Virtual Paris Tour Using Unity

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Software Used

Unity 2022,

Xcode

IOS phone

Objective

Eiffel Tower   Notre Dame Cathedral   Arc de Triomphe   Musée d'Orsay   Sacré-Cœur
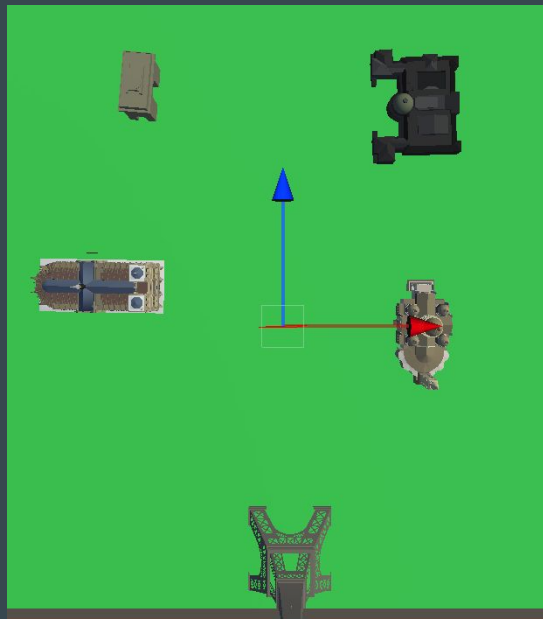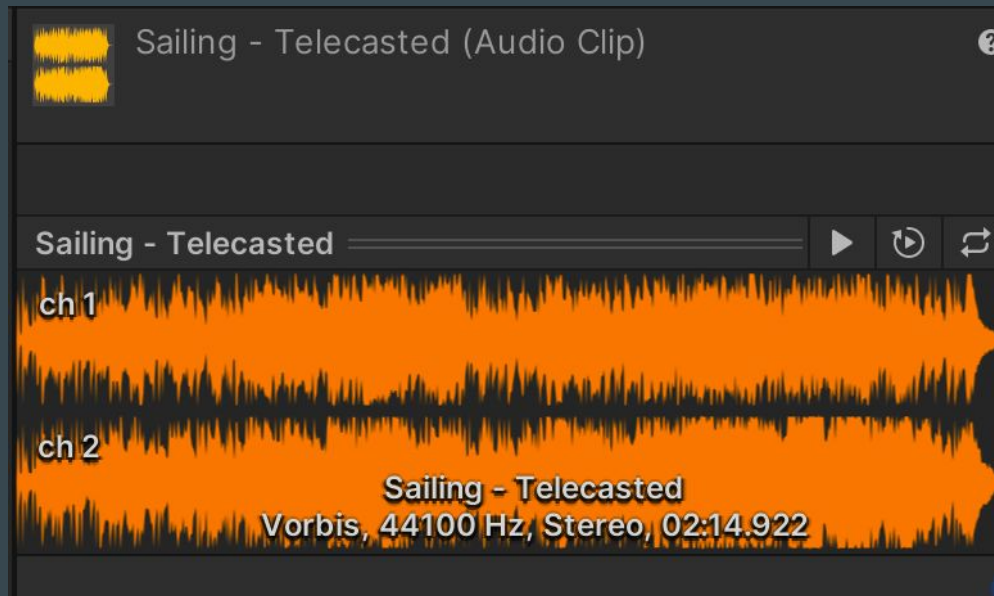
Brought required 3d models from sketchup to unity

Low Poly with simpler materials

Added a script that animates a path to a camera

Added Music track to the Model

Problems faced

Importing the files

Making it to Cardboard VR

Camera Movement

Animations

Backface Culling

AND countless errors.

Scope of Implementation

Yes, Can be improved in giving locomotion and responsive sounds.