



# ZooVR venture

EXPLORE | LEARN | CONNECT

\* A VIRTUAL REALITY FEATURING REALISTIC ZOO  
ENVIRONMENT WITH COMMON AND EXOTIC ANIMALS

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# PROJECT RCAP



# Project Recap

## OVERALL ZOOVRVENTURE RECAP

- ZooVRventure is an **immersive virtual reality world** that replicate the real life zoo consists of common and exotic animals while focusing on education and learn new knowledge about animals
- ZooVRventure is designed for **children aged 7 to 12**, aiming to bridge the gap in wildlife education for those with limited access to zoos, especially in urban and remote areas.
- **Utilizing Android smartphones and VR boxes**, the project offers a mobile-based virtual reality environment featuring realistic 3D models of common and exotic land animals.
- The platform includes **animations, audio, and gaze-based navigation, making interactions** intuitive while fostering curiosity and enhancing understanding of wildlife and habitats
- ZooVRventure **balances learning with fun**, ensuring the content is impactful, accessible, and enjoyable for young learners.
- The project **overcomes physical, ethical, and safety barriers** of traditional zoos, highlighting the transformative potential of VR in modern education.



# PROBLEM STATEMENTS



# Problem Statements

1

## LESS ZOOS OUTSIDE CITIES

Zoos are unevenly distributed, mostly in cities, making it difficult for kids in other areas to visit (Yang et al., 2023).

2

## LIFESTYLE LIMITATIONS

Physical limitations, ethical concerns, and restricted access to diverse species hinder comprehensive learning experiences (Lugosi & Lee, 2021)

