Project Outline

Project Details	
Name	Virtual Art Gallery
Team	CODE CRAFTERS
Members	sehrawatgowtham@gmail.com imlibo3@gmail.com slfnieu@gmail.com
Git Repository	https://github.com/Libo-joel/3D-Gallery.git

Project Description

Develop web application to create Virtual Art Gallery scene, application user will enter a scene with defined ENTRY strategy and then he can walk across a maze which is either a set of rooms or straight path. User can view art portraits to his left and right point of view. An infinite length of terrain must be implemented, and the user and can go through loop continuously with good EXIT strategy.

Functional Requirements

1. Create an entrance and options to enter Art Gallery
2. Create a Path with a minimized view as it goes long (designing a path is optional)
3. Sky may not be required as we need to create photo frames on side walls
4. Side walls and picture inside frames on both sides
5. Scene must contain ceiling and flooring
6. If, the requirement is mazed room, doors need to be added when entering next room

Technologies

- HTML
- CSS
- JAVASCRIPT
- AFRAME
- SKETCHFAB

Environment Requirements

- Making sure you are using a modern browser with good WebGL support (and WebVR support if you have available VR hardware) such as the latest Firefox or Chrome — download [Firefox Nightly](#) or Chrome (v54 or higher).
- (Optional) set up a VR device such as Oculus Rift or Google Cardboard.

Assumptions

1. TA will provide some library to create mesh
2. A set of 100 images to repeat

References

https://sketchfab.com/
https://aframe.io/