

Virtual Black Boxes:

Building Theater Sets in Virtual Reality

Mark Wardecker, Colby College

Bretton White, Colby College

Timothy Stonesifer, Colby College

Building Sets in VR

Advantages:

- Not only does it provide a space, but also gives the users access to a large assortment of materials, control over lighting, and the ability to easily and quickly test different designs.
- No one has to learn carpentry.

Issues:

- Someone does have to have experience with VR development.
- Could be almost as time-consuming as building actual theater sets.

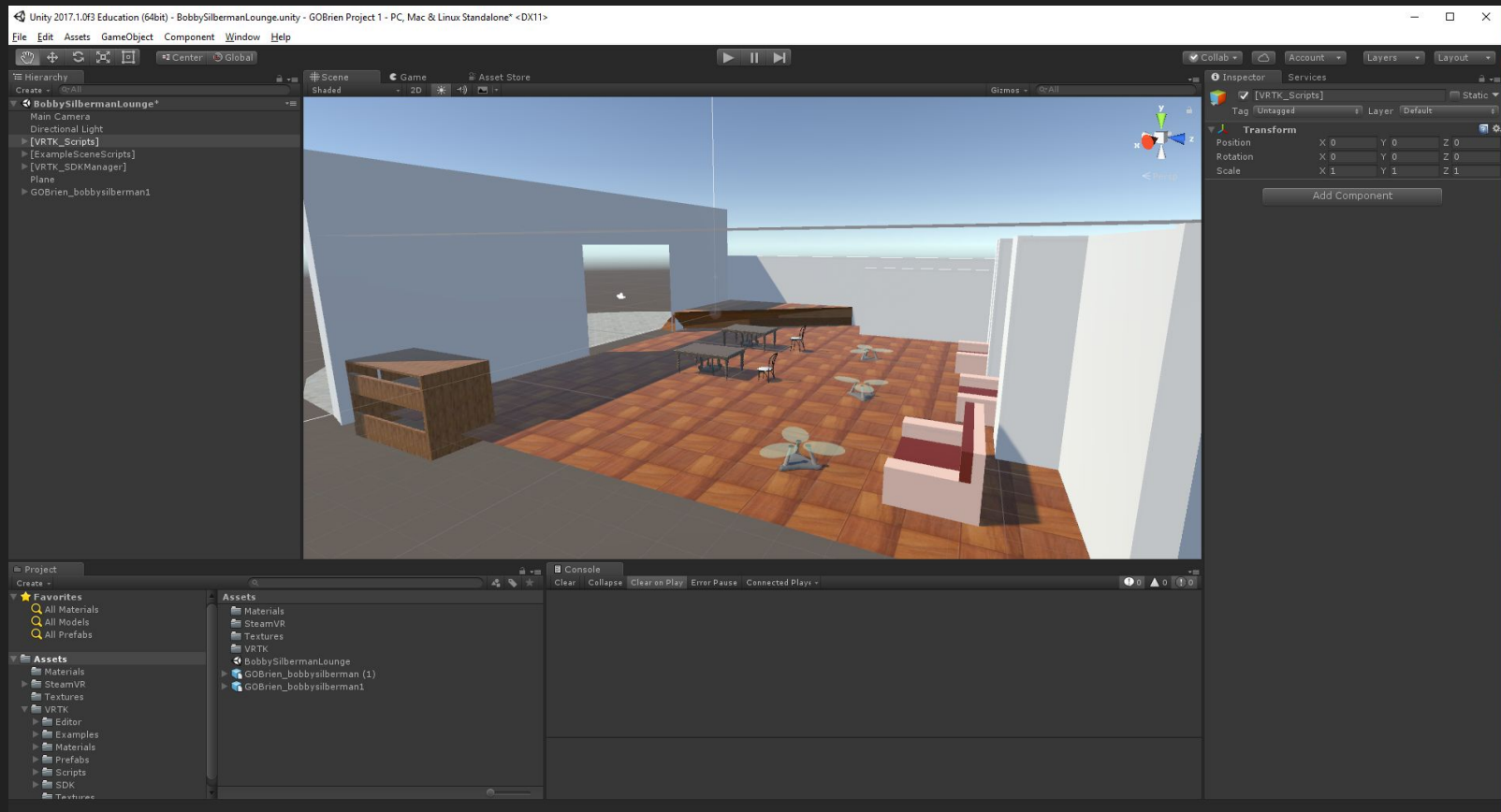
Jump Starting Development with Sketchup

Our inspiration:

An anthropology student's redesign of a campus space using Sketchup and Unity.