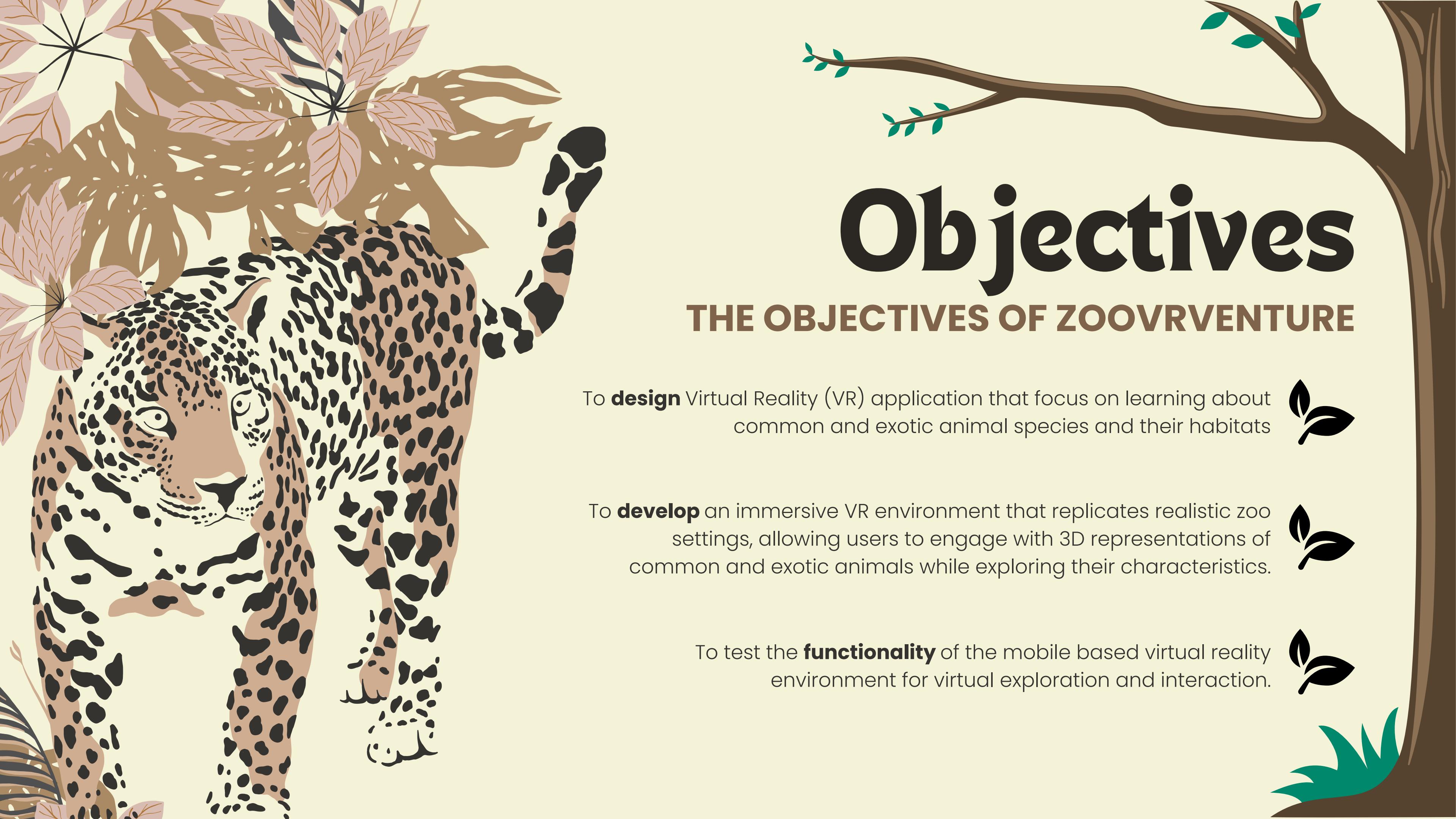
3

## SAFETY CONCERNS

Physical zoo visits, are often limited by high costs, safety concerns, and lack of engagement (Pradnyana et al., 2017)

# PROJECT OBJECTIVES





# Objectives

## THE OBJECTIVES OF ZOOVRVENTURE

To **design** Virtual Reality (VR) application that focus on learning about common and exotic animal species and their habitats



To **develop** an immersive VR environment that replicates realistic zoo settings, allowing users to engage with 3D representations of common and exotic animals while exploring their characteristics.



To test the **functionality** of the mobile based virtual reality environment for virtual exploration and interaction.



# PROJECT PROGRESSION



Development Progress			
Task	Activities	Status	Progress Percentage
Project Planning	Define scope, goals, framework, storyboard and target audience	Done	10%
Site Visit	Research at Zoo Taiping for additional insight for the application	Done	5%
3D Modeling & Texturing	Modeling and texturing of 10 animals model in Blender	In Progress	15% / 20%
3D Environment	Modeling of Zoo environment	In Progress	10% / 20%
Main Page UI Design	Homepage design and function for user navigation throughout the application	Done	10%
Interaction	Gaze based user interaction, button, video and info board	In Progress	10% / 15%
Audio Integration	Background music, animals sound effect and button sound effect	In Progress	2% / 10%
Testing & Debugging	Functionality testing on android devices	Not Started	0% / 10%
Grand Total Progress			62% / 100%

