75 Azadi Ka Amrit Mahotsav

SPORTS, YOUTH & CULTURE ACTIVITIES DEPARTMENT
PID120

METAMUSEUM
FOR
GUJARAT CULTURE & HERITAGE

By
iMMESHERS
From

L.D. COLLEGE OF ENGINEERING
Ahmedabad, Gujarat

DEPARTMENT OF COMPUTER ENGINEERING
LDCE

Abstract

Cultural Heritage, both tangible and intangible, represents value systems, beliefs, traditions and lifestyles of one society which is being transmitted from one generation to another. Development of Information and Communication Technologies has affected multidisciplinary work on management, protection and promotion of cultural heritage, as well as how it should be taught and used as a touristic product. Exploring the diversity of religious tourists' practices within the Indian Orthodox context, two dimensions underpinning religious tourist experience are highlighted: institutional performances and unconventional performances. Focusing on the embodied experience and drawing upon experiences of performance,

The aim of this project is to build a platform for Gujarat Museums & Heritage to experience immersive VR in metaverse which enables tourists/consumers as the users to access VR content on demand in metaverse which can be access from anywhere and anytime. It will be the world's first VR Artisans Platform which provides vendors to surf as well as creator can upload there immersive 3D content related to products, not only 360 graphics but also audio and other 3D models which creates 3D world in which user can interact and walkthrough with the 3D models & Museums.

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01

Past Surveys

Surveys and Stats of Existing Systems

Existing 360 Video Statistics (Editor's Choice)

- Visitors number dropped by **77%** at museum over last 2 years in the world.
- Customers aged **18 to 34** are **130%** more likely to book a place if there is an immersive experience.
- **50%** of adult users on the internet rely on virtual tours in their research and decision-making process.
- Customers spend **5 to 10 times** more on websites with VR experience.
- There are more than **5 million** visits daily on worldwide in VR.
- VR increase a business listing's interest by **two-fold**.

More Info:
https://fortune.com/2022/04/28/museums-history-gamification-nfts-metaverse-tech-art-yizan-he/
https://digitalintheround.com/virtual-tour-statistics/
https://www.fortunebusinessinsights.com/industry-reports/virtual-reality-market-101378

Buyer persona

Gender

65% 35%

Ages

10% ▬▬▭▭▭ 12-16 Year old

60% ▬▬▬▭ 16-25 Year old

20% ▬▬▭▭ 25-35 Year old

10% ▬▭▭▭ 35-45 Year old

Interests

Music

Social media

Computers

Location

Big city ●●●●○○○○○○ 4/10

Small city ●●●●○○○○○○ 4/10

Rural ●●○○○○○○○○ 2/10

A picture is worth a thousand words
but
a 3D model is worth a thousand pictures.

02

Approaches

Approaches to solve Problem

Purpose and Approach

WHAT ?   HOW ?   WHY ?

Multi-Content   Gesture   Responsive   Automotive   Multi-Support   Multi-User   Authentic

