# VAR-MIRI   Q1. 2017-2018

## XVR Project

This project will be carried out in groups of 2 people, and it has to be sent through the Racó on the 25th of October.

## Project description:

The goal of this project is that you learn to develop a VR application using XVR. You can find all the information and links to the IDE in the XVR slides that are already in the Racó.

The application should have:

- Navigation: using the mouse and/or the keyboard to move the camera through the virtual environment.
- Selection: let the user select objects in the environment to perform actions with them.
- Manipulation: the user should be able to rotate, translate and scale objects in the environment.
- At least 3 light sources, that the user can modify in some way (for example: intensity, color, position)
- Modify material properties of at least one object in the scene.

The topic for this project is free, you could develop any virtual environment that you wish. Some ideas: a virtual museum, a city scenario, a virtual shop, a game, …

On the Racó you can find some models that were used for a virtual museum, you can find many free models on the internet that can be opened with 3Dmax and export into AAM.

### *Submission:*

You need to submit all the files required to compile and run your project, and a document indicating the authors of the work, a brief description of your application, and how to interact with the environment and the elements within it.