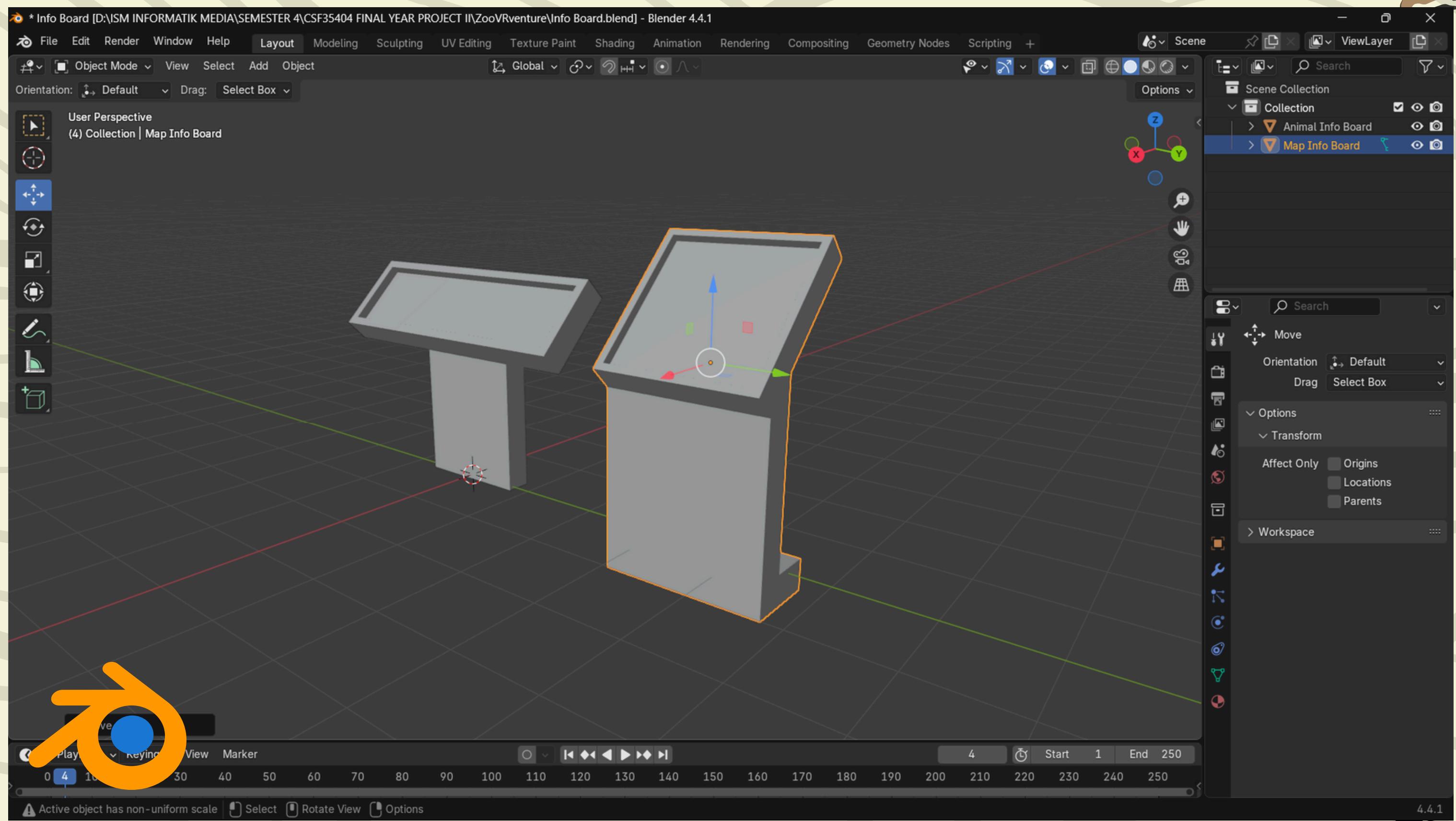
# PROJECT DEMONSTRATION



