

# Exhibition Plan 2024 – BA Virtual Reality

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For my FMP exhibition, I want to create a space similar to a traditional classroom (with blackboards, wooden desks, etc.). I'll need about 2,7x2,7m of space, and two walls perpendicular to each other.

## 3D Mock up



Hardware:

- Computer (rtx 4090 from room M104)
- Keyboard
- Monitor
- Mouse
- Quest 3 + Controllers + Stand
- Link Cable
- Headphones + Stand

### Software:

- Unreal Engine 5.3.2
- Oculus Windows app
- Steam
- Steam VR

### Furniture:

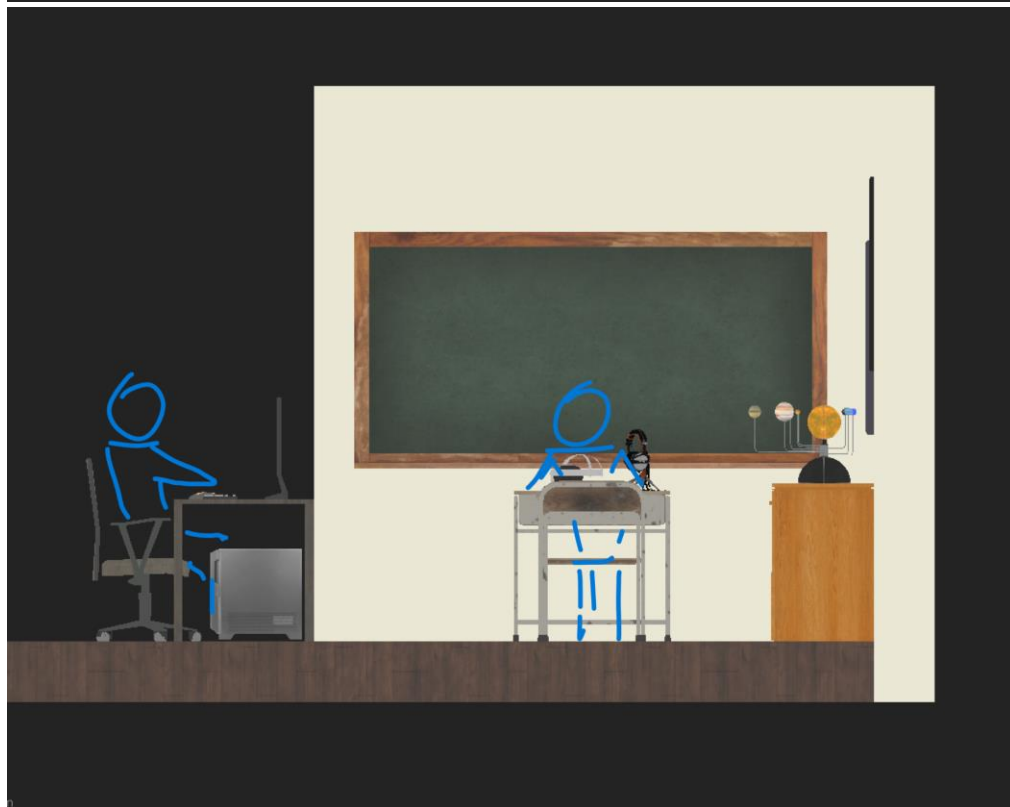
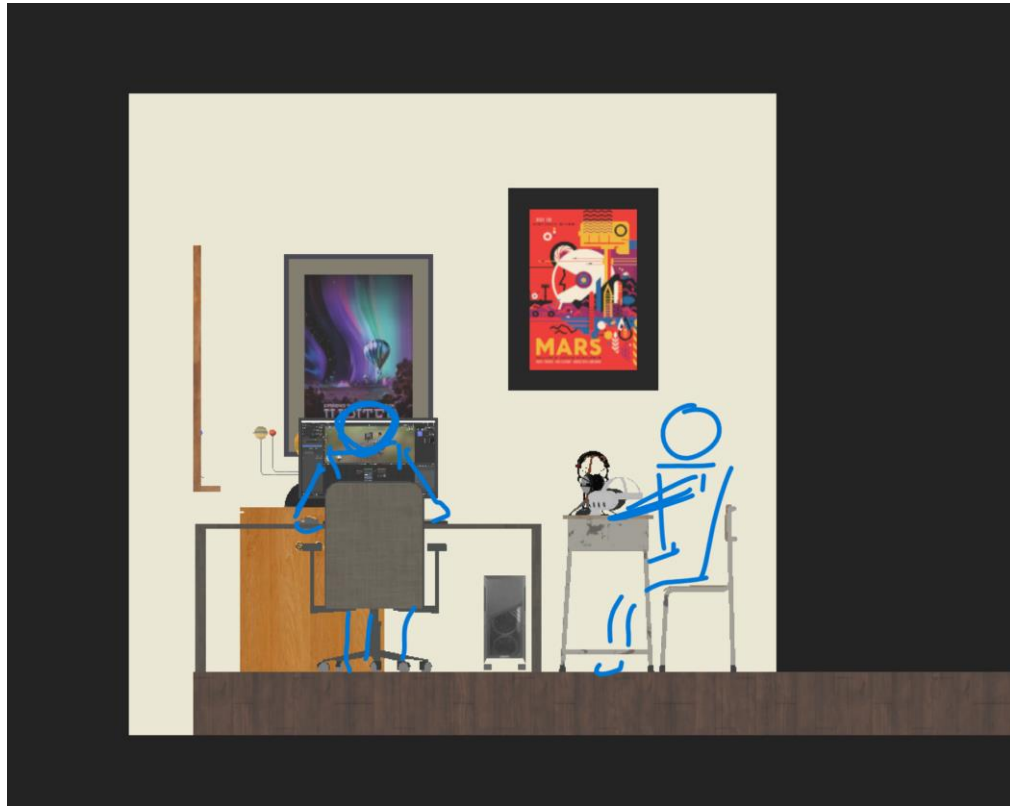
- School wooden desk and chair
- Blackboard
- A filing cabinet or locker
- Any elements that could be reminiscent of a classroom (chalk, posters, planet models, etc.)
- Desk and chair where computer will be placed (look at image)

