

AECcreate

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Rec Room Experience

Team



Cynthia Li
Producer



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Artist / Designer



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Designer



Freida Hong
3D Artist



Andy Pang
Programmer



Benjamin Walker
Game / Experience
Designer

Faculty Advisor



Tom Corbett



Brenda Harger

Project Overview

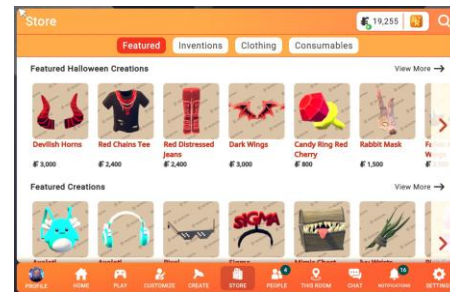
We are creating a virtual interactive social experience in Rec Room for the ETC community to celebrate the 25th anniversary.



What's Rec Room?



- Multiplayer social platform
- Cross-platform
(mobile, PC, console, VR)
- Real-time voice chat & interaction
- Built-in mini-games
- User-generated rooms & assets



Audience

- **ETC Alumni**
- **ETC Faculty & Staffs**
- **ETC Students (Current & Prospective)**

Project Goal

Celebrate.

(Re)connect.

Experience.

25-Hour Live Virtual Event · April 30



01



■ Research

User Research



Interview

ETC Alumni
ETC Faculty/Staff
ETC Current Students



Quarter Feedback

Faculty
Staff
IT Specialist

Interviews

Alumni

Phil Light (2005-2007)

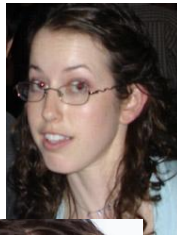
- Attend b/close classmates are attending; Talk w/friends
- During work; children at childcare; time outside of family obligations
- Outstanding BVWs



Alumni

Estefania Harbuck (2004-2006)

- Topical Talks
 - Industry roles, Faculty Chat
 - Startup / Funding Opportunities
- Impact of the ETC on the community, CMU, youth
- Speak to teammates of prior & current projects

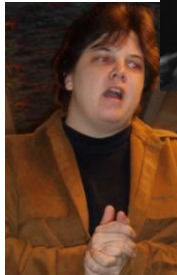


Interviews

Alumni / Faculty

Ruth Comley (2003-2005)

- What current students will learn from alumni?
- How has ETC prepared alumni for industry life?
- What has been your greatest achievements?

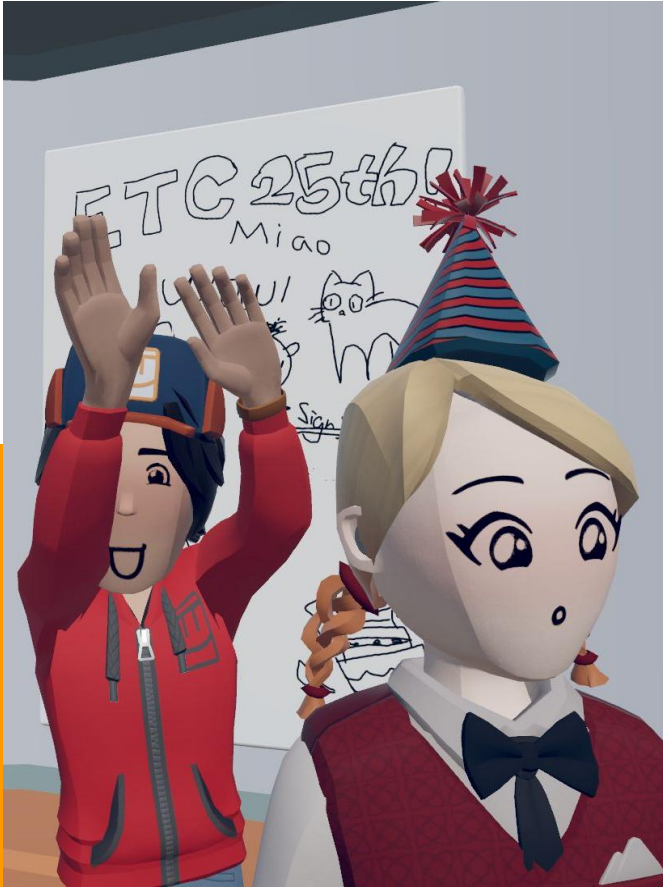


Faculty

Michael Christel - (2009-Current)

- ETC students' experiences are shared
 - Immersion courses
 - BVW, Improv, Visual Story, Fundies
 - Project semesters
- Adventure modules
 - White Water Rafting, Nemicolon, Cruise to Nowhere, West Coast Trip





02

■ Experience



RECREATE_

Cheered photo!



