experience that we need to pursue in order to make the orca pod installation complete that depends on seeing other people in the pod?
5. Write a short paragraph that describes the experience your participant could/should have when they can experience all three Orca Best Friends and all three sets of gifts? These gifts would help you experience what it’s like to be an orca that is part of a larger Orca Pod Family. The experience we are aiming for is positive – one that encourages a feeling of safety, survival, cooperation, trust, joy and love - a “good” Orca Pod family.