VCAR | A 2030 MUSEUM EXPERIENCE

PROJECT SHORT SYNOPSIS

Combustion engines have moved from being on roads to being in museums. Our VR experience is a museum experience that we envision for 2030 – one that is interactive, intuitive, and interesting.

PROJECT LONG SYNOPSIS/DESCRIPTION

The player can immerse and interact with a huge engine by observing and learning the engine mechanics in motion, moving around and exploring the engine, interacting and listening to sounds of engine components with a stethoscope on-hand.

Explore the museum - Teleport around the dome shaped-museum VCaR, explore the museum exhibits and various 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 sounds

MEMEBERS & CONTACT INFO

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ANY ADDTL INSTRUCTIONS TO PLAY YOUR PROJECT

Teleporting is the main way to move around – in order to move around the engine, spot the floating teleporting planes to move around and at different levels

TARGET PLATFORM

Our current target platforms are HTC and SteamVR

JUST IN CASE OUR PROJECT DOES NOT WORK

We envisioned this project to be an immersive and engaging museum experience that gives users a high level of agency – by enabling them to move around by teleporting, to look at an engine that has a size that we will not normally see in real life from various view points, to listen to the specific component sounds that make up for the engine that you can't normally hear from a running engine.