Share

SETTINGS

2.0

Beta

RECREATE_ETC-25

@andypang1010

#hangout

#casual

#education

VISIT ROOM

This will be in private mode



56

Room Visits



0

Room Boosts



PROFILE



HOME



PLAY



CUSTOMIZE



CREATE



STORE



PEOPLE



THIS ROOM



CHAT

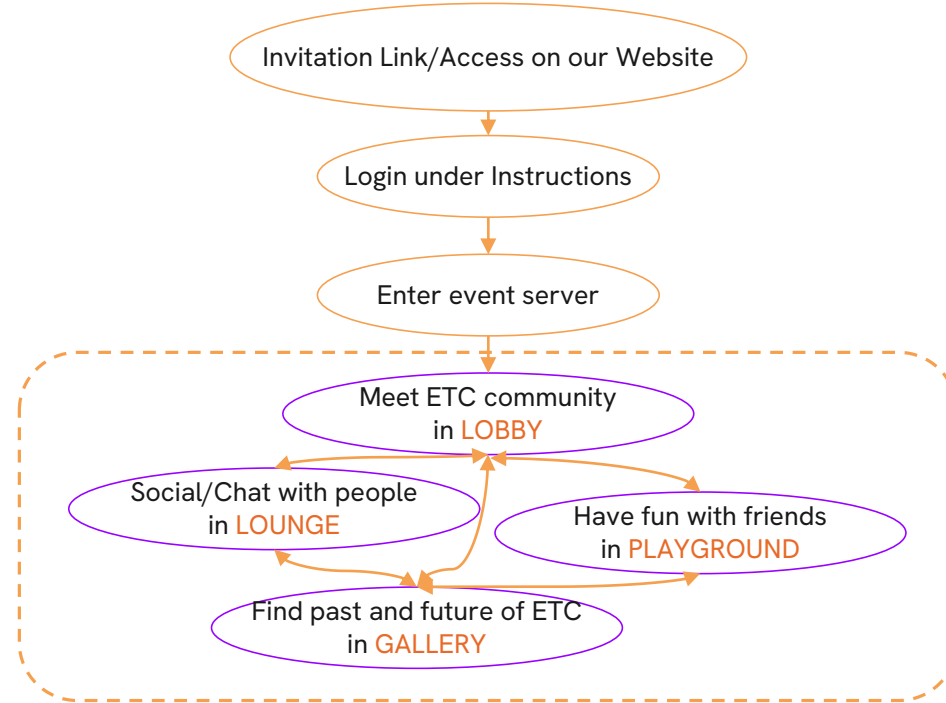
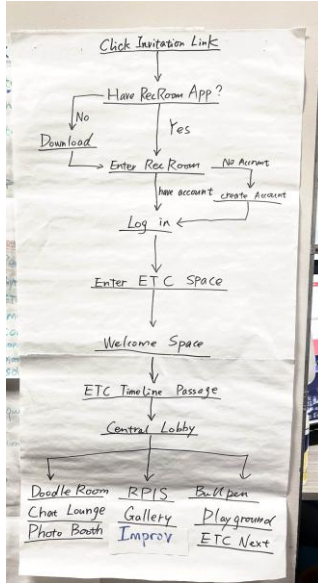


NOTIFICATIONS

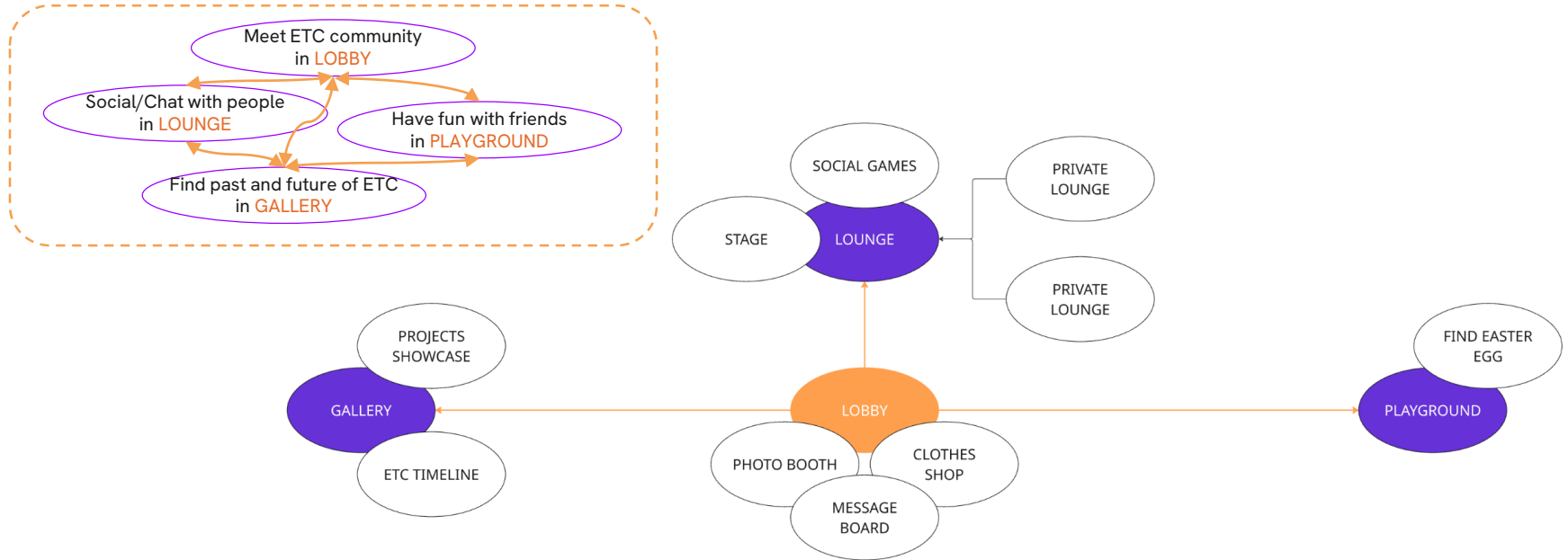


SETTINGS

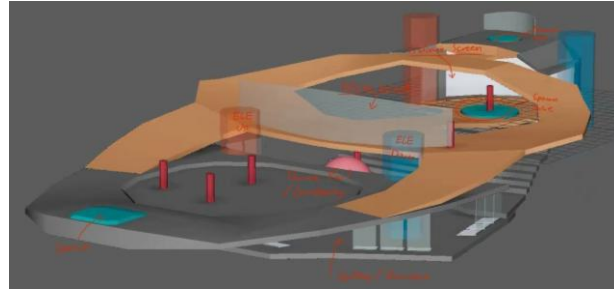
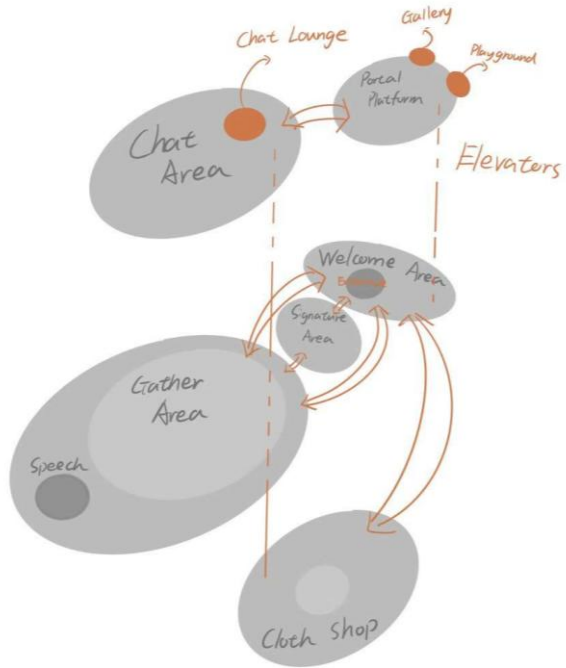
User Experience Flow



