ABSTRACT

Museums are institutions that primarily care for cultural heritage exhibition, preservation and conservation of historical artifacts. To improve visi tors engagement and their overall museum experience, the use of technology utilized by museums, introducing the concept of Virtual Museums. This paper discusses the use of **Virtual Reality** through the use of smart phone devices as a mean of a Cyber-Physical-Social system to support, improve and enhance the visitors' experience.

OBJECTIVES

Location and time are no longer a problem :
One of the most significant benefits of virtual museums is that your location does not constrain you.
**Education Entertainmant and conservation:**
People of all age groups have the option to experience and interact with exhibitions at their own pace. Curators often find themselves torn between the desire to showcase items to the world and conserving them in the proper environment. With digital virtualizaation, this problem and constriction are eliminated.

METHODOLOGY

1. The 3d Models for the museum were rendered on blender.

2. These models were imported to unity engine.

3. The google cardboard Software development kit was used to have rectilinear motion.

4. Then code for walking ,stepping and grasping information within a certain range of the model was then written using C# language.

5. The multiplayer database was done using photon server.

WORKING MODEL
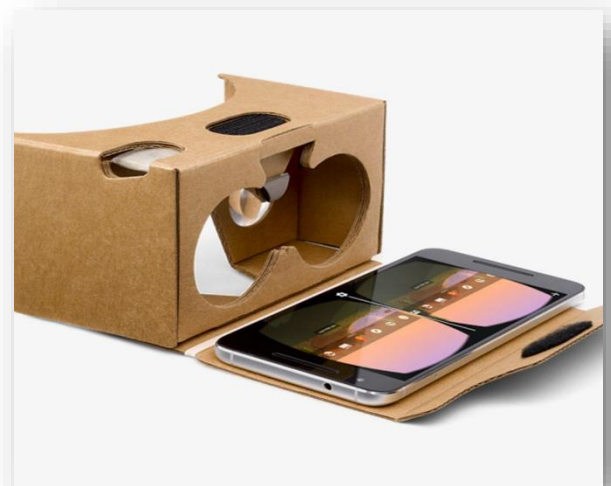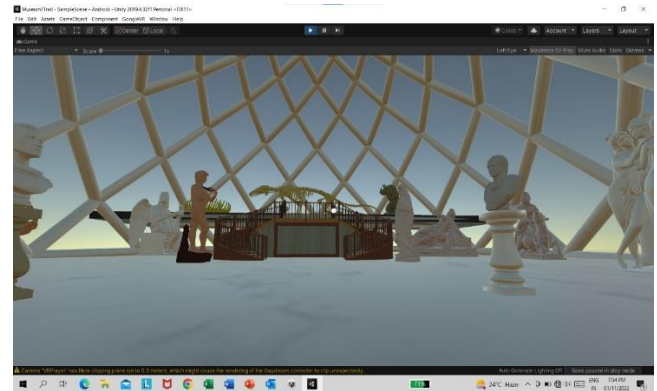
PROJECT OUTCOMES

1. The idea of virtual museum can be implemented in most significant fields such as HOTELS, SCHOOLS, UNIVERSITIES,RELIGIOS,INSTITU TIONS, working COMPANIES and INDUSTRIES .

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