

Calvary

Zachary Bush

Thesis submitted to the faculty of the Virginia Polytechnic
Institute and State University in partial fulfillment
of the requirements for the degree of

**Master of Fine Arts
in Creative Technologies**

Thomas J. Tucker, Chair
Rachel L. Weaver
Dane L. Webster

December 2, 2016
Blacksburg, Virginia

Keywords: Virtual Reality, Immersive Environment, 3D Modeling, Cathedral,
Christian

Calvary

Zachary Bush

ABSTRACT

Calvary is a 3D fictional cathedral that is based around Christian beliefs. It is a new way to experience spiritual landmarks, fictional or nonfictional, using virtual reality. The goal is to allow the viewer to experience this space wherever they are located and to create a dialogue about who God is to them.

Calvary

Zachary Bush

GENERAL AUDIENCE ABSTRACT

Calvary, a 3D fictional cathedral that is based around Christian beliefs, can be experienced within virtual reality. Now virtual reality is used to experience computer-generated simulations that are viewable using a headset. These headsets can be connected to a smartphone or computer. The Biblical tabernacle, used to house the Ten Commandments, is what *Calvary* was heavily based on.

Website URL:

<http://zachbush.com/calvary>