Student had no prior 3D modeling experience, but with training, created a successful visualization.





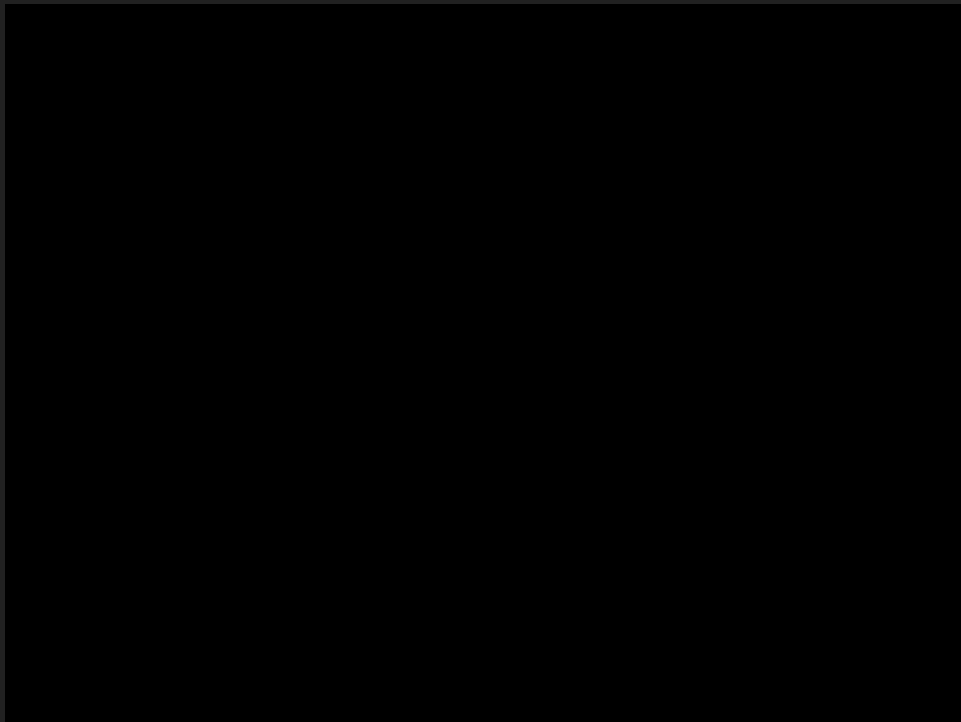
Advantages To Using Sketchup

- The online version is free, and the desktop version is free for educators.
- There are thousands of objects available for free in the Warehouse.
- Students can learn to use it in a 75 minute class.
- It offers basic, easy-to-use modeling tools for position, scale, and texture.
- The projects can be imported into Unity and viewed in VR.



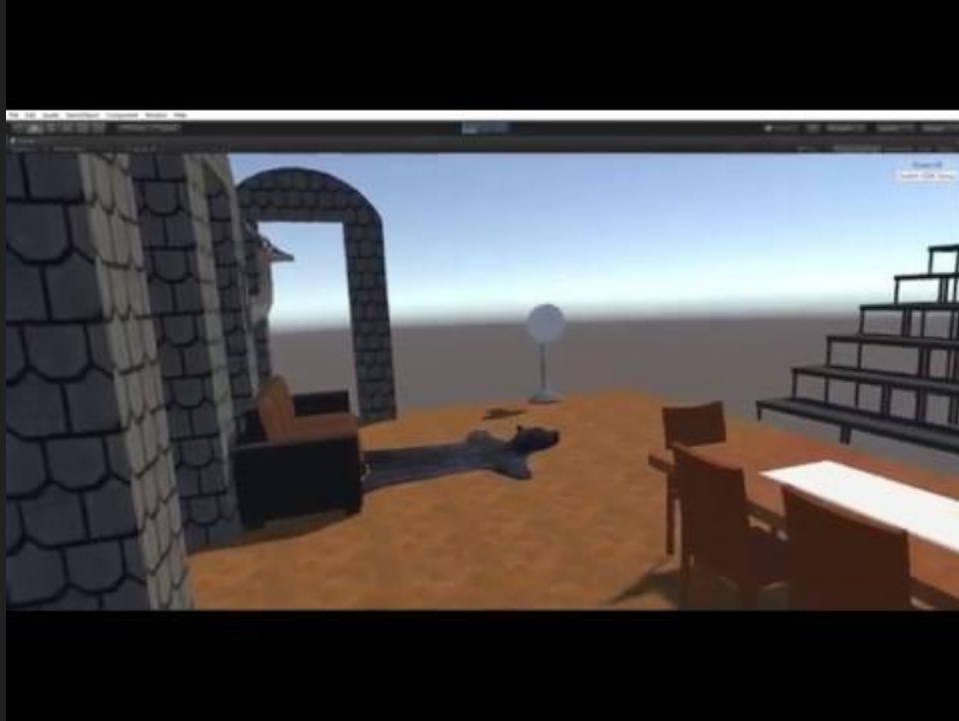
The Sketchup Workshop

- 60-75 minutes to present
- Explained 3D modeling basics
- Importing objects
- Positioning objects
- Adjusting material and texture
- Manipulating scale

