META-META Club

WORKBOOK · MODULE 2 OF 4

A culture-rooted mini exhibit

African Culture in Immersive Space. Metameta Night week 7: a story, object or place.

Pro studios | 4 lessons | ~2 h | 4-question practice quiz | Notes pages

IN THIS MODULE

A culture-rooted mini exhibit

Metameta Night week 7: a story, object or place.

#	LESSON	TYPE	TIME	DONE
2.1	Demo: heritage wearables and a story room	LIVE	25 min	☐
2.2	Build-along: a culture-rooted mini exhibit	LAB	55 min	☐
2.3	Critique: craft, taste and respect	LIVE	25 min	☐
2.4	Ship it: your exhibit, credited	PROJECT	15 min	☐

How to use this workbook

- Work through each lesson on metametaclub.com/learn, or listen to its narration, then use the page here to take notes.
- Tick the steps as you go, and write your answers under **Check yourself** before you look anything up.
- Do the practice quiz at the end, then mark it with the answer key on the last pages.
- Keep every **Ship it** piece. Together they become what you show.

Before you start

What do you already know about this, and what do you want to be able to make by the end?

LESSON 2.1 · LIVE · 25 MIN

Demo: heritage wearables and a story room

Watch how a piece of African culture becomes something you can walk around or wear in a virtual space. The demo uses the African Heritage – MVFW23 wearables as the example, then sketches a story room live. You'll leave knowing the questions to ask before you build anything.

Key points

The example

In 2023, Virtual is Real made two wearables for Metaverse Fashion Week: the African Pride Suit and the African Heritage Suit. They were approved on Decentraland in April 2023 and are still live.

The demo looks at three things:

- **What it borrows.** Which colours, patterns or shapes point to a culture, and how specific that reference is.
- **What it says.** A wearable is a small story. Who is it for, and what should they feel wearing it?
- **Who it owes.** Every source, artist and community behind the look, and how each one is credited.

The story-room idea

Next, the demo builds the bones of a story room: one object on a plinth, one light, one label. The label carries the most weight.

The rule for the week: **use only a story, object or place you have permission to use.** Your own family's object, a place you photographed in public, a story an elder told you and agreed to share. If you can't say who gave permission, pick something else.

Steps checklist

- [ ] Watch the demo live on the Metameta Club Discord, or the replay.
- [ ] Write down the three questions: what does it borrow, what does it say, who does it owe?
- [ ] Pick your object, story or place for the build-along.
- [ ] Note who you need to ask, and ask before the build-along if you can.

SHIP IT

Post one line in the session thread: the object, story or place you picked, and who gave permission to use it.

- [ ] Shipped. Link or file: _____

Check yourself

1. Can you name the two MVFW23 wearables and say why we use them as the example?

2. Can you say what goes on a museum-style label in a story room?

3. Do you know who gave you permission for your pick?

LESSON 2.2 · LAB · 55 MIN

Build-along: a culture-rooted mini exhibit

Build a one-room exhibit in the browser: a floor, a wall, a plinth, your object and a label. It runs in Three.js with no install beyond a local server.

Key points

Before you start

You need a photo-scanned or modelled object as a `.glb` file, or a photo you'll show on the wall. It must be something you have permission to use.

