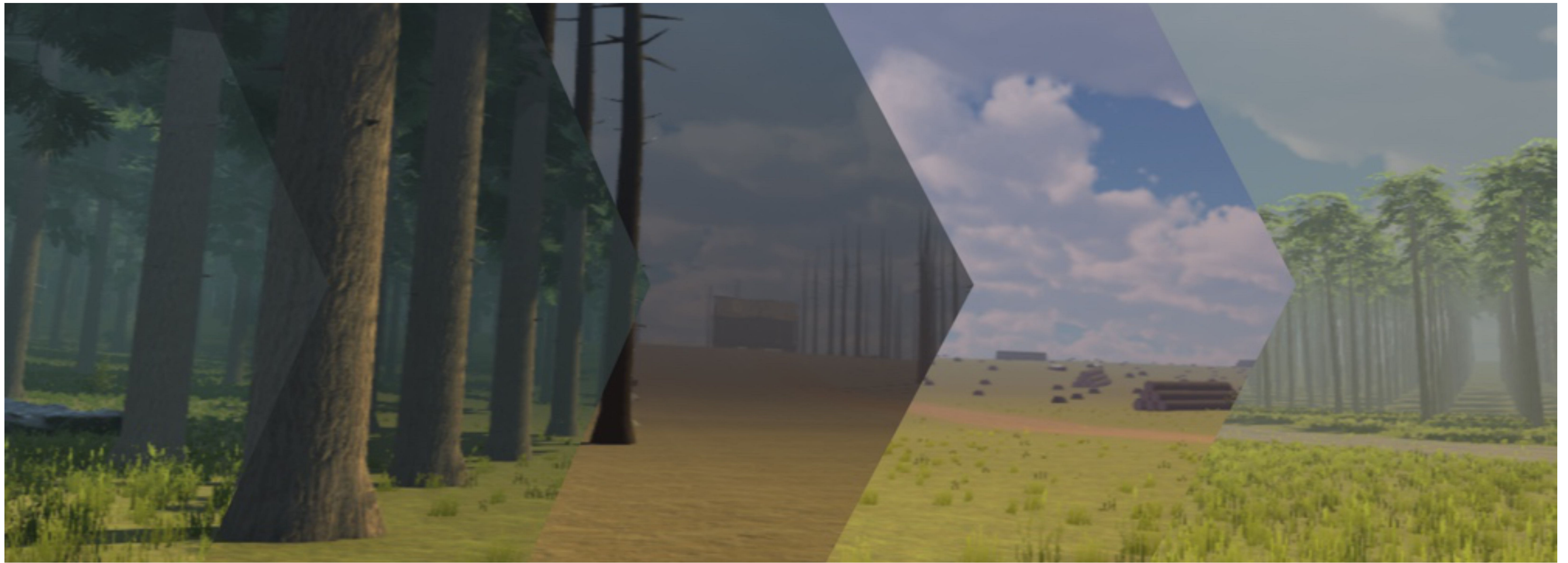


Forest SaVR – A Virtual-Reality Application to Raise Awareness of Deforestation

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Exploring Forest States

Deforestation and its effects on climate change are serious issues, however, the dissociation between people's knowledge of adverse effects and their lifestyles presents a major problem. Interactive digital media in general, and virtual reality in particular, have a unique potential to close this gap.

Forest SaVR is a VR application that places the users in a forest environment to experience the various stages and effects of deforestation across realistic conditions.

The various forest states are shown above, ranging from a perfectly intact forest (healthy) or state with only minor human interventions (semi-healthy), such as a road and a cabin, over a cleared forest (burned or logged) to a plantation setting (cultivated).

Realistic Environment



Every time an experience is initiated, the terrain and environment are procedurally generated with semi-random tree/object placement based on Perlin noise, combined with different offset parameters for more organic distribution.

To make the environment as immersive as possible, we replaced standard directional lighting with a volumetric lighting solution. Realistic audio complements each state, as non-visual factors are equally important to the credibility and believability of VR-based environments.