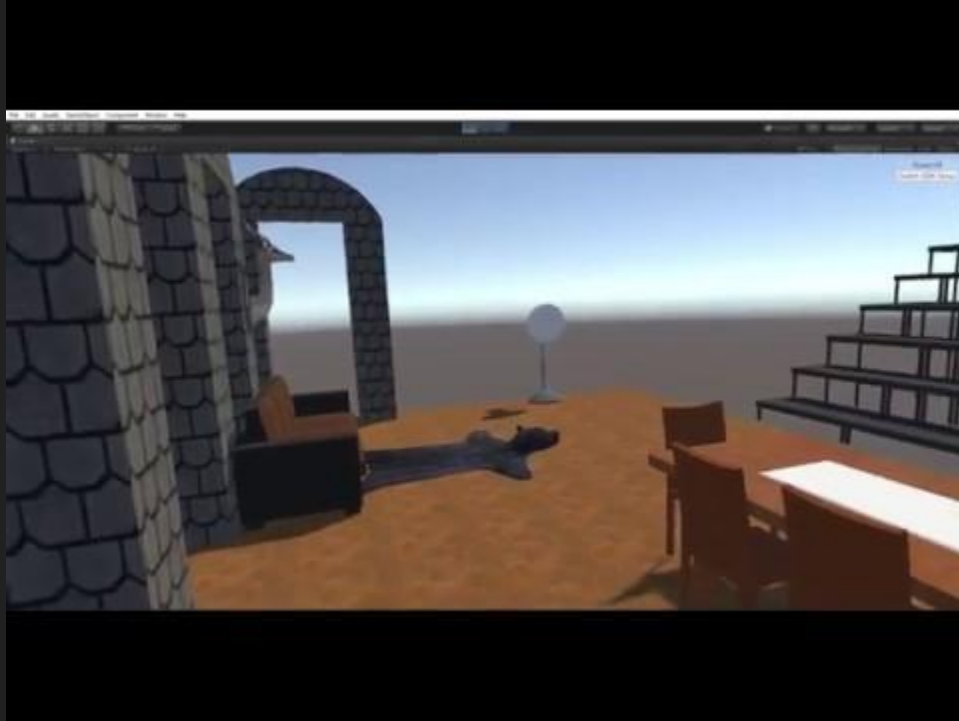




The VR Session



The VR Session



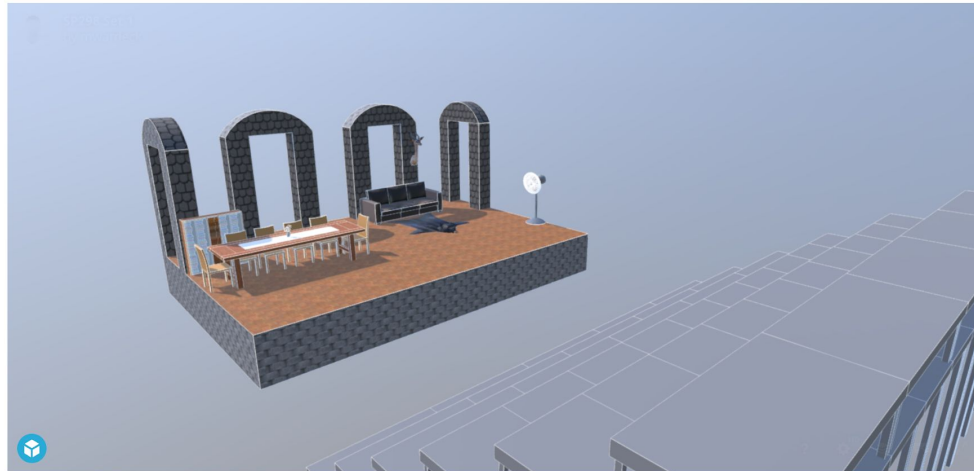
The VR Session



Course Website and Sketchfab

<http://web.colby.edu/teatroperformance-2018/proyectos/>

Proyectos



SP298 Set 1

on [Sketchfab](#)