### Space Dimensions

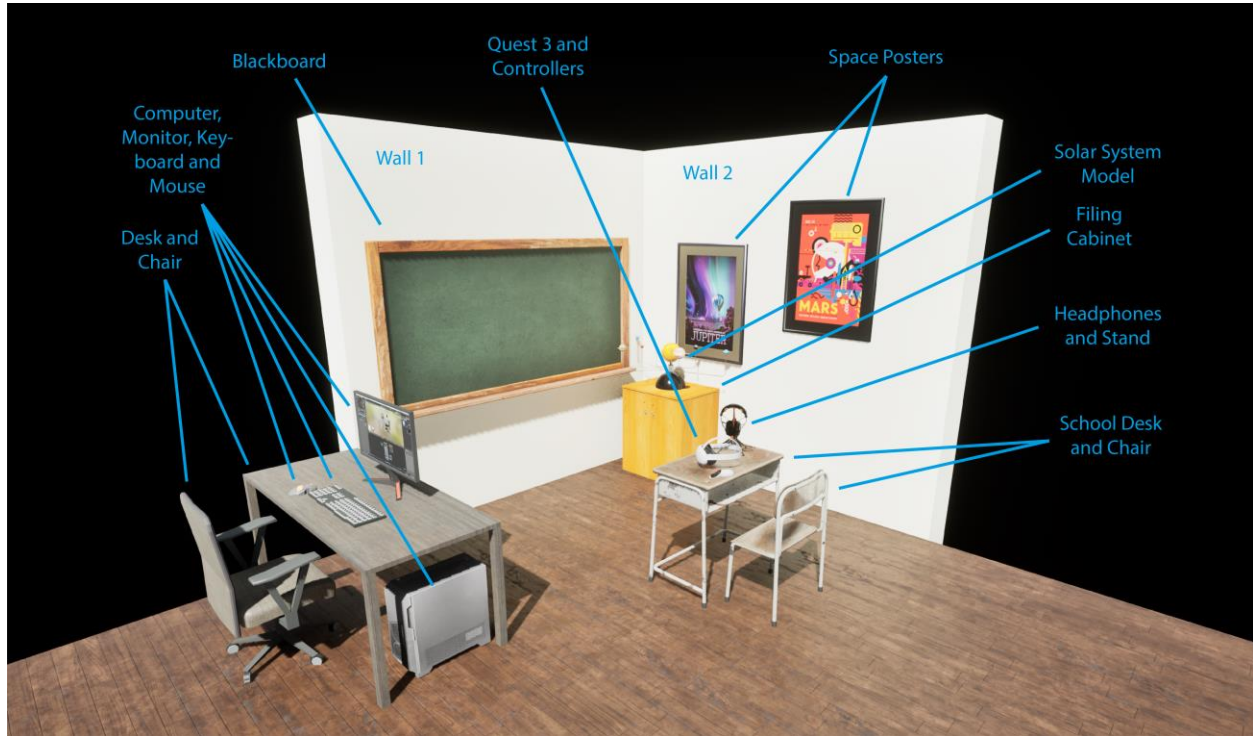
For the actual exhibition space, I will need about 2x2m.



## Project Display



## Diagram



## How will the space be used?

I think it speaks for itself. It's a square space meant for one person only. The viewer will enter the space, sit down and experience the project. It will be managed through the computer placed on the desk (like the images show), and it will be displayed to other visitors through the monitor placed next to it.

The rest is only for decoration purposes.

However, I must emphasize that the dimensions are crucial as it is a VR experience, and people tend to have a distorted view of 3D space. Consequently, they might physically reach to the side, front and back, while having zero notion of the real physical space around them. So, I need to have some empty space to account for that. That will probably be the case for other VR projects.