

Virtual Reality (VR) allows users to experience otherwise inaccessible scenarios to better their understanding of difficult concepts. Within VR spaces, smaller details are essential for the environment to feel more realistic, offer a better immersive experience, and add educational aspects to scenes. DoseBusters is a Unity VR game currently undergoing development that has a realistic implementation of radiation physics. This game replicates a radiation physics research laboratory as a tutorial room, with more complex scenes planned for the future. Many three-dimensional assets created for DoseBusters must be carefully rendered using Blender with attention to polygon counts for smooth gameplay. Posters, bulletins, and signage are also needed to present important information on safety, physics, and procedures. Because posters are two-dimensional, assets may be generated using Photoshop, facilitating their insertion into the game as Unity textures. Best practices for technical communication must be followed in the poster design. They must be of adequate size with appropriate font to be legible to the player, match the game's art style, and display information simply. The passive posters must contain a descriptive title with a distinct layout utilizing white space and color for the player to understand (without any interaction with a non-player character) and remember the information presented. The content must be as engaging and clear as possible. The player will then utilize what they learned throughout the game, re-enforcing the concepts. These posters should serve as learning tools for the player, ultimately producing a more realistic immersive learning environment and complete virtual reality experience. As work continues, signage based on actual practices and regulations will be integrated into future environments, adding greater realism to the game as a whole.