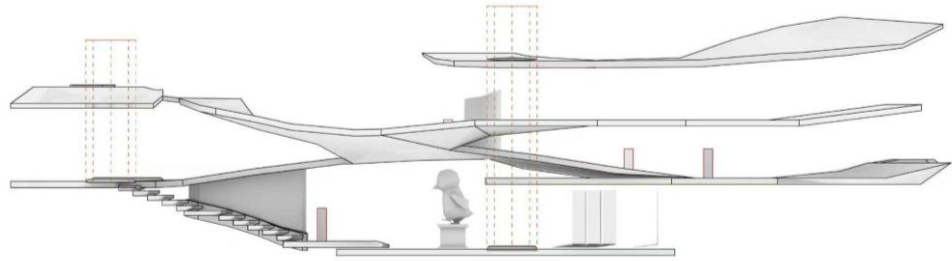
Space Structure



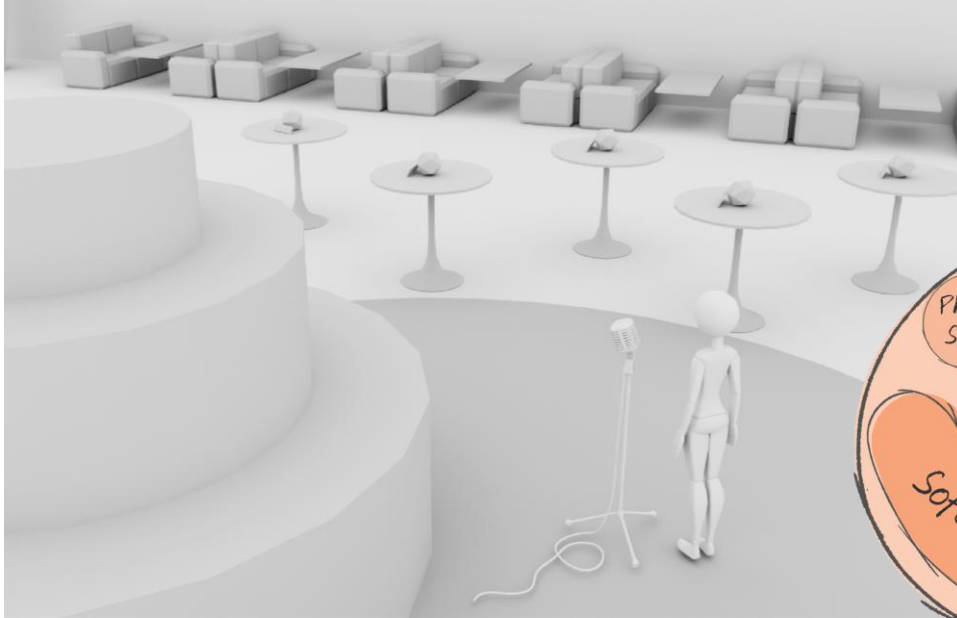
Lobby



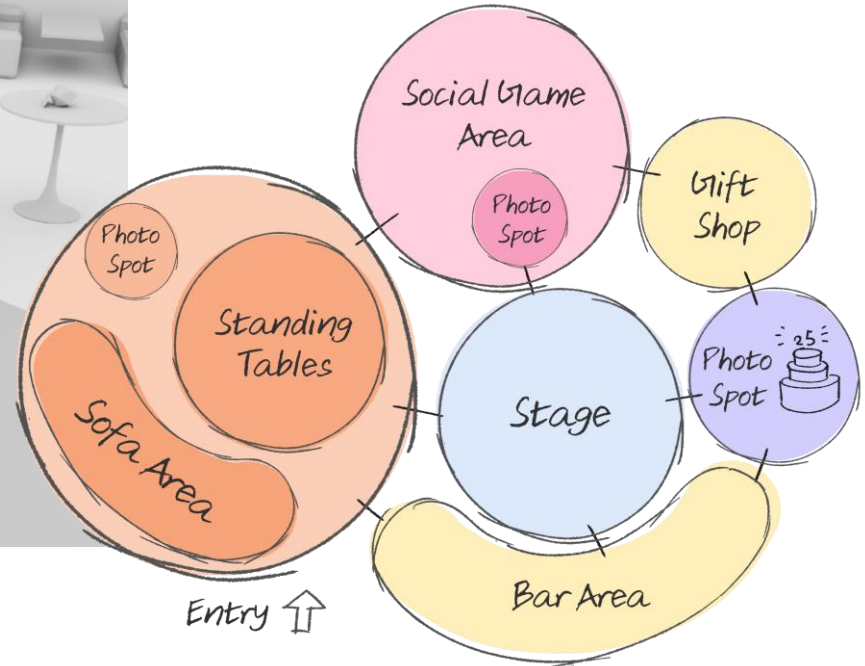
- Portals
- Gathering
- Broadcasting
- Clothes shop
- Signature wall
- Group Photo