Steps checklist

- [ ] Make a folder with `index.html` and `object.glb`.
- [ ] Paste the code below and edit the label lines.
- [ ] Serve the folder: `python3 -m http.server 8000`, then open `http://localhost:8000`.
- [ ] Drag to orbit. Move the spotlight until the object reads well.

```
This lesson has code samples. They are printed in full in the lab handout (african-culture-immersive-lab-2-2.pdf) and in the lesson on metametaclub.com/learn.
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SHIP IT

A screenshot of your room with the label readable, plus the permission line.

- [ ] Shipped. Link or file: _____

Check yourself

1. Does the object sit on the plinth, not float or sink?

2. Can someone read the label without zooming?

3. Does the label say who gave permission?

LESSON 2.3 · LIVE · 25 MIN

Critique: craft, taste and respect

Show your mini exhibit and get feedback. This week the critique has three parts, not two. Craft and taste matter, and so does respect. A beautiful room that misnames a culture fails.

Key points

How the critique runs

Volunteers share their screen on the Discord Stage or post a link in the session thread. Each piece gets a few minutes.

The rubric

Craft

- Does the object load fast and sit cleanly on the plinth?
- Is the light doing work? Shadow and highlight should show the form, not flatten it.
- Is the label readable from where the camera starts?

Taste

Giving good feedback

Be specific. "The light's too flat" is useful.

Steps checklist

- [ ] Share your piece, or post it with one line on permission.
- [ ] Take notes on every point raised. Don't argue; ask questions.
- [ ] Pick the single change that would help most.

SHIP IT

Post your top fix in the thread, under your piece.

- [ ] Shipped. Link or file: _____

Check yourself

1. Can you name one craft, one taste and one respect note on your piece?

2. Did you ask at least one question about someone else's source?

3. Do you know the single change you'll make next?

LESSON 2.4 · PROJECT · 15 MIN

Ship it: your exhibit, credited

Fix your top critique note, add a credits panel and a permission note, and post the finished piece to the Metameta Nights gallery channel on the Metameta Club Discord.

Key points

Why the credits come first

Credit is the minimum you owe. It isn't the whole debt, but without it nothing else holds up.

What goes in the post

1. **A link or a short clip.** A link to the running scene is best. A 10–20 second screen recording also works.
2. **A screenshot** with the label readable.
3. **A credits panel** in this shape:

1. **A permission note.** One or two lines: who you asked, how (in person, by message), and what they agreed to. For example, "shown online, credited by first name". Don't post private contact details.

If you couldn't get permission

Swap in your own object, or a place you photographed in public, and say so. That's a fine piece.

Steps checklist

- [ ] Make your one fix from the critique.
- [ ] Add the credits panel to the scene as a second label, or put it in your post.
- [ ] Record a short clip or host the folder and grab the link.
- [ ] Post link, screenshot, credits and permission note together.

This lesson has code samples. They are in the lesson on metametaclub.com/learn.

SHIP IT

One gallery post with clip or link, screenshot, credits panel and permission note.

- [ ] Shipped. Link or file: _____

Check yourself

1. Would the person who gave permission be happy with how they're credited?

2. Does your post say which AI tools you used, if any?

3. Is the culture or place named as specifically as you can honestly name it?

PRACTICE QUIZ

Check your module

Circle one answer for each question. The answer key is on the next page.

1. What must be true of the story, object or place you use this week?

(A) It must be famous
(B) You must have permission to use it
(C) It must be at least a hundred years old
(D) It must come from a museum

2. Which three areas does this week's critique rubric cover?

(A) Speed, size and polish
(B) Craft, taste and respect
(C) Code, art and sound
(D) Colour, light and music

3. In the build-along, why is the label a CanvasTexture on a plane?

(A) It makes the object load faster
(B) It lets you draw readable text into the 3D room without extra libraries
(C) Three.js can't show images
(D) It is required by GLTFLoader

4. Credit is described as…

(A) Optional if the piece is small
(B) The whole of what you owe
(C) The minimum you owe, not the whole debt
(D) Only needed for photos

ANSWER KEY

Answers and why

1 · B You must have permission to use it

The week's one hard rule: only use what you have permission to use, and say who gave it.

2 · B Craft, taste and respect

Respect sits beside craft and taste. A beautiful room that misnames a culture still fails.

3 · B It lets you draw readable text into the 3D room without extra libraries

Drawing text on a 2D canvas and using it as a texture is the simplest way to put a label in the scene.

4 · C The minimum you owe, not the whole debt

Credit is necessary but not sufficient; consent and compensation matter too.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP