Cornucopia of Stories

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CSE 493V
VR SYSTEMS

PROBLEM

- "The Cornucopia of Stories" is an innovative project aimed at providing a captivating 3D experience for children.
- Through our virtual reality (VR) software, users are transported into a mesmerizing world of immersive storytelling.
- The software brings realistic 3D scenes to life through the user's headset while a narrator weaves enchanting tales.

METHOD

- For this project, we initially started with creating 3D scenes for the VR headset.
- For this purpose, we used Blender, and then ported over these scenes to Unity.
- After the rendering is complete, we worked on scene switching as the story progresses.
- Our final goal was implementing narration of our story through the headset speakers by relying on an online text-to-speech product.

RESULTS

- Throughout the course of our project, we encountered numerous valuable learning experiences that we hadn't anticipated at the project's outset.
- One significant realization was the daunting and time-consuming nature of crafting flawless 3D scenes.
- Furthermore, we observed that relying solely on physical movement within the real world to explore the virtual scenes proved impractical.
- Consequently, we introduced controller-based navigation as an alternative.
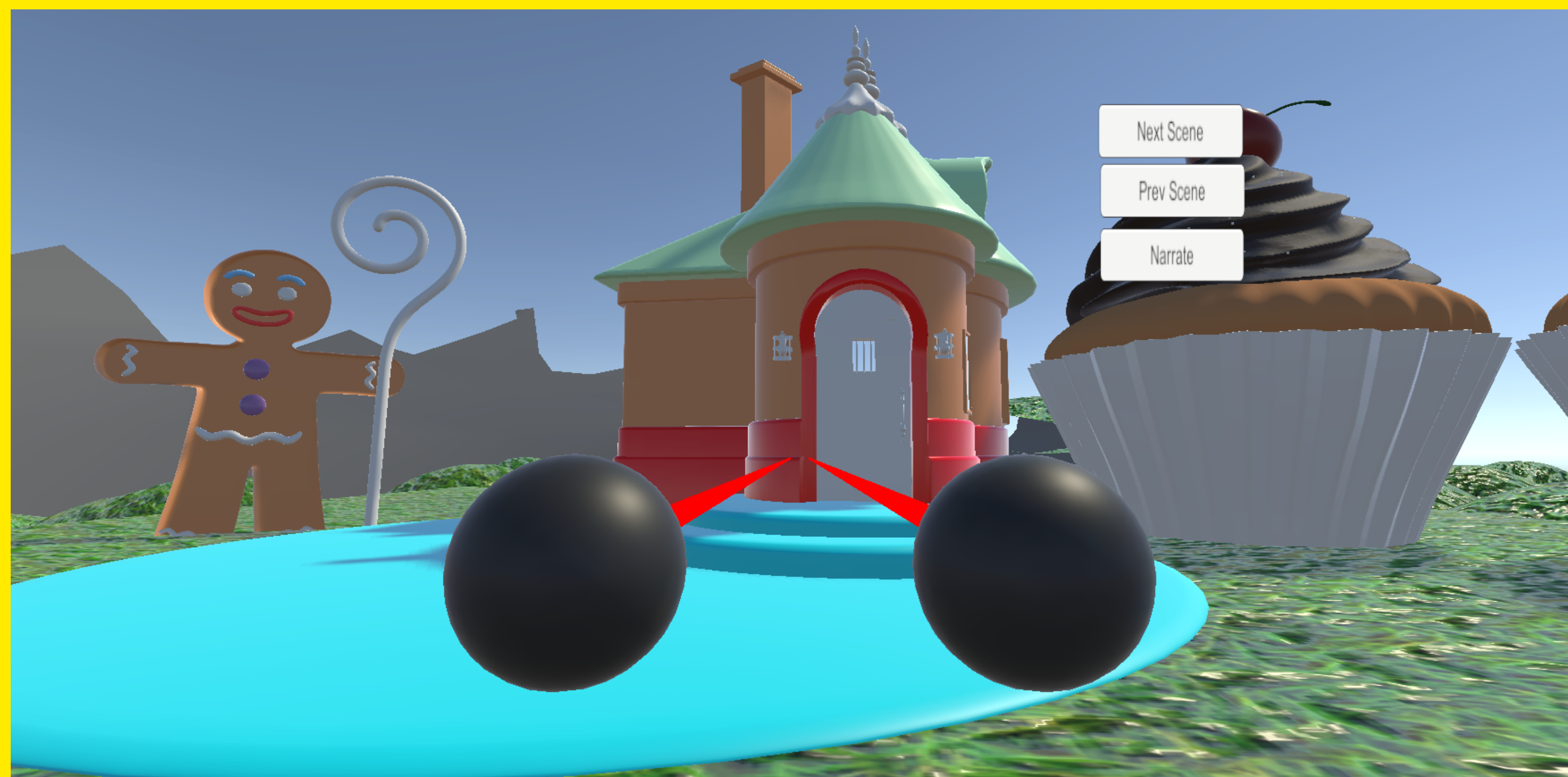
YOUR APPROACH

- Utilized ChatGPT and Adobe Firefly to generate a concise fairy tale and create visual scenes with detailed instructions.

- Mastered Blender through online tutorials, crafting scenes based on the story prompts' generated images.

- Leveraged Blender's sculpting tool to meticulously create 3D models for landscapes, characters, and objects. Imported scenes to Unity, incorporating UI elements, navigation buttons, and narration with C# scripting. Implemented scene transitions and allowed users to replay the narration. Resulted in an immersive VR experience of the Hansel and Gretel story.

RELATED WORK

There exists a variety of other immersive experiences, particularly those that focus on story telling, that are our primary competitors (e.g. "The Under Presents" and "Wolves in the Walls" on the Oculus Quest headset).

REFERENCES

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[2] Valem. 2020. Introduction to VR in Unity - UNITY XR TOOL KIT. Valem. Retrieved from https://www.youtube.com/watch?v=gGYtahQjmWQ&list=PLrk7hDwk64-a_gf7mBBduQb3PEBYnG4fU&ab_channel=Valem

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