Lounge

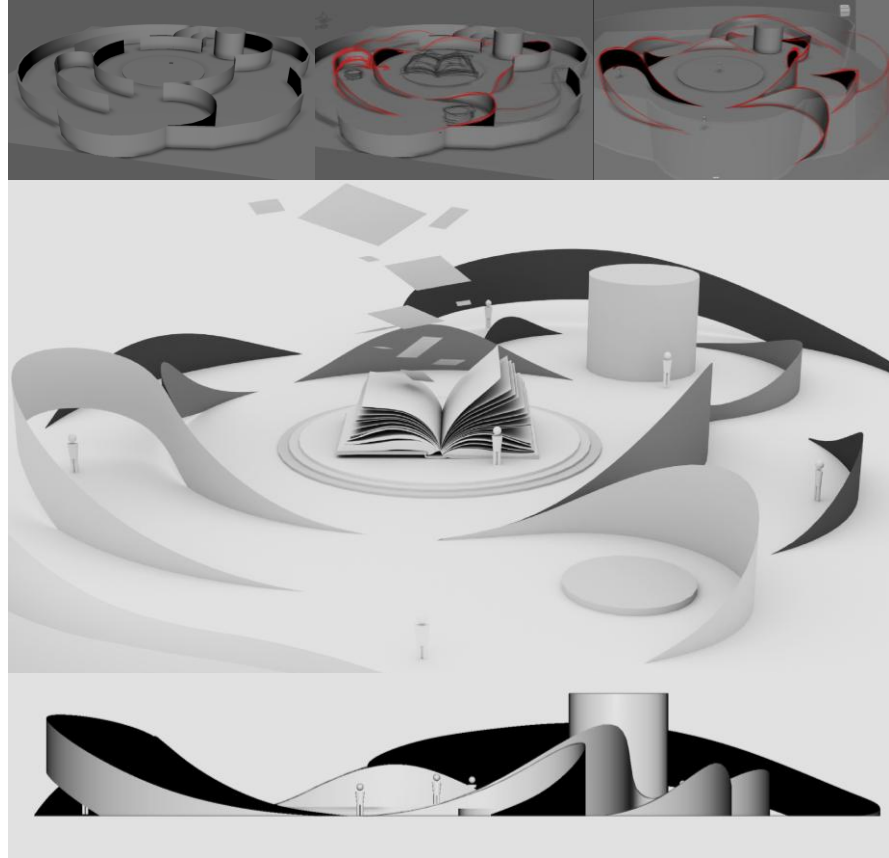
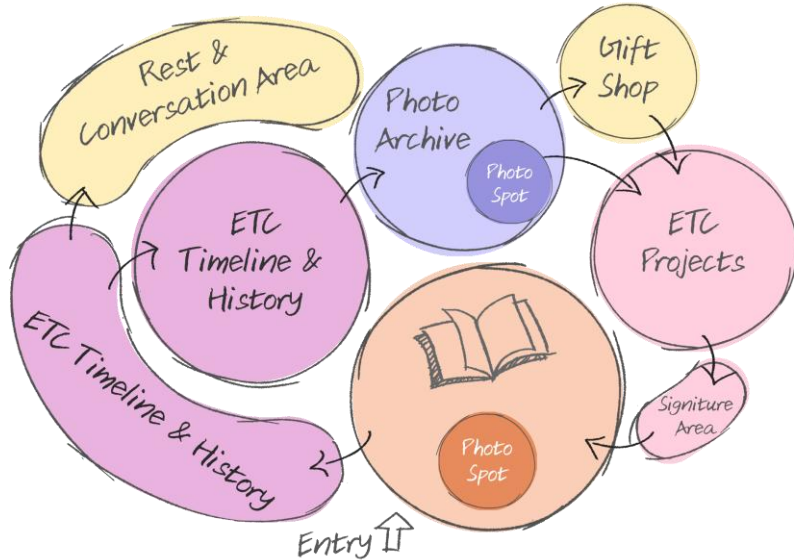
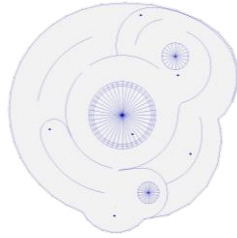


- Social connecting
- Chatting
- Speech stage
- Photo and Gifts

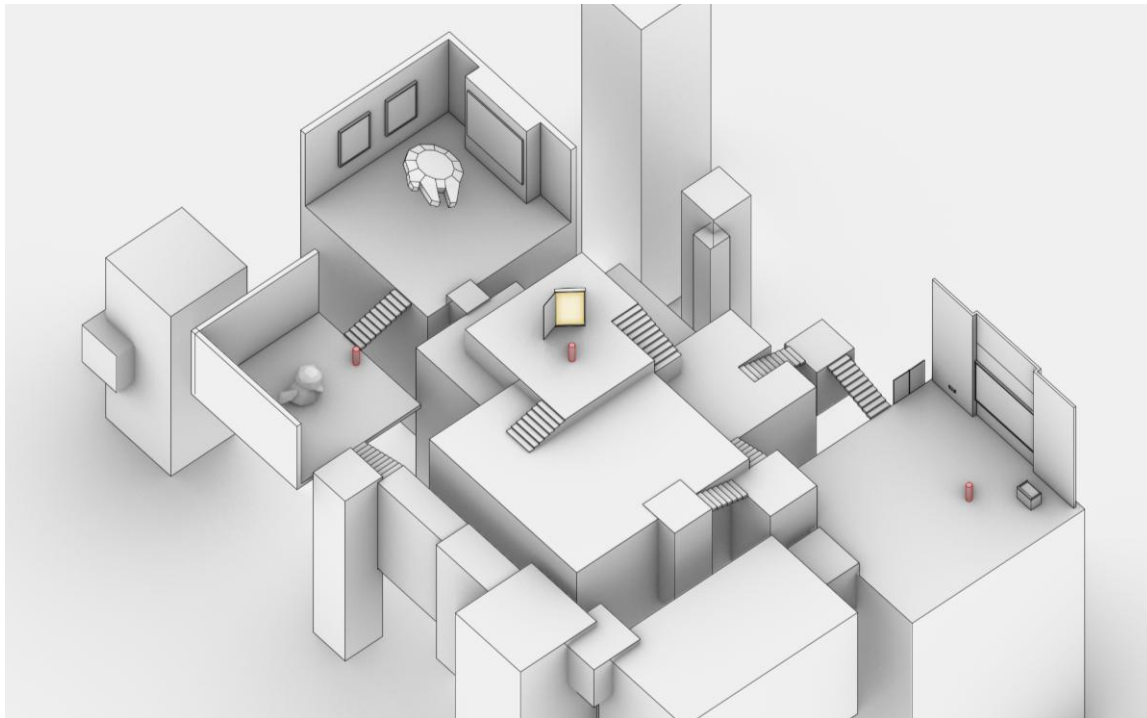


Gallery

- ETC History
- ETC Photo Tree
- ETC Projects Showcases
- ...