03
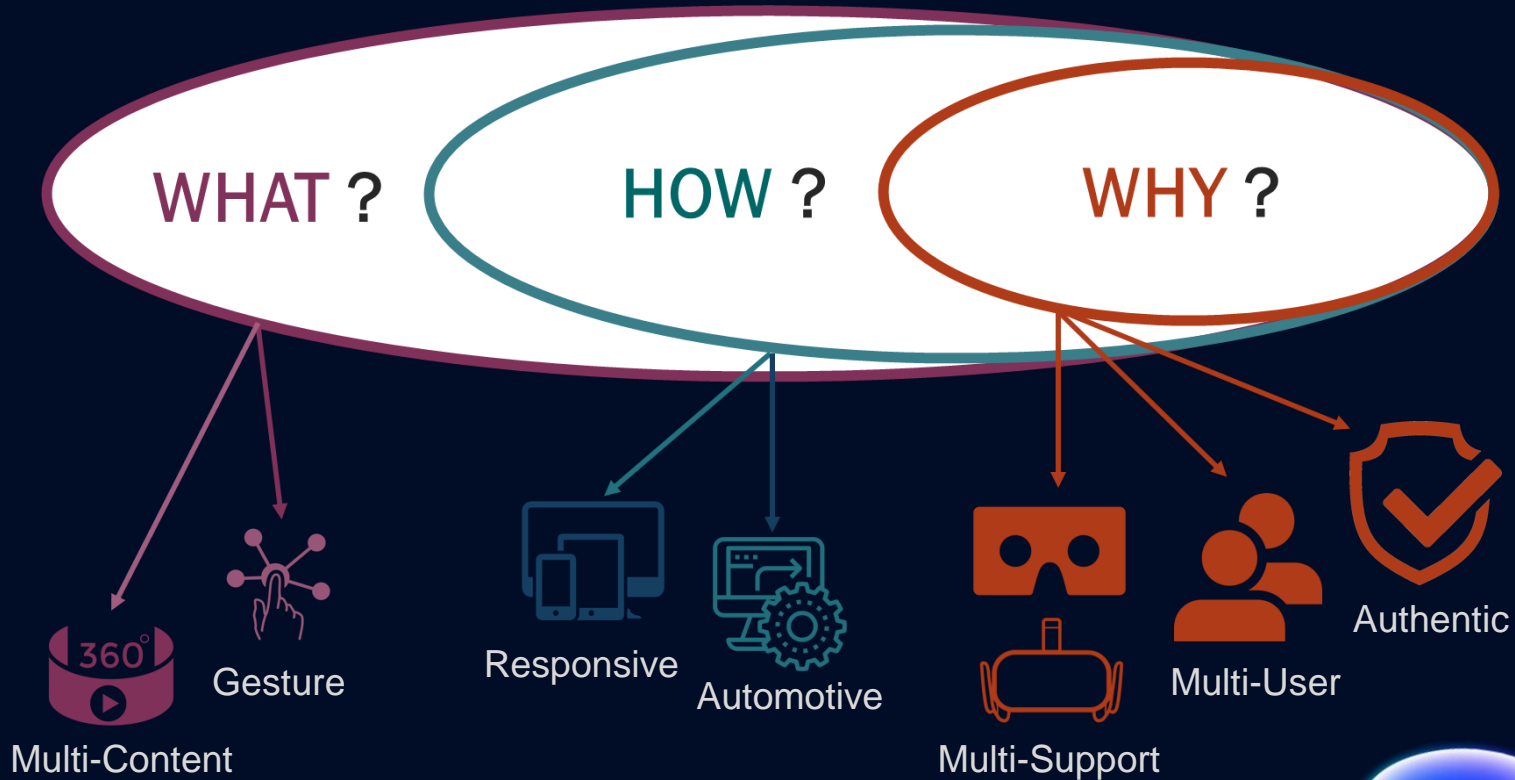
PROPOSITION

Our Proposed System for Problem & Innovation

IDEA & SOLUTION :

○ We will not only take disabled/old devotees but also devotees outside from Gujarat too those who are not available to visit Gujarat.

○ We will create whole ecosystem of museum/artisans with its own realistic 360 VR space with spatial audio for best user experience of its monuments and also input gestures and most sophisticated interface which makes users immersive experience to exploration.

○ We will able to create & develop interests of youth of age group from 18-60 years, towards heritage and this can give them access to new technology with our cultural knowledge of Gujarat tradition, deities & history.

