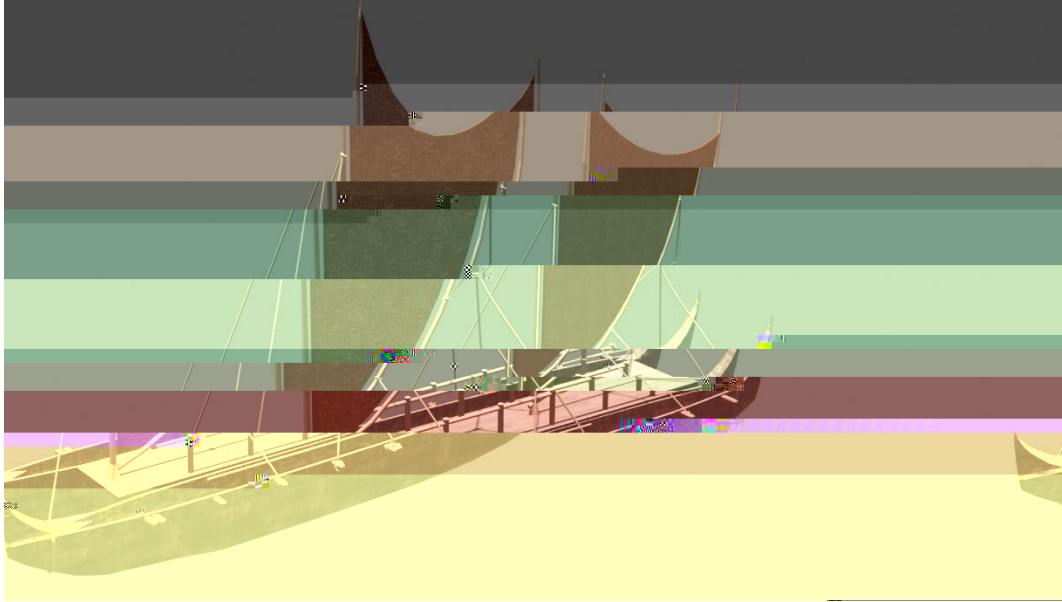


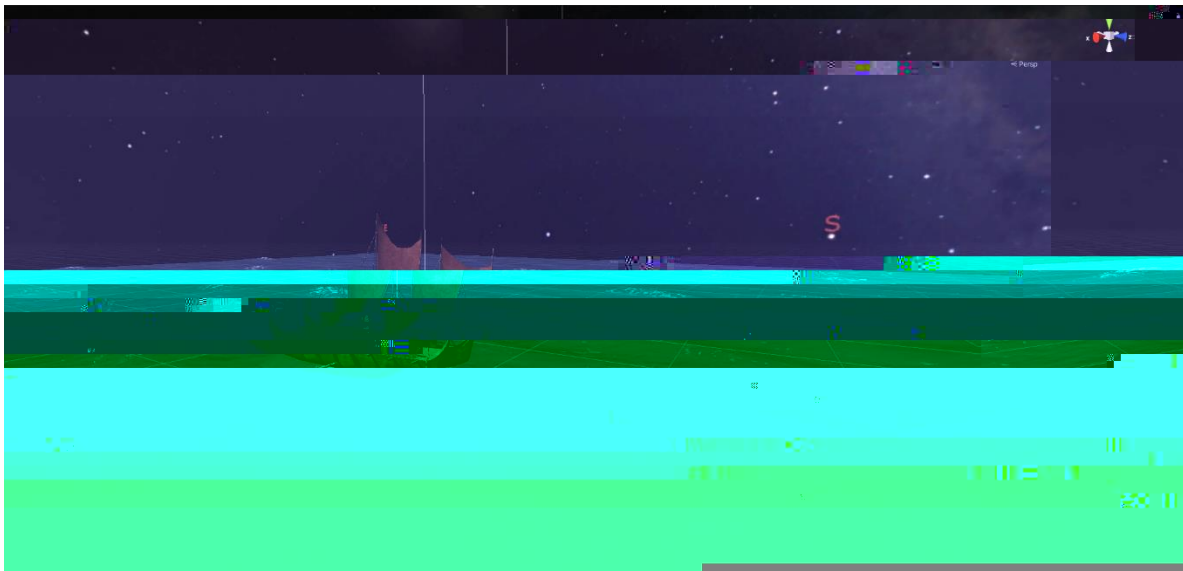


everything had been imported into the project, I began to work on implementing ways in which students could walk, orient, learn, and explore in the final base environment.

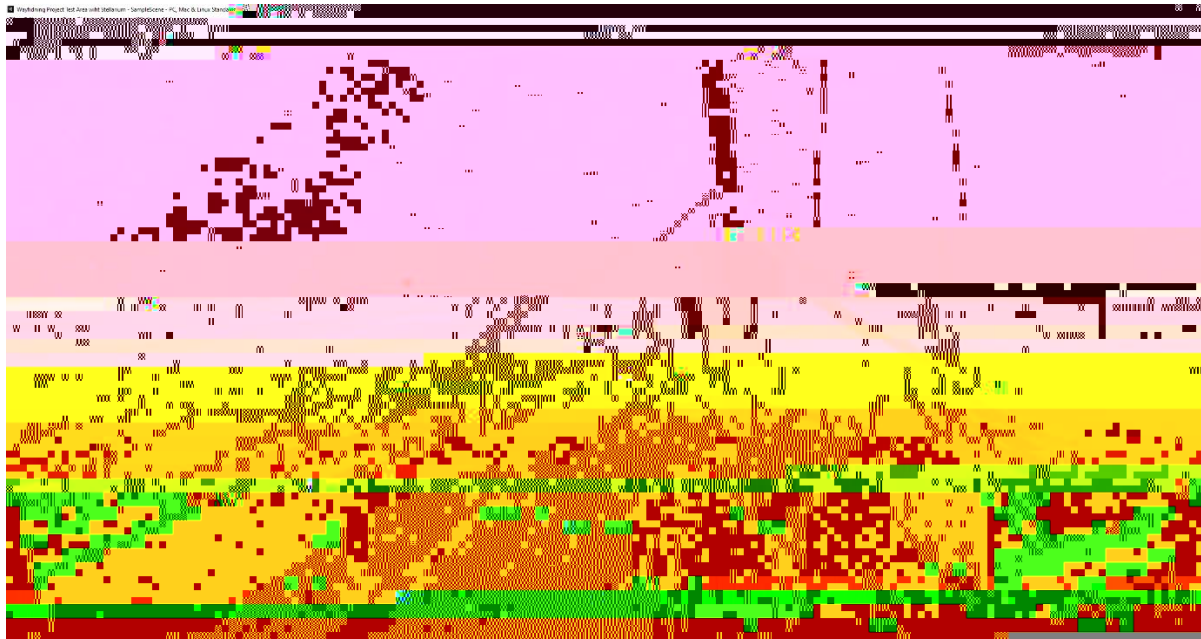
### Images:



(Voyaging ship in 3D software Blender)



(Environment in Unity outside perspective)



(Environment in Unity student perspective Note: Cardinal points are for orientation only during development and will not be present in final project)

**Faculty Mentor: Professor Lempert (Bowdoin Anthropology)**

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