

Experiments with Illumination

Summary

The purpose of these experiments is to play with illumination in VR.

Haunted Mansion

The experiment consists of a scenario with a house in which the player uses a flashlight to explore the space. See Fig 6.



Fig 6 - Haunted Mansion

The hierarchy of this scene is the following:



Old_house is the 3d model of the house used for this experiment.

There is a spotlight inside the *Stylus* object, making it work like a flashlight. This scene is very dark, with just a couple of dim lights, so this flashlight is the only way to look around the house. Moreover, because of this darkness we didn't include the player body in this experiment. *z@walk* is a walking zombie animation to scare the player.