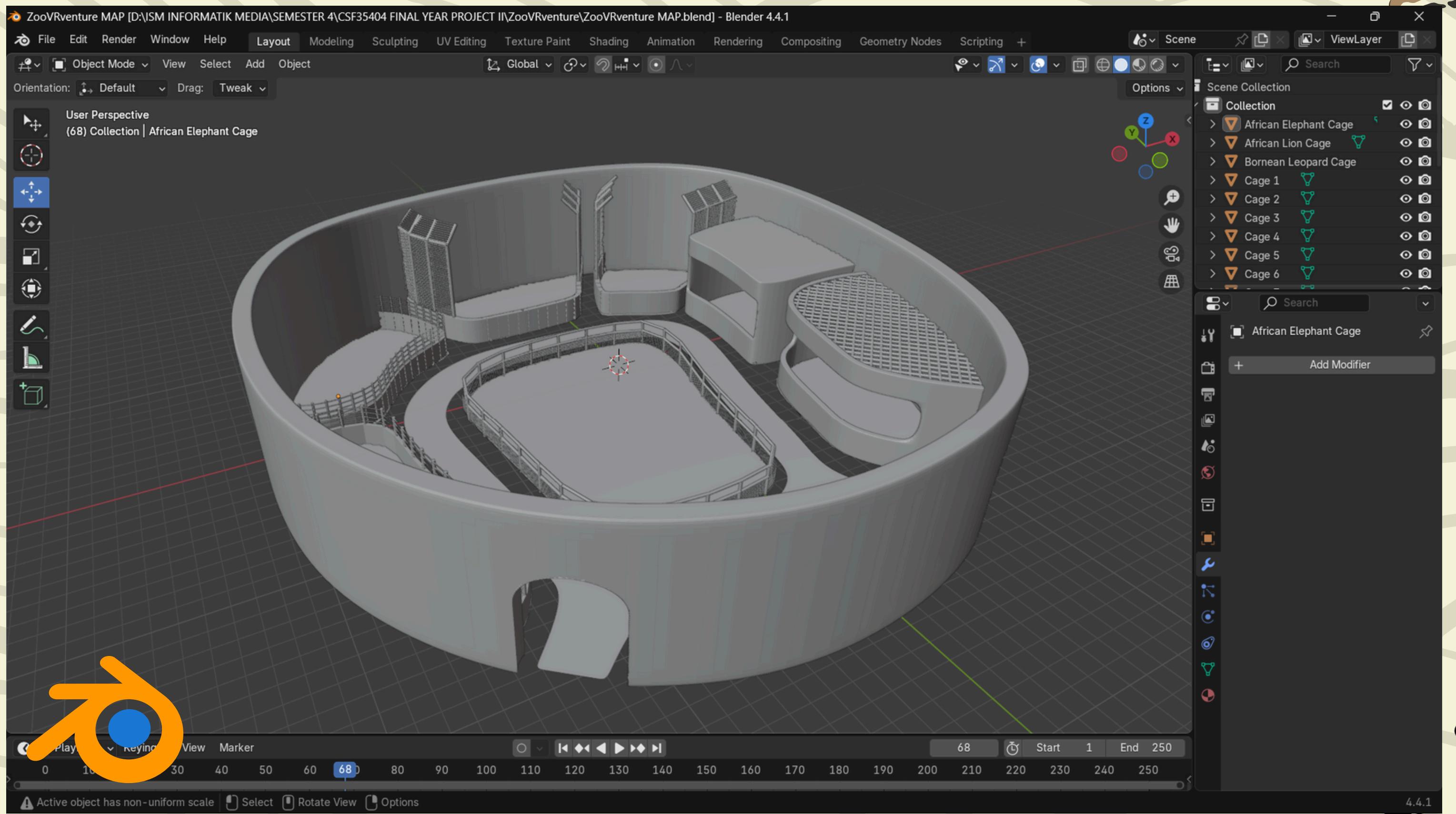
# 3D MODEL OF ANIMALS IN BLENDER



