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<div align="center">Virtual Reality Tours</div>

Code

DestinationPreview.cs

```csharp
using UnityEngine;
using UnityEngine.Video;


public class DestinationPreview : MonoBehaviour
{
    public VideoPlayer videoPlayer; // The video player component for destination previews
    public GameObject previewEnvironment; // The 3D environment to display the preview
    public string destinationName; // Name of the destination
    public string description; // Description of the destination

    private bool isPreviewActive = false;


    void Start()
```

```csharp
{
    // Ensure the video player is ready for playback
    videoPlayer.loopPointReached += OnPreviewEnd;
    previewEnvironment.SetActive(false);
}


public void StartPreview(VideoClip videoClip)
{
    if (videoClip == null)
    {
        Debug.LogError("No video clip provided for the destination preview!");
        return;
    }


    // Set the video clip and play it
    videoPlayer.clip = videoClip;
    videoPlayer.Play();
    isPreviewActive = true;


    // Activate the 3D preview environment
```

```csharp
        previewEnvironment.SetActive(true);

        Debug.Log($"Starting preview for: {destinationName}");
    }

    private void OnPreviewEnd(VideoPlayer vp)
    {
        // Stop the preview and deactivate the environment
        StopPreview();
        Debug.Log($"Preview ended for: {destinationName}");
    }

    public void StopPreview()
    {
        if (!isPreviewActive) return;

        videoPlayer.Stop();
        isPreviewActive = false;
        previewEnvironment.SetActive(false);
    }
}
```