

WEB BASED AND MOBILE VIRTUAL AND AUGMENTED REALITY SOLUTIONS 2026

Project Name	Latvian clay heritage. A Virtual Reference Studio
Your Name	Maris Bulats
Goal	Ceramic design reference center where craftsmen in immersive environment can explore traditional Latvian ceramic master pieces.
Target Hardware	PC. Meta Quest headsets
Visual & Audio Design	3d scanned objects – ceramic Environment - ceramic craftsman workshop Realistic....
Environment Description	Craftsmen workshop. (Traditional or modern?) At least main traid tools visible – potters wheel, kiln...
Reference Images, Mood Board	     
User Experience	VR
User Persona, target audience.	Craftsmen working with clay and seeking inspiration and reference. Target audience - according to the research (Latvian Culture Accademy) – most common demographic profile of Latvian ceramic craftsmen (still flexible :) – women, 25-45 years....
User Journey	(Step 1: Spawns in workshop -> Step 2: Can pick up object (s), rotate, study from all sides -> Step 3 – Object reference text and related 2D graphics – ornaments, signs)
Interaction Model:	Movement in environment (virtual wokshop) Interaction: - <i>Hand tracking, grabbing.</i>

	Pop up Text and 2D graphics
Technical Implementation	3D scans of the real object (s) Environment - Gaussian splatting. VR workshop generation from real 2D images.
Tech Stack	<i>3D scanning and/or – 2D to 3D models using AI engines (test of options)</i> <i>Hand tracking, grabbing.</i> <i>Gaussian splatting using Marble AI model. (Multi room???)</i> Spark + A-Frame
Assets List	<i>Visuals: 2D/3D models, textures, UI elements, animations, environments...</i> <i>Sound: music, sound effects, ambient sounds...</i> <i>Tools/code: scripts, shaders...</i>
Calendar (Reached specific goals at the end of day)	<p>10.01.2026 Project idea Object grabbing and rotation Pop up text and 2D Graphic Spark + A-Frame (Gaussian splatting)</p> <p>15.01.2026 Gaussian splatting Main 3D objects</p> <p>16.01.2026</p> <p>22.01.2026 Finalized project demonstration.</p>