○ Approaches for innovative features like a View in 3D Space, Navigation from current location, Save Now View Later, Authenticity, Security (PIN System), Immersive Historical Events Experiences, Live Events near or in Museum/Heritages.
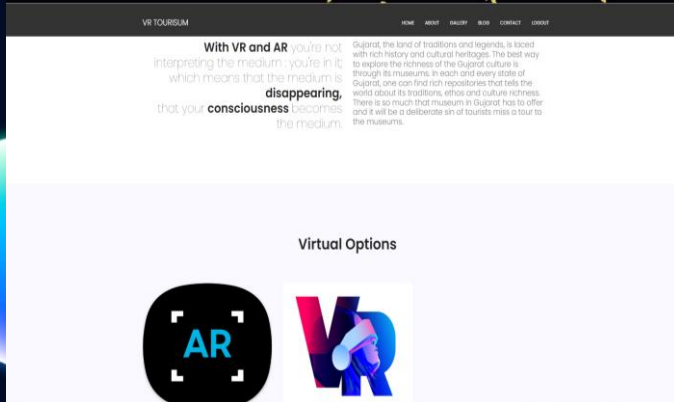
Process Flow Diagram
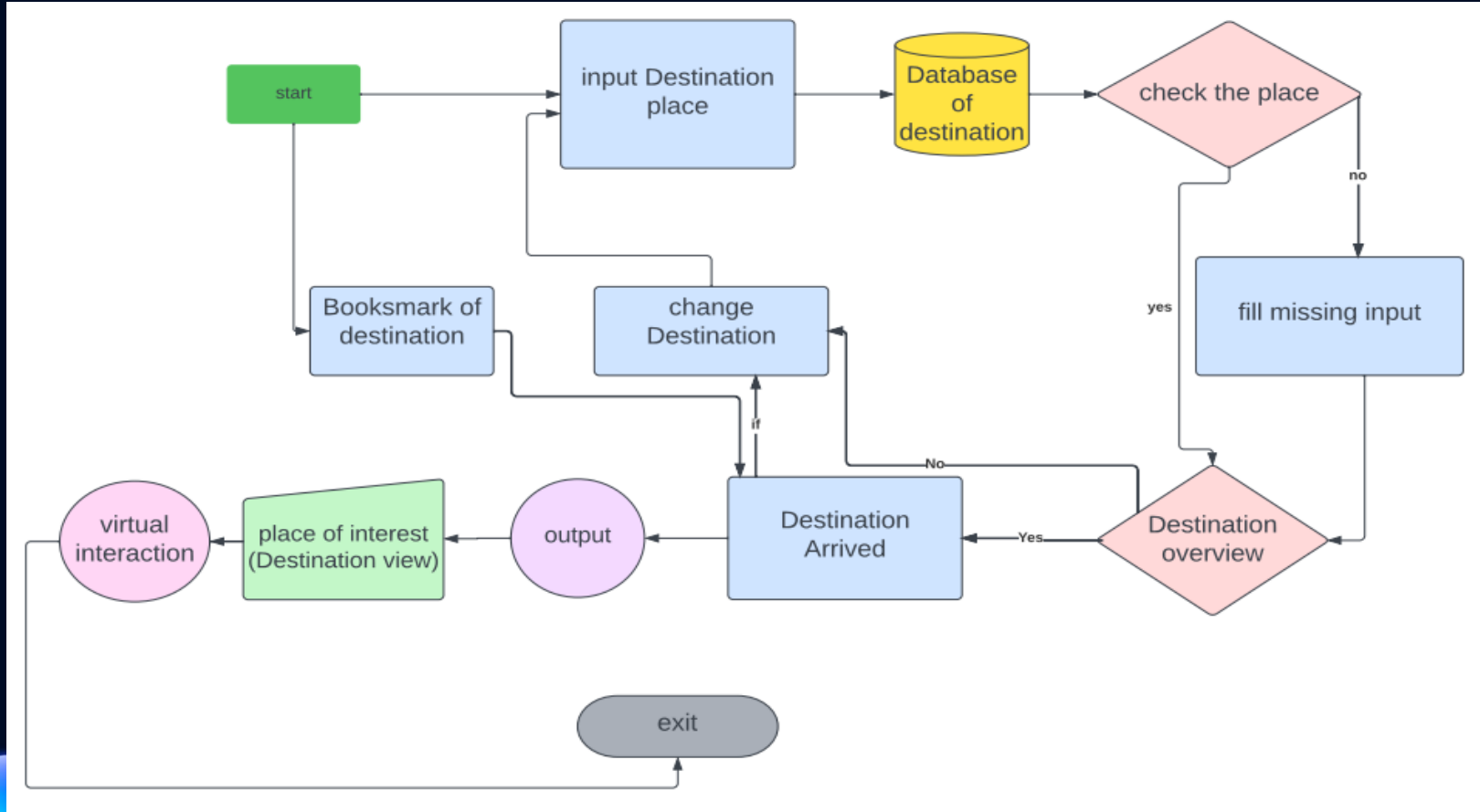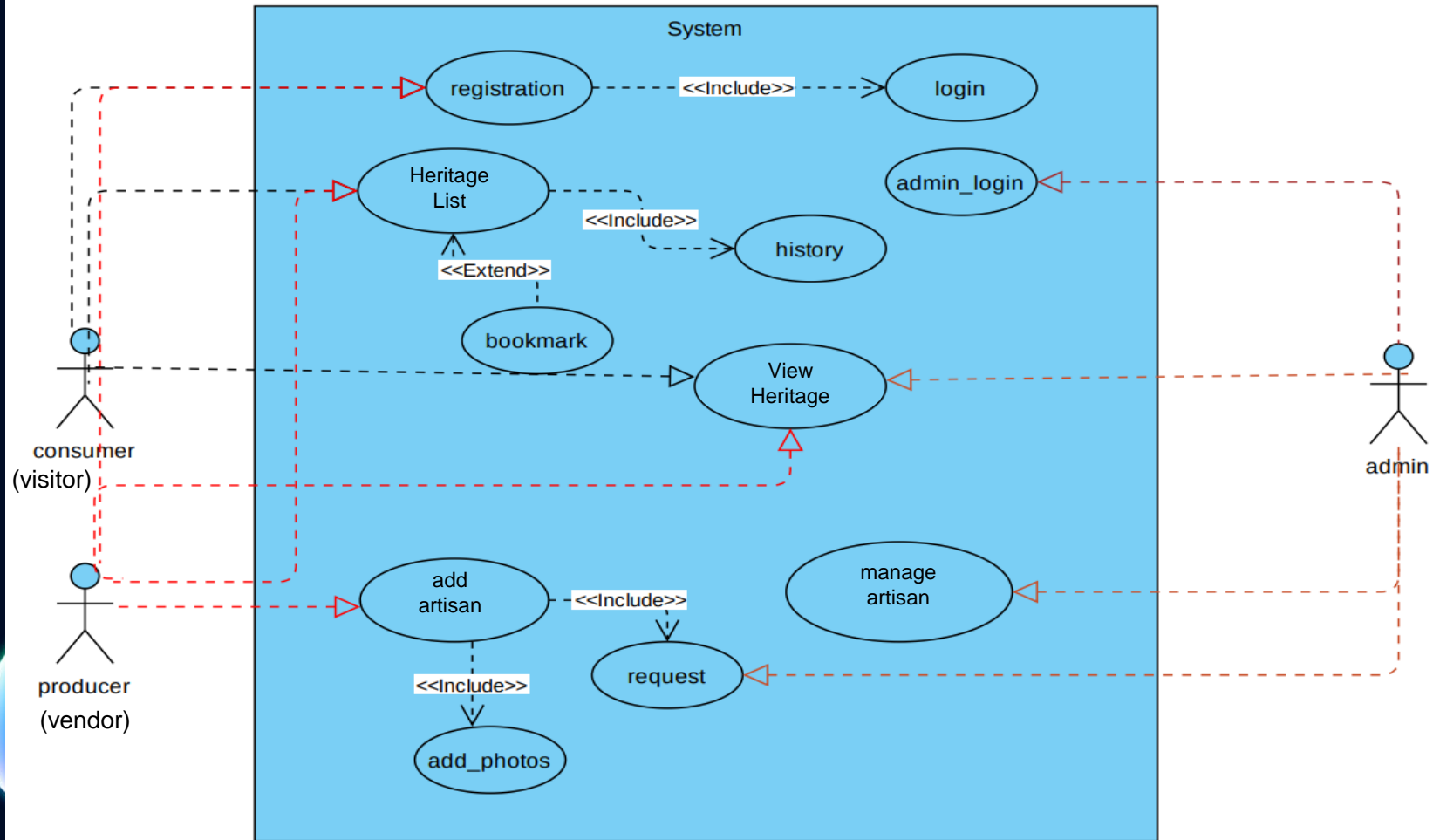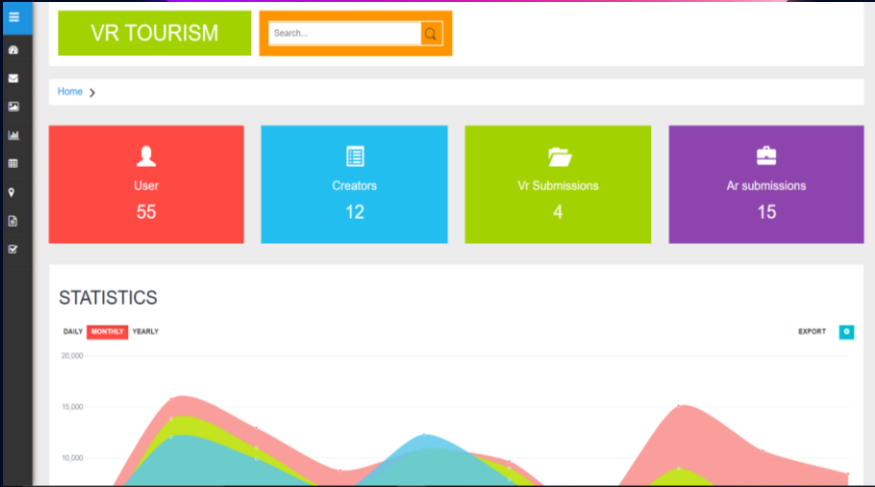
Some Snaps:

