ARVR Immersive Learning Solution (Car Parts)

01

Project Aims

- Aimed to revolutionize automotive engineering education by leveraging AR and VR tech.
- Sought to provide students with an immersive experience in exploring and understanding complex car parts and systems.
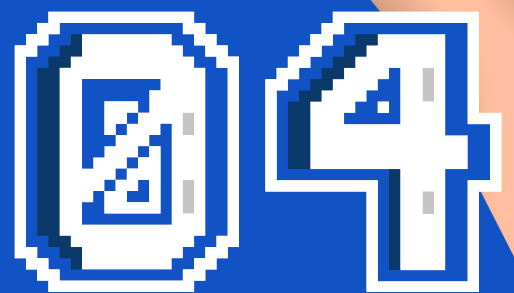
02

Project Result

Achieved remarkable success in delivering an engaging and informative educational experience, surpassed client expectations and received positive feedback from end-users

03

Best Features

- Eye-tracking for precise interaction
- Stylus pen for hands-on actions
- Detailed 3D models with dissect animations

04

Tech Used

AR/VR
Eye-tracking
Stylus pen
Blender
Unity engine