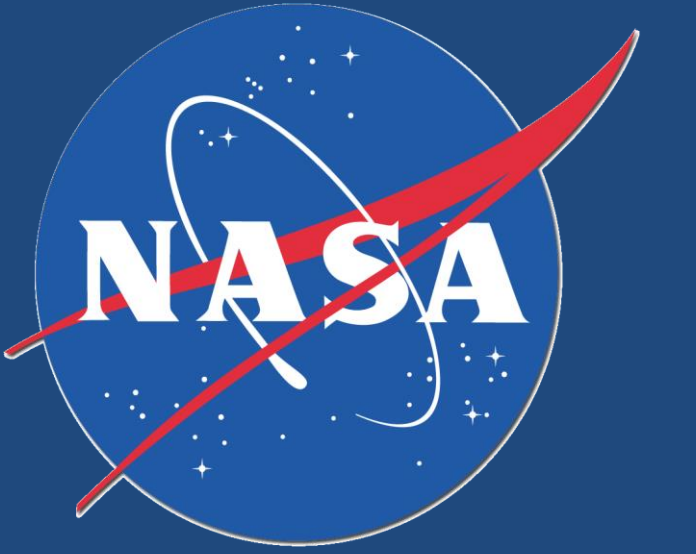


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Virtual Reality Storytelling Through Simulations



Overview

In preparation for AFRC's 75th anniversary, the Simulation Team is creating a narrative VR experience for the Oculus Rift® that underscores the center's aerospace accomplishments while showcasing our in-house simulation capabilities.

Tasks

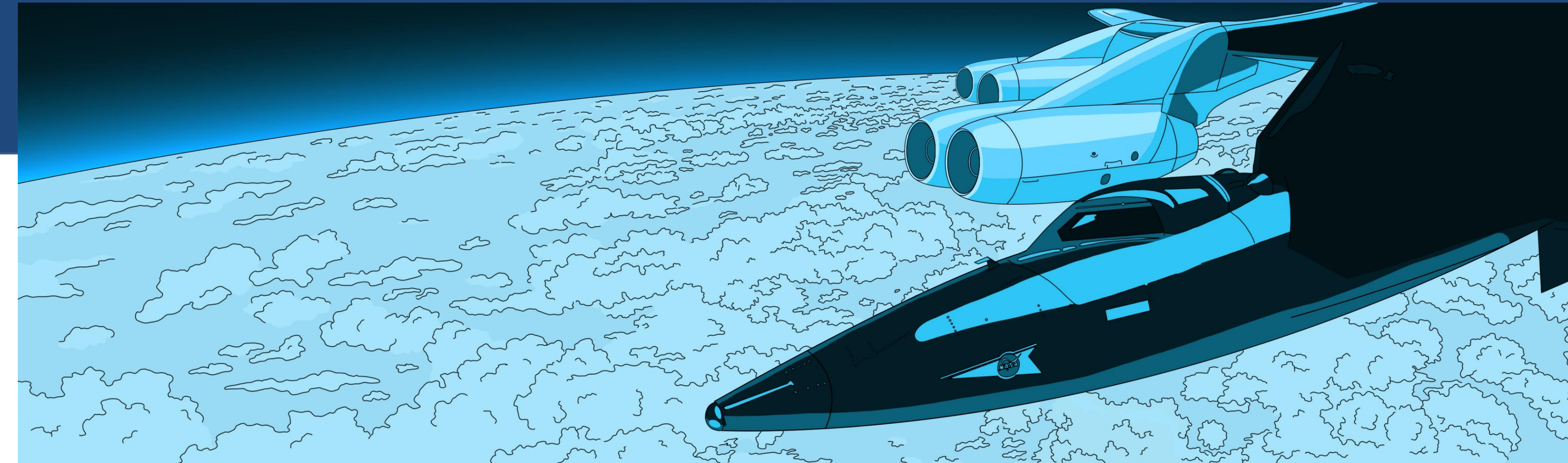
Generate a robust design document that details the mechanics, scope, loops, art direction, user personas, character profiles, and project vitals.

Devise the narrative, including the script, concept art, and storyboard.

Begin asset production by creating environment layouts in 3D modeling software.

Experience

Greater Heights is a realistic first-person single-player VR experience in which the user pilots an AFRC aircraft. With two distinct modes, users can



not only learn the storied history of some of AFRC's most iconic aircraft, but also jump into the cockpit and fly current and historical aircraft for themselves.

User choice and direct control are primary design goals for this 3-5 minute seated experience. The user selects between two discrete modes: Story Mode and Free Flight. In Story Mode, users assume the role of Neil Armstrong as he is about to test the X-15. This experience centers character embodiment, historical context, and technical craft. Free Flight, on the other hand, allows the user to hop directly into the cockpit of their aircraft of choice. While both modes culminate in piloting an aircraft, Free Flight offers the user the chance to fly myriad aircraft in a variety of conditions thanks to AFRC's state-of-the-art simulations.

Production Calendar

Concept Phase:

Complete initial design document
Delivery: 06/19

Preproduction:

Codify design decisions and technical requirements
Delivery: 08/07

Production:

Playable Build: 10/02
Vertical Slice: 10/30
Beta: 12/11

