



# VCaR

The 2030 Museum Experience

# Meet the Team



**Tommy**

“the highly  
functional hero”

.....

design and building  
of the museum &  
teleporting platforms,  
sound scripts, ideas



**Dillan**

“the talented  
sound expert”

.....

making and editing  
of engine sounds,  
background, music,  
design ideas

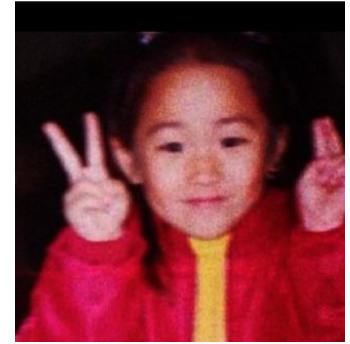


**Alex**

“the enthusiastic  
ideator”

.....

storytelling,  
museum displays  
and exhibits,  
stethoscope, ideas



**Rafy**

“the big picture  
integrator”

.....

haptic script,  
museum interior  
design, storytelling,  
design ideas

*\*Special thanks to Luis and Emmanuel for all the help and support*

# How VCaR Came to Life

- Random Cave convo about the idea of exploring the inside of engine
- Storyboarded on a Saturday afternoon - fleshed out all ideas
- Consulted with Luis about how to best build the project - priorities
- Started from an interactive experience, expanded out to a museum
- Identified major bits that we might have roadblocks and assigned ourselves to them





Year 2030 -  
Combustion  
engines are  
O-U-T

# Welcome to VcaR

[ 2030 Museum Experience ]

Combustion engines have  
moved from powering cars  
to populating museums

We invite you to immerse and  
interact with an engine that is

# HUGE

**observe and learn** the engine  
mechanics in motion,

**move around and explore** the  
engine,

**interact and listen** to sounds of  
engine components with a  
stethoscope on-hand!

# Our Audience

Children




Adults



Anyone who wants  
to have fun!



# Player Guide - How it Works

- **Explore the museum** - Teleport around the dome shaped-museum VcaR, learn from exhibits with cool facts and look at cars in display
  - **Reach the big combustion engine** - Get to the end of the museum where you will find the combustion engine in full-motion.
  - **Explore the engine from various vantage points** - Teleport around the planes surrounding the engine and get a closer look at it
  - **Use the stethoscope on-hand and listen** - Place it on the engine and listen to various moving parts
- 

# Demo



# What's Next for Us

- **Debug** - Identify and fix any errors
- **Aesthetics** - Finalize museum displays and exhibits
- **Polish** - Gather user feedback and enhance the game as necessary



Questions? Thank you!

