


## Choose a Purpose / Target Audience:

**Choose one** of these, or negotiate your own with the teacher. You can work with others to plan ideas. Be sure to pick something you will be inspired by, it can be cross-curricular or fun.

Target Audience	Select a Purpose	✓
New Y6 & Y7 students and Overseas International Students wanting to join WHS:	<b>A 3D virtual tour of WHS school campus and / or Hokitika &amp; West Coast</b> - to help people to find their way around with an explorable 3D map or interactive 'Google Street view' style 360 photo spheres featuring key areas around the campus.  Floating Text or spinning 3D models could help explain the departments using those classrooms, e.g. books for English, flasks for Science, masks for drama, instruments for music. It needs to be easy to navigate.	✓
Y10 & 11 art students, their parents and the wider community. Teachers" Ms Mallinson / Mr Shawcross	 <b>A 3D virtual gallery</b> to showcase the Art Department student work, e.g. Y12/13 Painting / Sculpture, Digital Photography or Virtual Sculpture using Oculus Quest 2 (Tilt Brush / Gravity Sketch)	✓
International Students and Jane Brownie (International Director) Junior Y9 or 10 classes students and teachers, their parents and the wider community	<ul style="list-style-type: none"> <li>• <b>CLASSICS:</b> Explain Greek / Roman Pantheon of Gods or historical architecture / venues statues, temples or gladiator's arena to help give a sense of scale with text to describe features.</li> <li>• <b>HISTORY:</b> a re-creation of a famous historical setting such as a battlefield or pa from New Zealand Wars, WWI or WWII.</li> <li>• <b>TOURISM:</b> virtual tour of landmarks of West Coast and / or the Hokitika with 360 photo spheres, text &amp; audio.</li> <li>• Or <b>another idea</b> in consultation with your subject teacher...</li> </ul>	
Staff, students and whanau.	<ul style="list-style-type: none"> <li>• <b>SCHOOL VALUES Competition:</b> Promote Our WHS school values, such as a virtual Waka - <b>whanaungatanga</b> (Actively building and contributing to positive connections with others), <b>manaakitanga</b> (Uplifting and empowering others), <b>Rangatiratanga</b> (Developing leadership with confidence, respect, self-determination and teamwork), <b>Kaitiakitanga</b> (Promoting guardianship and preservation of the school values and the environment)               <ul style="list-style-type: none"> <li>○ Focused on the school values. Consistent with school definitions</li> <li>○ Respectful and appropriate. Good production values</li> </ul> </li> <li>• <b>VR 3D Marae:</b> <a href="#">Te Whare Tapa Whā</a> concept representing <a href="#">hauora or well-being</a> or explaining parts of a whareniui.</li> </ul>	

These may be wider projects that a group collaborates on together, to make a series of linked experiences. You need to clearly show your individual original contribution. Respect copyright. Reference any work made by others.

## Level 2: Choose 2 or more Advanced Techniques & Conventions

<b>A-Frame webVR Code / CoSpaces / Frame</b>	<b>Creating / Customising Code or pre-sets:</b> I will use Entity Components to fine-tune my model's scale, position, colour, rotation, texture repeats, animation autoplay, because...	
	My VR Interface will use a reticule to help selecting menu items. Those menus will give feedback by... (animate, change size, change colour, sound FX)	
	I will code Interactivity triggers events such as... to show / hide... animated objects, text, lighting.	
	<b>Efficient tools</b> such as Asset Management System <a-assets> with #IDs to preload reused elements and make the page load faster.	
	Script the use of audio / video / trigger events / interactivity / particle systems / animated camera / controller	
<b>3D models</b>	<b>Creating / Customising Code or pre-sets:</b> 3D models may be coded. I will use use composite steps to make a... with multiple primitives shapes (such as <a-plane>, <a-sphere>, <a-cube> etc with added texture), arranged together as an <a-entity>	
<b>Get from SketchFab</b>		
<b>Make 3D in TinkerCAD / MagicaVoxel</b>	<b>Efficient Tools</b> I refined component settings using the Visual Inspector to change the...	
<b>Image Manipulation</b>	<b>Using combination of steps to enhance</b> My (textures / 360 degree <a-sky> or object's UV Maps) images will be made / edited using a composite of steps, e.g. use Layer Masks / Adjustment Layers, Blending Options, Clone Stamp to create / refine graphics & text, in order to...	
	<b>Image Optimisation</b> I will optimise my images / textures / UV maps in Photoshop to Save For Web using the following settings... to apply suitable compression to make the page load faster.	✓

**You must use data integrity & testing procedures**, these may include:

- Check for errors in the Code window IDE
- Use developer Tools to inspect the Console
- Use [HTML validation](#), use current HTML conventions for mark-up, e.g. <head> title, language & [meta](#) info. Code commented and indented.

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