Playground

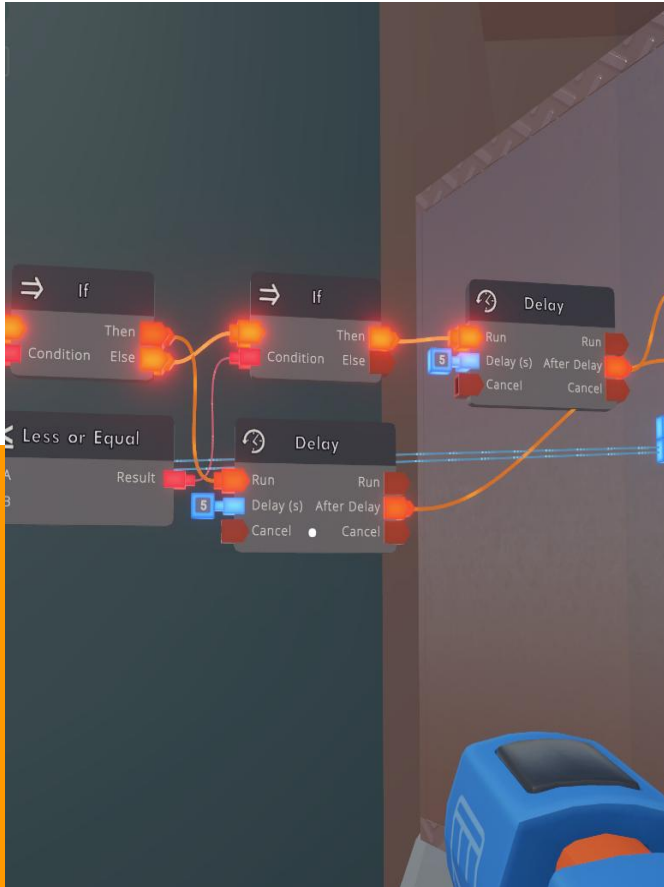


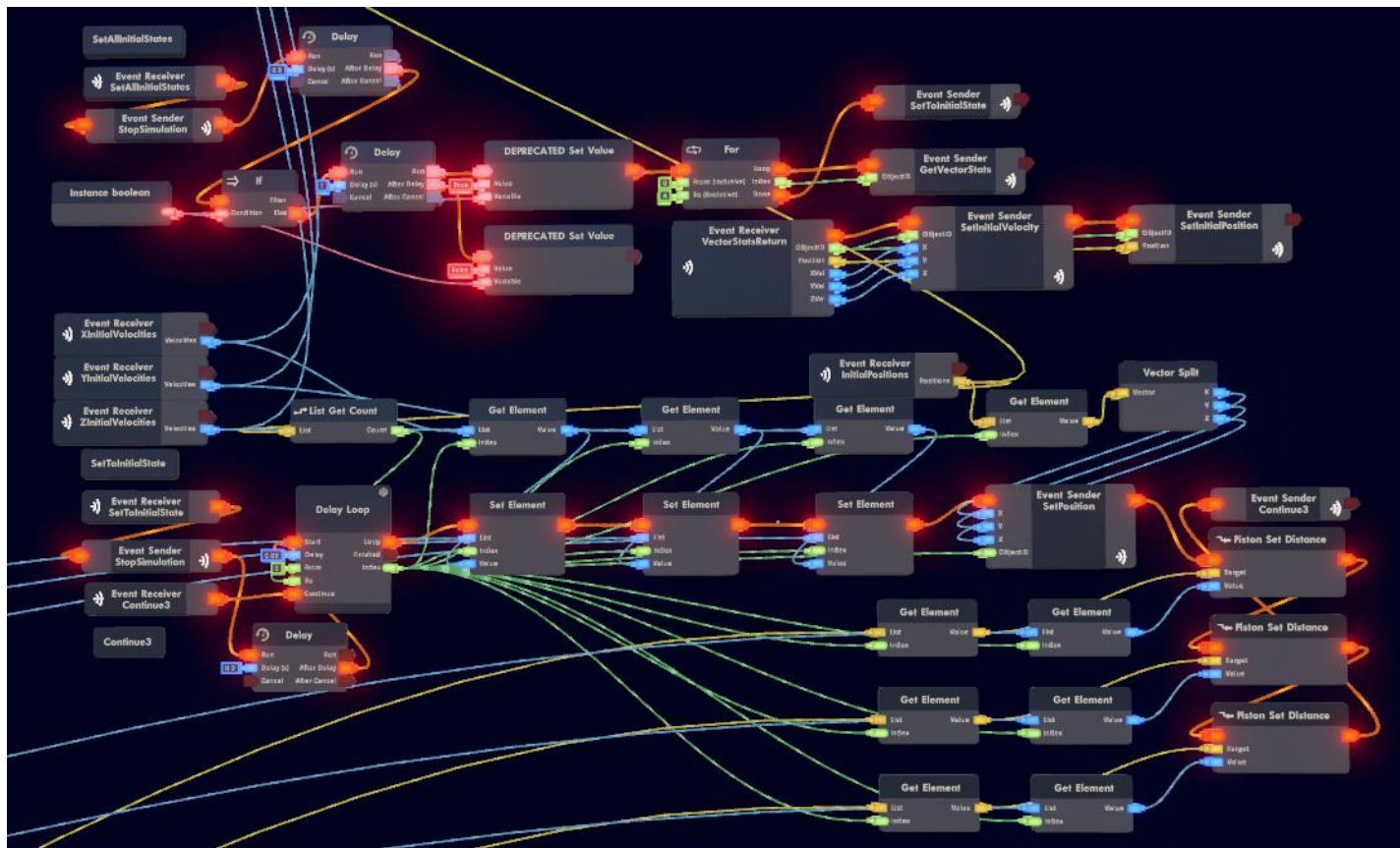
- Easter eggs
- ETC-theme maze
- Game exclusive Gifts



03

■ Tech





Tech

Limitations

1. Circuits don't scale cleanly
2. 3D layout hurts readability
3. Non-existent documentation
4. Debugging is primitive

Solutions

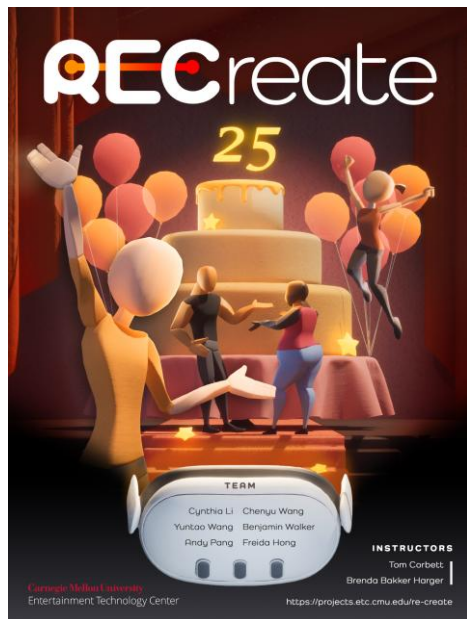
1. SOLID principles
2. Organize nodes in physical space
3. Reference (YouTube, Discord)
and Test (Playground level)
4. LOTS OF PRINT STATEMENTS!