Home Page

Gallery Page
(360 Gallery Viewer)

Heritage Page:
Visitor can view 3D model in AR VR according to their device supports.

Admin Panel:
Can Lookup & Edit and Verify the Entries of Vendors and Visitors.

Creator/Vendor Page
(Can Upload Artisans or produtct 3D model)

04

OUTCOMES

Possible Growth and Outcomes

05

TOOLS

Technologies and Tools been used

HTML

CSS

- CSS3
- SASS
- BOOTSTRAP

PHP-MYSQL

JAVASCRIPT

- AFRAME
- THREE.JS
- JQUERY

UNITY 3D + WEBGL

- C# Scripting
- 3D Models (Autodesk, Blender)
- Spatial Sound Audacity

06

CHALLENGES

Limitations and Challenges to be faced

Main problems

Affordability

Affordable for Heavy Data to maintain and Complex Big Web System

Lacks options

Not very much options available to develop as it is developing technology

Complex technology

File size

Database to store & process big files

Video quality

Video and Image quality of 360 / 3D contents

Resolution

Responsive to display in different resolution

space

Storage Space to store and host

07

Future Scope

Future Scope and Conclusions

HERITAGE IN METAVERSE

AI BOT TOUR GUIDE

ECOMMERCE METAVERSE

TRYON & CUSTOM ORDER

Our team

NEERAJ VERMA   STUDENT – IT (MCA)

DEVVRAT SHUKLA   STUDENT – IT (MCA)

CHIRAG KALENA   STUDENT – IT (MCA)

Prof. NIRJARI DESAI   MENTOR – IT (MCA)

Thanks!

Azadi Ka
Amrit Mahotsav