META-META Club

WORKBOOK · MODULE 4 OF 4

Build and credit

African Culture in Immersive Space. Design the exhibit room or a wearable, then ship it with a credits wall, consent log and compensation note.

Pro studios | 3 lessons | ~4.3 h | 4-question practice quiz | Notes pages

IN THIS MODULE

Build and credit

Design the exhibit room or a wearable, then ship it with a credits wall, consent log and compensation note.

#	LESSON	TYPE	TIME	DONE
4.1	Design the exhibit room	LAB	90 min	☐
4.2	Or design a wearable	LAB	75 min	☐
4.3	Ship: your exhibit with its credits wall	PROJECT	90 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 4.1 · LAB · 90 MIN

Design the exhibit room

Turn your mini exhibit into a designed room: a path, a pace, light that guides the eye, labels people actually read, and sound used with consent.

Key points

Think like a curator

A good exhibit is a sequence, not a pile. Decide what a visitor should feel at the door, in the middle and at the end.

- **Entrance.** A title wall: what this is, where it's from, who shared it.
- **The centre.** Your main object, story or place. Give it space and the best light.
- **Context.** One or two smaller stops: a map, a photo, a quote from the storyteller (with permission).
- **Exit.** The credits wall and a closing line.

Light

Light tells people where to look. Keep the room dim and the objects bright.

Labels

Short beats long. Aim for a title, a place, two or three sentences, and a credit line.

Sound

A voice, a song or the sound of a place makes a room feel alive. It also needs consent like everything else.

Steps checklist

- [ ] Sketch your room from above with three to five stops and a path.
- [ ] Build the stops in your Three.js scene from the build-along.
- [ ] Light each stop, then dim the rest.
- [ ] Write every label, then cut each by a third.
- [ ] Add sound only if you have consent, and start it on click.

This lesson has code samples. They are printed in full in the lab handout (african-culture-immersive-lab-4-1.pdf) and in the lesson on metametaclub.com/learn.

SHIP IT

A walkable room with at least three stops, readable labels and a credits wall.

- [ ] Shipped. Link or file: _____

Check yourself

1. Can a visitor tell where to look first?

2. Is every label short, plain and honest about uncertainty?

3. Is every sound credited and used with permission?

LESSON 4.2 · LAB · 75 MIN

Or design a wearable

Instead of a room, design a wearable: a garment or accessory for an avatar, rooted in a pattern or story you have permission to use. You'll model or adapt it in Blender, texture it and export it as glTF.

Key points

Start from the source, not the screen

Go back to your research log. Your wearable should come from a real source you've been cleared to use: a cloth your family owns, a pattern a designer agreed to share, a story you can show through shape and colour.

What makes a wearable work

- **Silhouette first.** It should read as a shape from across a room, before any texture loads.
- **Texture second.** The pattern carries the culture. Keep it sharp and correctly scaled.
- **Light geometry.** Avatars are seen in crowds. Keep the polygon count modest.
- **Fit.** It must sit on the avatar body without poking through when it moves.

Steps in Blender

1. Start from a base body mesh, or a simple garment shape: a tunic, a wrap, a hat.
2. Model the silhouette with simple shapes. Use a Mirror modifier for symmetry.
3. Unwrap the UVs: mark seams where a tailor would put them, then unwrap.
4. Bring your pattern in as an image texture. Check scale and alignment in the UV editor.
5. Use a Principled BSDF material: base colour from the pattern, low metalness, roughness to taste.
6. Apply modifiers, then export with File → Export → glTF 2.0 as a `.glb`.

Different platforms have their own wearable rules: body rigs, polygon limits, file formats. Read the platform's own docs before you submit anywhere.

Credit on a wearable

A wearable has no wall for a label, so the credit lives in its description and your project page: the source, the pattern's origin, the permission and the maker.

SHIP IT

A `.glb` wearable, a screenshot on a figure, and a description with full credits.

☐ Shipped. Link or file: _____

Check yourself

1. Does the silhouette read before the texture loads?

2. Is the pattern used with permission, and credited in the description?

3. Did you check it for poke-through on a figure?

LESSON 4.3 · PROJECT · 90 MIN

Ship: your exhibit with its credits wall

Finish and publish your culture-rooted exhibit or wearable, with three documents that travel with it: a credits wall, a consent log and a compensation note.

Key points

The three documents

1. Credits wall. Visible in the piece (or in the wearable's description).

2. Consent log. Private.

3. Compensation note. Short and public-safe.

Final checks

1. Read every label against your research log. Cut or mark anything low confidence.
2. Show the finished piece to the person who gave permission, before you publish. Make any changes they ask for.
3. Check names, places and spellings one more time.
4. Test it on a phone and a laptop.

Publish

Host the scene (any static host works), or render a short walkthrough clip. Post it with the credits wall and compensation note.

What good looks like

A visitor learns something true, knows exactly who it came from, and feels the people behind it were treated fairly. That's the bar.

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

SHIP IT

A published exhibit or wearable, a visible credits wall, a public compensation note and a private consent log.

☐ Shipped. Link or file: _____

Check yourself

1. Did the person who gave permission see the piece before you published?

2. Does the credits wall name AI tools and what they did?

3. Is the compensation note honest, even if the answer is "none yet, agreed for later"?

PRACTICE QUIZ

Check your module

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

1. Where should sound start in a respectful exhibit room?

(A) Automatically at full volume
(B) On a click, so it's optional
(C) Only in a separate file
(D) Never use sound

2. Which document stays private?

(A) The credits wall
(B) The compensation note
(C) The consent log
(D) The label text

3. Who should see the finished piece before you publish?

(A) Only your mentor
(B) The person or community who gave permission
(C) Nobody, to keep it a surprise
(D) Only other builders

4. On a wearable, what should a designer settle first?

(A) The texture resolution
(B) The silhouette
(C) The file name
(D) The export format

ANSWER KEY

Answers and why

1 · B On a click, so it's optional

Optional sound respects visitors, and every recording still needs consent and credit.

2 · C The consent log

The consent log holds people's details and messages. Keep it private; publish the credits and compensation note.

3 · B The person or community who gave permission

Show it to the people who shared it, and make the changes they ask for.

4 · B The silhouette

A wearable should read as a shape from across a room before any texture loads.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP