

<https://paulbourke.net/dome/UnityiDome/>

### Inspiration: "Unity iDome" (Immersive Projection)

Visiting the dome sparked my curiosity about the possibilities of immersive environments, and Unity iDome showcases how Unity can be adapted for dome projections. The way visuals wrap around the curved space creates a deeply engaging experience, making it feel like stepping into another world. Since I am already interested in Unity, combining it with dome projection would be an exciting project—experimenting with interactive visuals, VR-like experiences, or real-time generative environments within a 360° setting.

#### Movie



Smaller movie, 400x225 pixels, 5MB



Larger movie, 640x360 pixels, 8MB

#### Photos

