

Art Gallery Storyboard

Fusion of Coptic and Ancient Egyptian Themes

Project Planning

Core Idea: A VR gallery combining Ancient Egyptian and Coptic art and architecture to be presented in a modern way.

Goal: To create an immersive educational and artistic experience that inspires users through historic aesthetics.

Tools: Unity / Blender / 3D Max / Photoshop / OpenXR or MetaXR

Timeline:

| Task | Description | Duration |
|----------------------|---|----------|
| Research | <ul style="list-style-type: none">Find historical references | 1 Week |
| Environment Creation | <ul style="list-style-type: none">Block-outModeling and texturingLightening | 2 Weeks |
| VR Development | <ul style="list-style-type: none">Interaction (mentioned in powerpoint)UI | 3 Weeks |
| Testing | <ul style="list-style-type: none">OptimizationFix bugs | 1 Week |
| Final Delivery | <ul style="list-style-type: none">VideoDocumentation | 4 Days |

In addition to the interactions mentioned in the PowerPoint, we have another interaction. The interaction allows the user to teleport into an image, where he will find another environment showing the market of one of these eras.

Environments:

- Art Gallery
- Market of one of these eras

Stakeholder Analysis

| Stakeholder | Role | Benefit |
|--------------------|--|--------------------------------|
| User | <ul style="list-style-type: none">• Individuals interested in historic art and antiques, seeking inspiration from Ancient Egyptian and Coptic aesthetics• People who are interested to design their art gallery | Artistic & cultural learning |
| Our Team | 3D Designers and VR Developers | Gain hands-on experience |
| Ministry | Project supervision | Evaluate students' performance |
| Cultural Community | Inspiration source | Promote heritage awareness |

Database Planning

Database might not be needed in our project, but just in case we needed it this is the design. We have only one table called Asset.

| Type | Field |
|-----------------------------|-----------|
| number | ID |
| text | Name |
| text | Descriptn |
| Painting / Statue / Jewelry | type |
| Coptic / Ancient Egyptian | Era |
| video/ audio | medialink |
| Image File | Image |

UI/UX Design

Main Elements:

- Gallery Interface: Buttons to change skybox, wall color, and lights
- Settings: Slider to change volume
- Object Panel: Video button
- Piano Button: Play / Stop classic music