Creative Technologist Challenge

# Theme:

The theme covered by the related projects concerns climate change, which is occurring especially in the last century. It will expose how life and scenarios are changing in recent years as a result of global warming and pollution.

Each short film will describe a particular area of our planet, in particular the areas covered are as follows:

* Life along the seacoasts,
* Forests,
* Fresh waters,
* Deserts and grasslands,
* The Arctic world,
* Sea and oceans,
* Jungles.

**NOTE**

The inspiration is taken from the Netflix docu-series "Our Planet", link: [Il nostro pianeta | Sito ufficiale Netflix](https://www.netflix.com/it/Title/80049832).

# Project 1

## Title:

**Creation of a virtual reality exhibition, parallel to the on-site exhibition**

## Description:

The project aims to create a virtual world, where the user, with the help of a VR viewer, can interact and freely explore the exhibition.

The world will consist of a main scene that will serve as a link to the other secondary scenes (scenes-short film). Each scene-short film will be related to a particular theme described by the short film of reference. A similarity of the main scene can be thought of as the lobby of a hotel where through it you can move to the other rooms.

The world of the virtual exhibition is interactive, where the user is in contact with other connected users. You can then interact and express your opinions and points of view on what you are observing. In some points of interest in the world (such as, for example, virtual screenings of short films), the user can leave "likes", moods and comments.

To complete the scene-short film, it will be all the setting recreated in the scene, which will recall that of the short film. The effect you want to achieve is to give the feeling that you are watching the short film from "inside" the short film.

## Features

* All scenes are populated by multiple (real) users with whom you can interact (Concept of metaverse)
* The start menu allows the user to enter their username with which it is recognized in the world
* There will be a server that will manage the provisions of the various users to avoid an overcrowding of a room.
* The whole experience is interactive, where the user can interact with other connected users (a type of MMORPG), you can put "likes", moods and leave comments
* Use of the VR headset as an immersive technology
* Avatar creation

# Project 2

## Title:

**Creation of an AR application that will be used in the on-site exhibition to be able to interact in the real event**

## Description:

The project aims to create an AR application that will help the real exhibition. AR technology will allow to recognize elements within the exhibition where the user can leave their comments and express "likes" with respect to what they are observing. It will also be possible to read the comments in real time of other users and know the level of appreciation, by the public, of the short film. Through AR technology, you can then get more information about a short film.