04

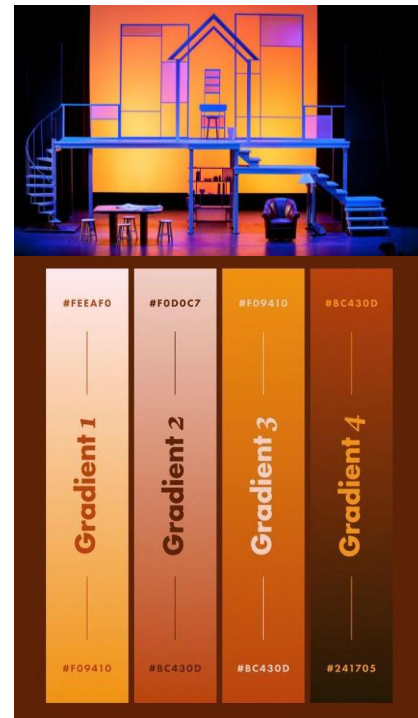
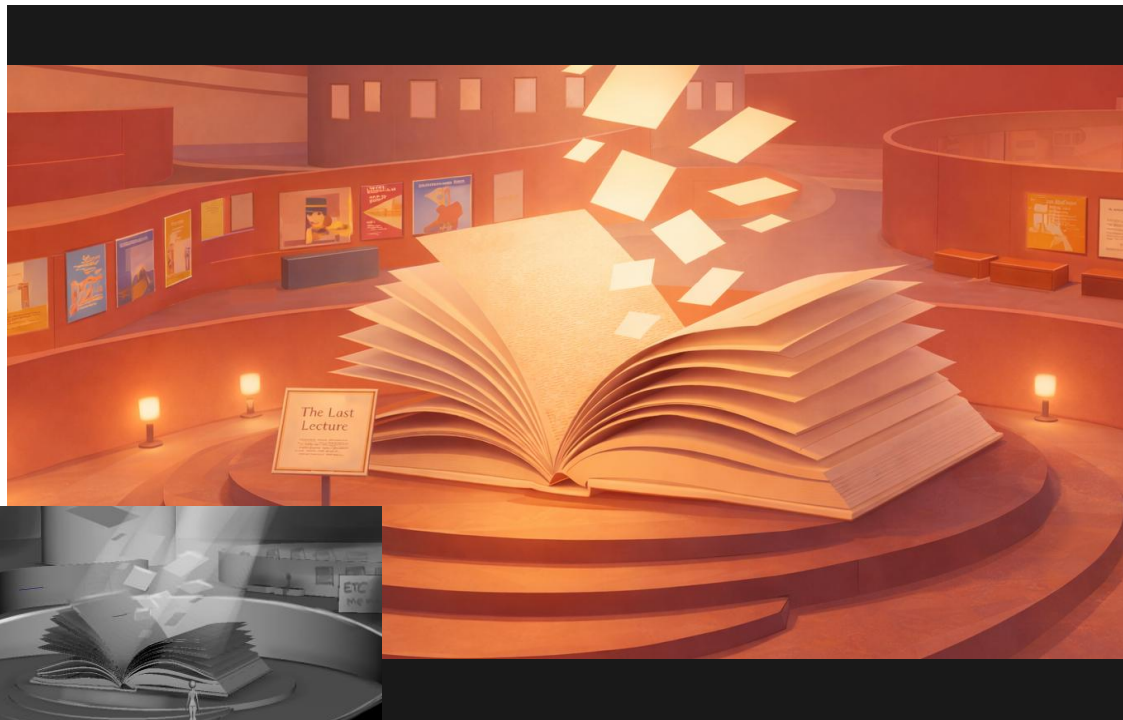
■ Visual

Visual Identity





Environment – Gallery



#FEEAF0

Gradient 1

#F09410

#F0D0C7

Gradient 2

#8C430D

#F09410

Gradient 3

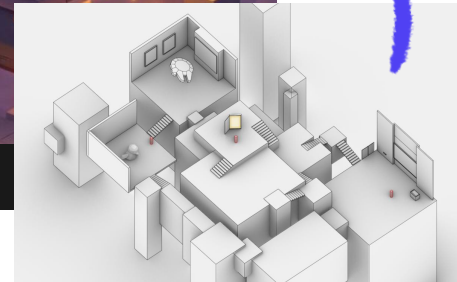
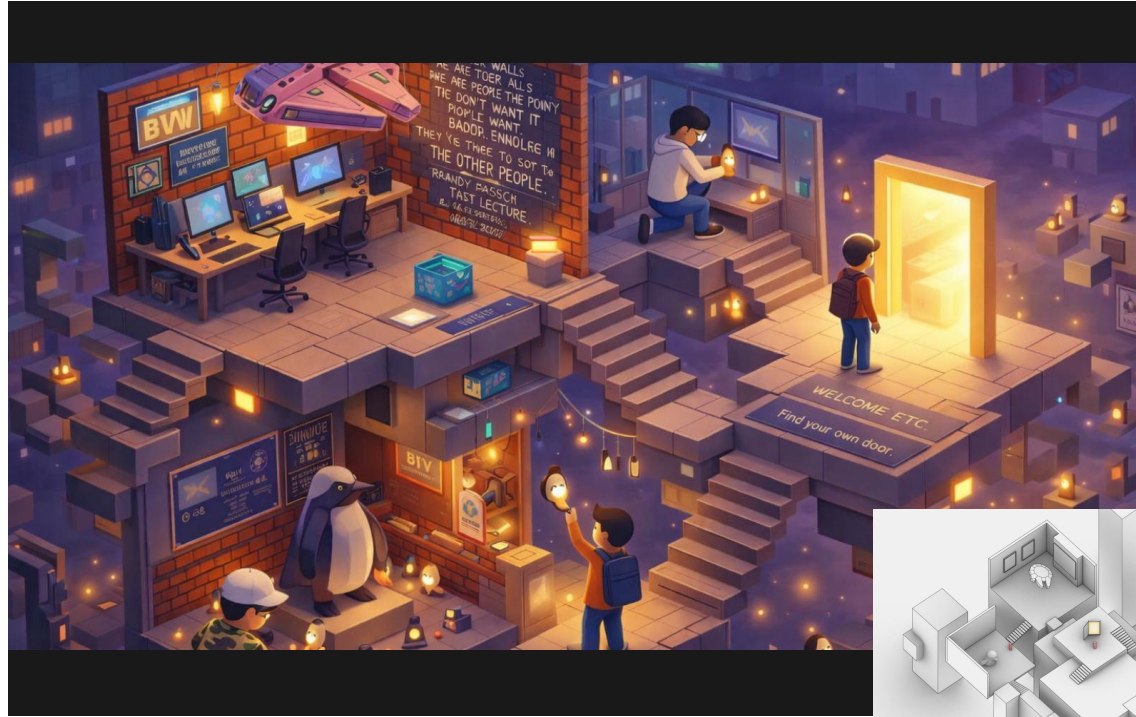
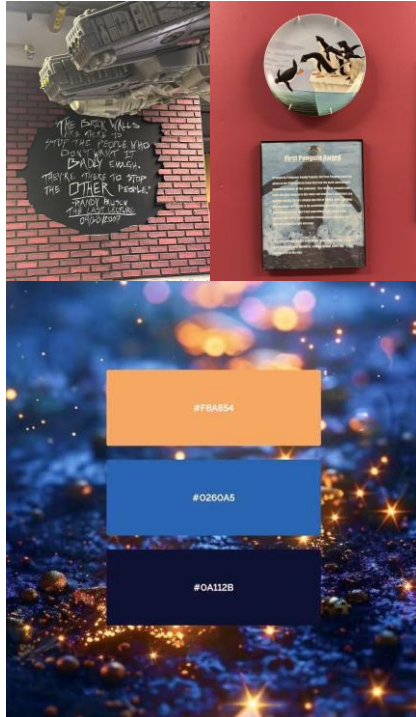
#8C430D

#8C430D

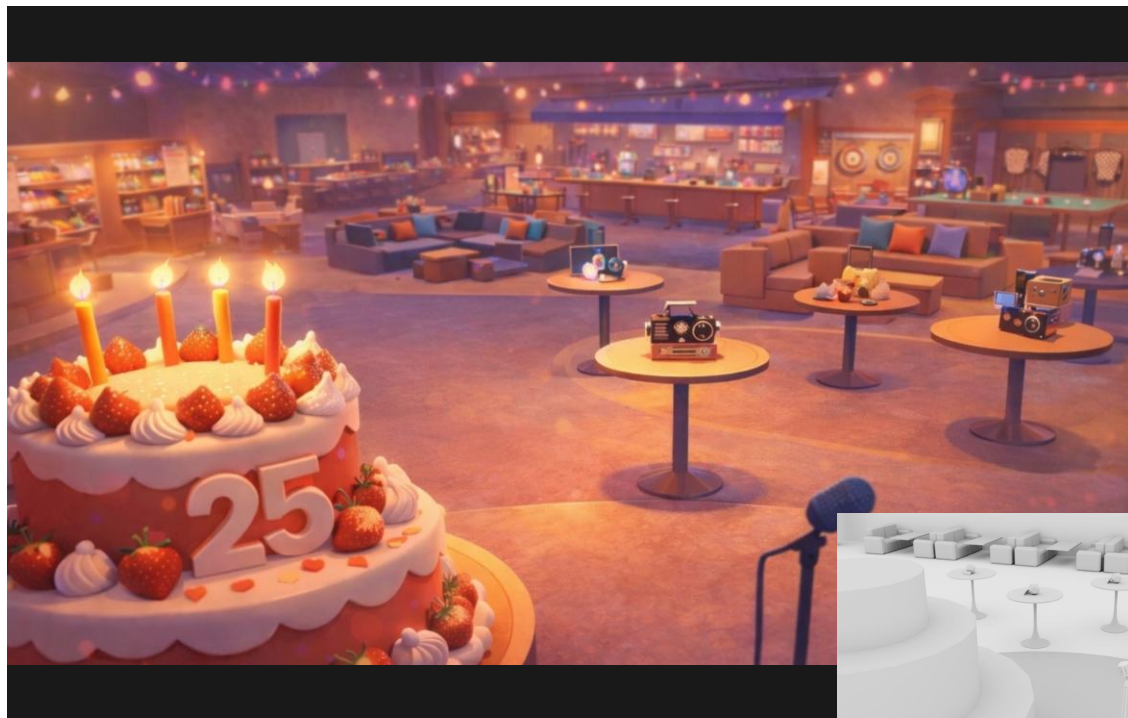
Gradient 4

#241705

Environment – Playground



Environment – Lounge



Character Assets-BVW T Shirt



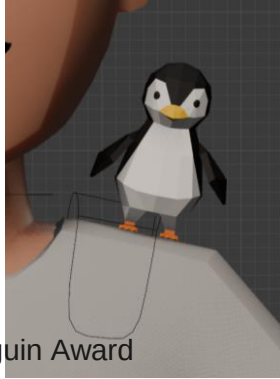
Converting all BVW
T-shirts into virtual
versions for
Rec Room



