

Immersive 3D environments in interactive entertainment

Kevin W Taylor

California State University, USA

Immersive 3D environments are a major component of the interactive media industries, from entertainment in film, animation and games, to architectural visualization and industrial applications. As technology for user engagement within virtual spaces advances, particularly with the onset of advances in VR and AR, 3D environments will be ever more present with a high bar for user immersion. This presentation will cover the required creative thinking, and technical considerations, inherent in the successful development of immersive 3D environments for interactive entertainment.

Biography

Kevin Taylor has a terminal Master's degree in 3D production and has been working as a Professor in the California State University, Chico, USA for over 5 years. He has published in book and comic formats, most recently in a 2017 book on the influence of video gaming on culture and society. He is a games industry veteran with seven titles to his name for publishers such as Konami, Activision, Sega, Bethesda Softworks and Lucas Arts.

kevinwtaylor@hotmail.co.uk