

Different Scales in Virtual Reality

This week's homework involved the project but instead in a different scale. Some games nowadays focus on making games realistic. In relation to the scale of the virtual world, it would make the user seem like they are literally in that world. Everything would be scaled to be almost true to real world size. Using life-like scaling people, users can get a deep immersion.

What we're looking at instead in this assignment is making the scale of objects in the world way bigger than the user. It is as if the user was in the movie *Honey, I Shrunk the Kids*. The user would feel as if they were the size of a rat and exploring the world in their eyes. This could create a new view of the world that game creators could use. To get a taste of this, we were to re-scale the EVL classroom and explore it in our new size. When going through the room, everything in the room was huge compared to the player. The textures in my opinion didn't look too bad despite changing the size of the objects. There are issues that can come with this view of the world. This changes how a person/player could traverse the world and make it seem realistic in a sense. The whole scale manipulation could open us to different ideas that can be implemented in future games or experiences.

I think being able to adjust scales in Virtual Reality presents us with a list of things to do. One thing you could do would be to play around with adjusting scales in the VR games. This could make ideas of fantasy more attainable. We could use "magic" as the reason for a character in the game to have grown in size or, in our assignment, shrunk in size. This just opens up the game to go in any way. This specific idea reminds me of the RPG game, *South Park: The Stick of Truth*. In this video game, the main character uses gnome dust to shrink and explore areas a normal sized human can't access. Just like how this game used scale change, we can take this idea and implement it into Virtual Reality.