Character Assets-Accessories



The First Penguin Award



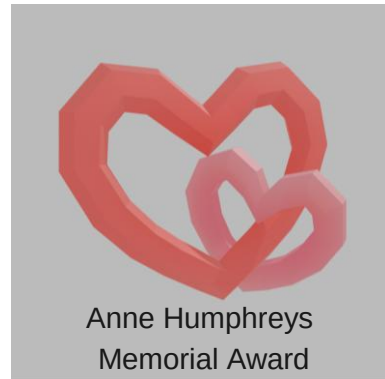
The Tornado Award



The Pausch Prize



The ETC Alumni Award



Anne Humphreys
Memorial Award

Shoulder decorations inspired by
ETC awards

Space Decorations

Vintage Screens



rubik's cube



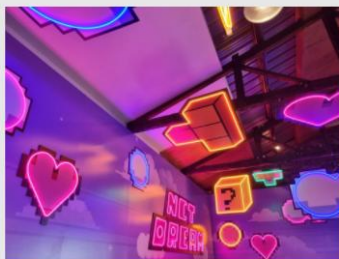
Arcade



Popcorn Machine



Pixel Decorations



DND Decorations



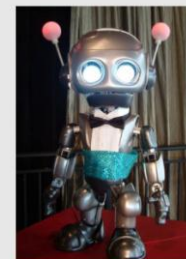
Disco Ball



Ballons



Quasi

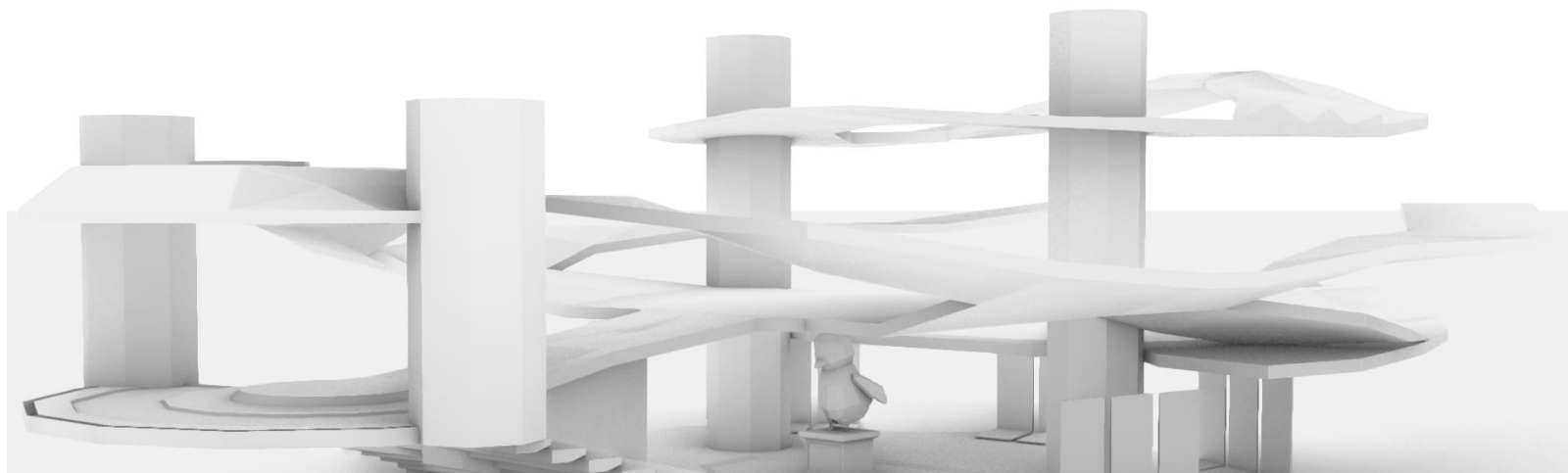




05

■ Progress

What we successfully built



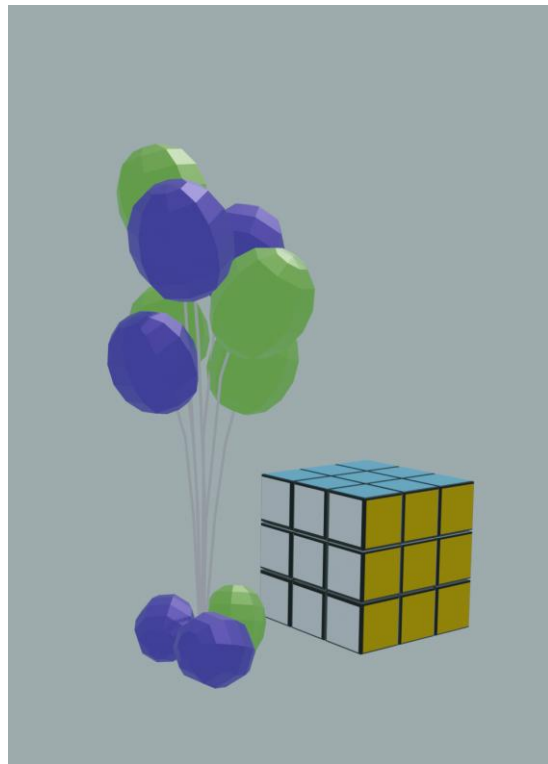
- Completed asset import and in-engine workflow
- Finished all environment prototypes
- Clothing and accessories have been modeled and UV-mapped, and the next step is polygon optimization.

Challenges

- Room capacity limit (maximum 40 players)
- Interactive items must use Rec Room's built-in assets
- Strict polygon and asset limitations
- Balancing experience across different platforms

How could we solve

- When capacity approaches the limit, open a duplicated room instance
- Focus on strong visual design within limitations
- Use low-poly and simplified models
- Increase playtesting

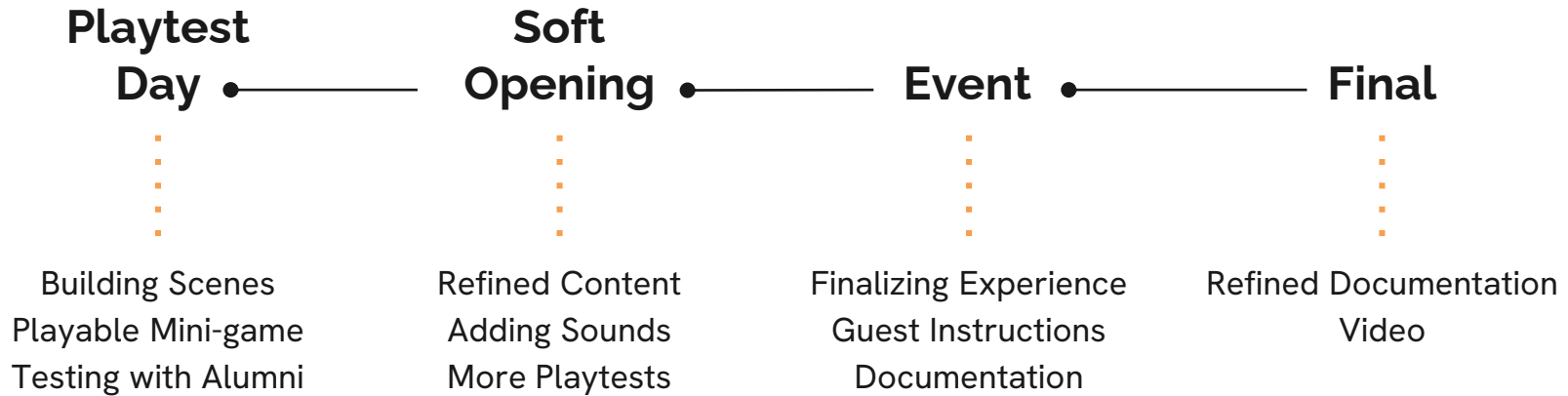




06

■ Next Step

Next Steps



Thank you!

Q&A

Thank you!

Summary:

- A virtual gathering to celebrate ETC's 25th anniversary
- Designed for the ETC community
- Create spaces for interaction and connection
- **Revisit culture, relive moments, and have fun!**