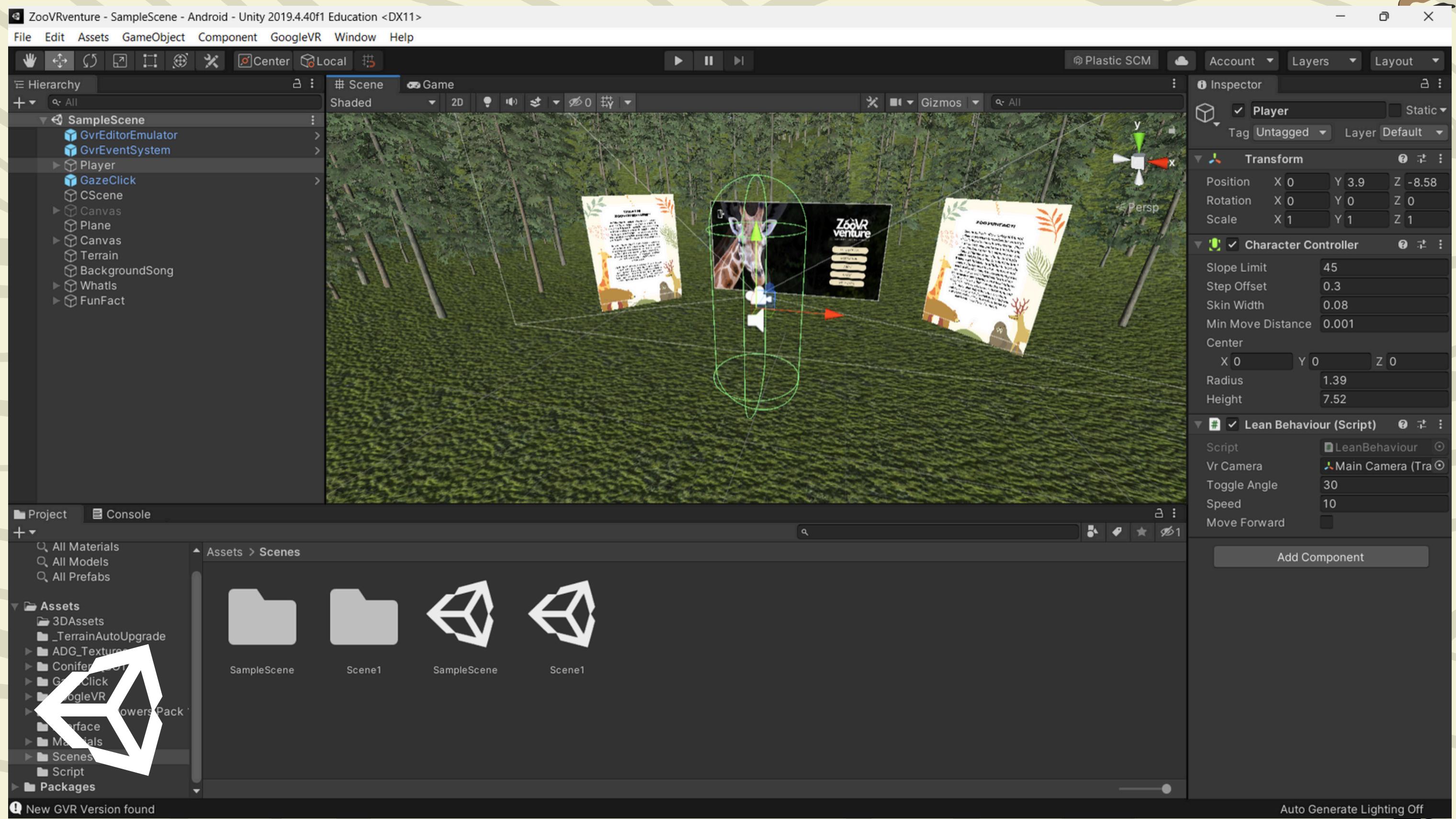
# 3D MODEL OF ANIMAL INFO BOARD AND MAP BOARD IN BLENDER



