

# PRODUCTION

To create a comprehensive visualization of the cave's structure and details, I used a combination of advanced 3D software, including **Unreal Engine 5**, **Cyclone 3DR**, **Autodesk ReCap**, and **Sketchfab**. The four viewpoints were designed to showcase the cave from different perspectives.



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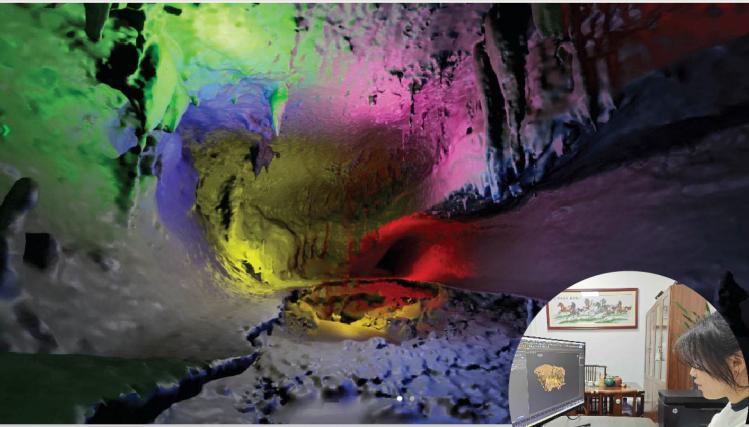
## ViewPoint 1

(Highlights the entrance and primary chamber)



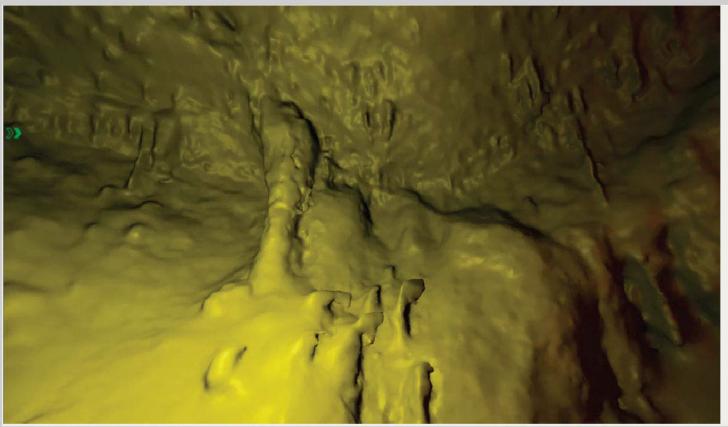
## ViewPoint2

(Close-up of the middle section)



## ViewPoint3

(Focuses on the intricate surface textures)



