

### **Role Overview**

Gyan Dhara is an immersive VR-based metaverse platform designed to transform learning into a spatial, experiential process. The visual system of the platform must be intentional, coherent, and pedagogically meaningful.

The 3D Visual Designer will be responsible for defining and designing the visual identity, spatial aesthetics, and immersive experience of Gyan Dhara inside VR. This is not a pure modeling role. It focuses on how environments feel, how information is visually structured in 3D space, and how immersive design enhances conceptual clarity.

The role requires close collaboration with UX designers, developers, and academic teams.

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### **Key Responsibilities**

#### **1. Spatial Visual Language Design**

- Define the visual identity of Gyan Dhara inside immersive VR
  - Establish environment tone, mood, and aesthetic direction
  - Design how educational content is visually presented in 3D space
  - Create spatial hierarchies that guide attention and reduce cognitive overload
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#### **2. Immersive Experience Design**

- Design how learners perceive scale, depth, proximity, and spatial layout
  - Ensure visual clarity of interactive elements within VR
  - Balance immersion with comfort and usability
  - Ensure environments enhance focus rather than distract from learning
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#### **3. Collaboration with UX Designer**

- Work closely with the UX designer to align visual and interaction systems
  - Translate UX wireframes into immersive 3D visual compositions
  - Refine spatial UI placement, readability, and visibility
  - Co-create consistent design systems for VR learning modules
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## 4. Visual Systems & Consistency

- Develop and maintain visual guidelines for:
    - Color systems
    - Lighting approaches
    - Material consistency
    - Environmental storytelling
  - Ensure visual coherence across Kaksha, Vatika, Prangan, and other spaces
  - Review and refine environments for aesthetic and pedagogical alignment
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## 5. Prototype & Iterate

- Create visual mockups and spatial prototypes
  - Iterate based on testing feedback
  - Improve existing modules to enhance clarity and immersion
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## Mandatory Qualifications

- **Minimum 2 years of experience designing visuals specifically for VR applications**
  - Strong portfolio demonstrating immersive VR visual systems and spatial design
  - Graduate from premier institutions such as IITs, NIDs and others
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## Required Skills

- Strong fundamentals in color theory, lighting, composition, and spatial storytelling
  - Deep understanding of 3D spatial hierarchy
  - Ability to think beyond flat interfaces
  - Understanding of VR comfort principles
  - Strong collaborative mindset
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## Who Should Apply

- Designers who understand that VR is not a decorative medium
- Individuals who think spatially and systemically
- Designers interested in shaping the future of immersive education
- Those comfortable working in a research-driven, interdisciplinary team