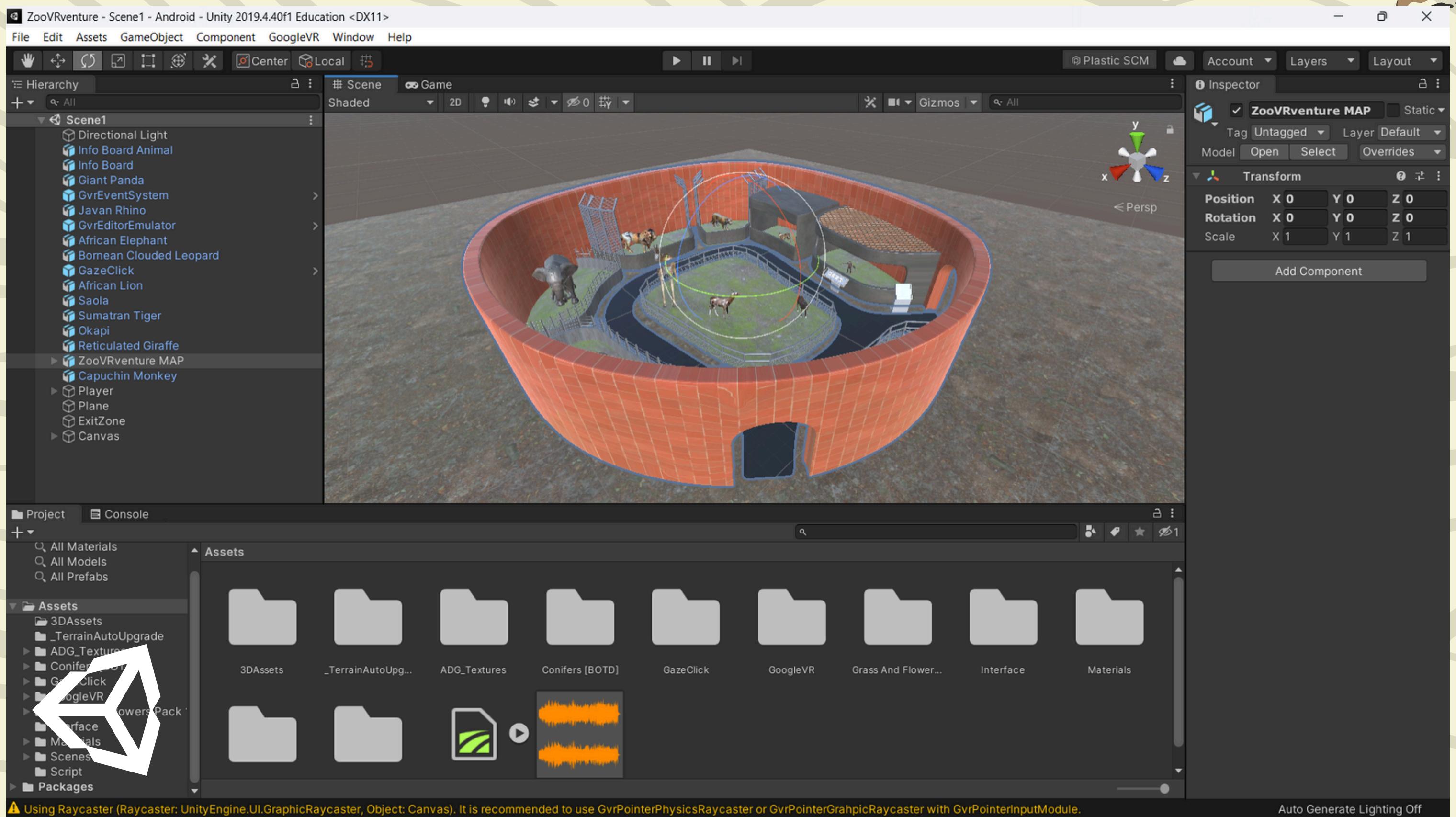
# 3D MODEL OF ZOO ENVIRONMENT IN BLENDER



# UNITY WORKSPACE FOR MAIN MENU



# UNITY WORKSPACE FOR VR ENVIRONMENT



# PROJECT CONCLUSION



# Conclusion

ZooVRventure is a thoughtfully designed project utilizing virtual reality technology to create an immersive and educational platform for wildlife exploration.

By integrating realistic 3D models, gaze-based interactions, and multimedia content, the application bridges the gap in wildlife education for children and individuals without access to physical zoos.

With an emphasis on both common and exotic animals, ZooVRventure aims to spark curiosity and foster a deeper understanding of nature in an engaging and accessible way.

The project aspires to develop successfully, providing significant benefits to its target users while inspiring a lasting appreciation for wildlife and conservation.

# THANK YOU!