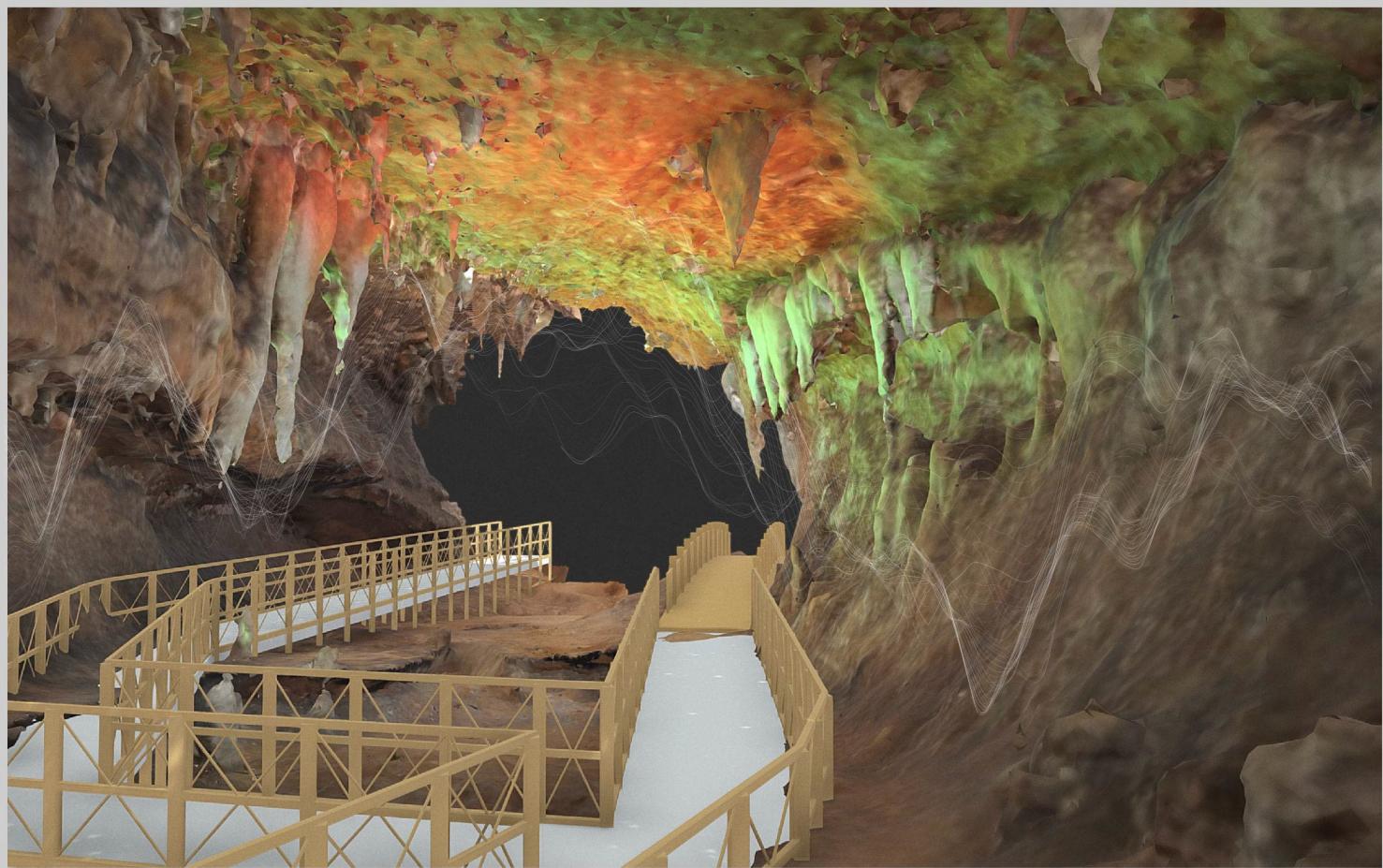
## ViewPoint4

(Wide-angle perspective)

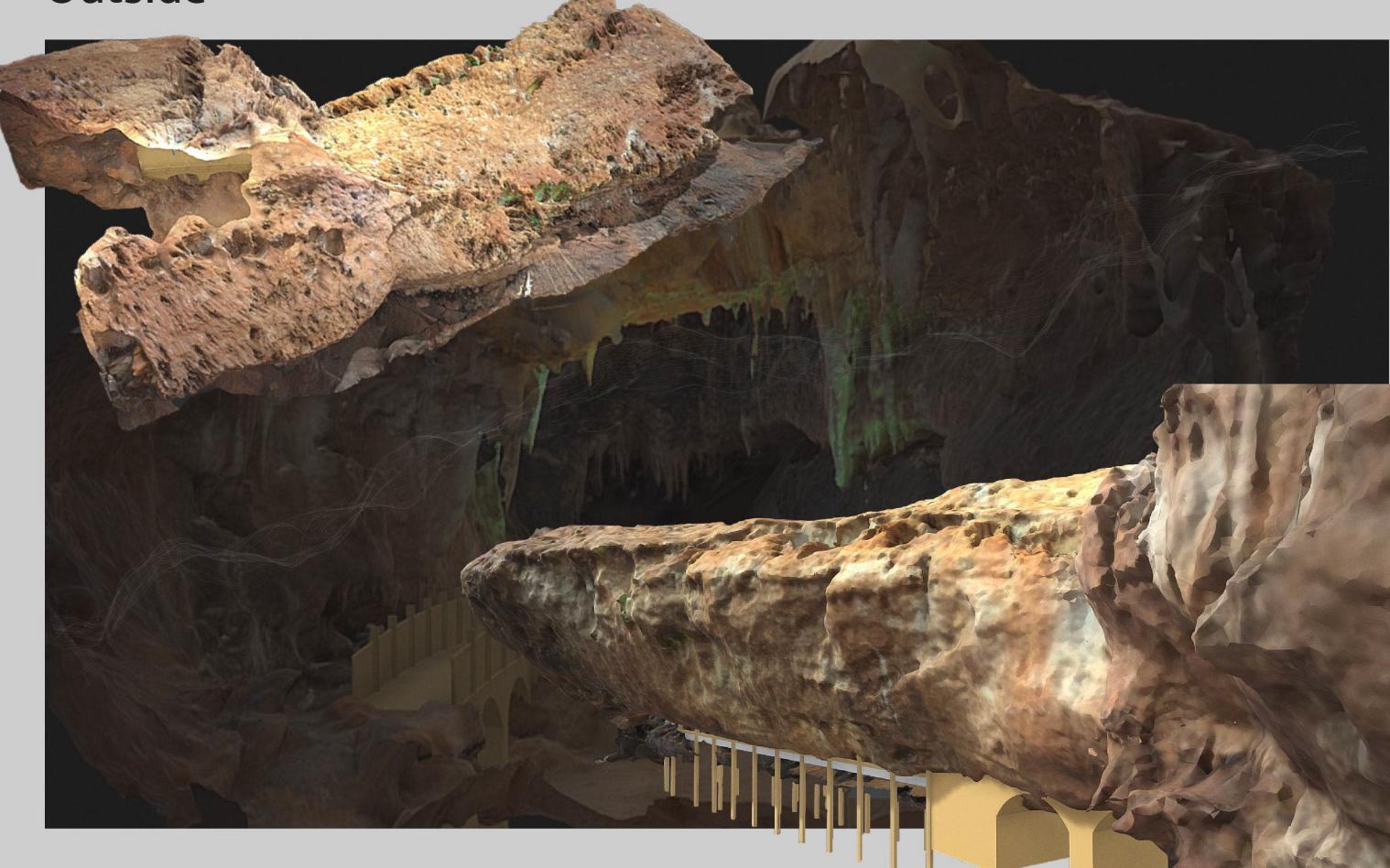


# Final

## Inside



## Outside



# FUTURE PLAN

### Building a "Time Archive" of Natural System

- Use scanning tools like LiDAR to create an archive that captures different geological structures and natural systems, expanding data collection to include a wide range of environments.

### Predicting Future Climate Scenarios Environmental issues

- One of the core aims of ChronoStones is to use the data gathered from caves to model and predict future climate scenarios. By comparing past patterns with current climate data, scientists can make more accurate predictions about future changes.