

GRABTOR

VR APPLICATION



ABOUT GRABTOR

“Grabtor is an architecture learning platform which allows to travel to famous buildings around the world with just one click away.”



TOOLS

BLENDER

UNITY

VR
CONTROLLER

PROCREATE

VR GLASSES





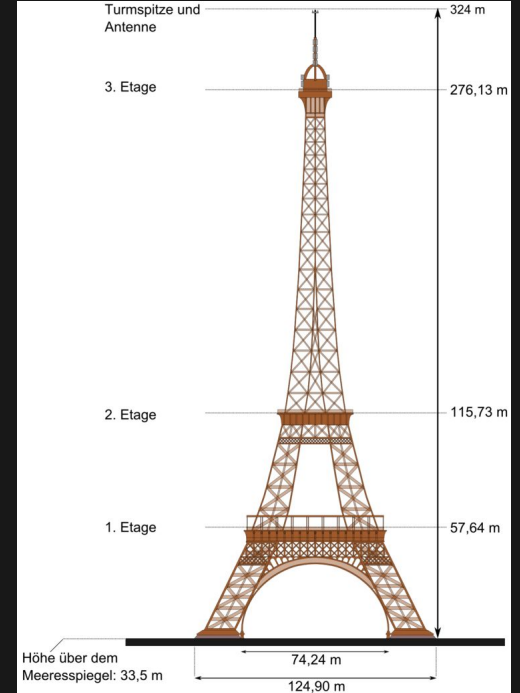
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MOODBOARDS

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FEATURES

OBSERVING &
LEARNING

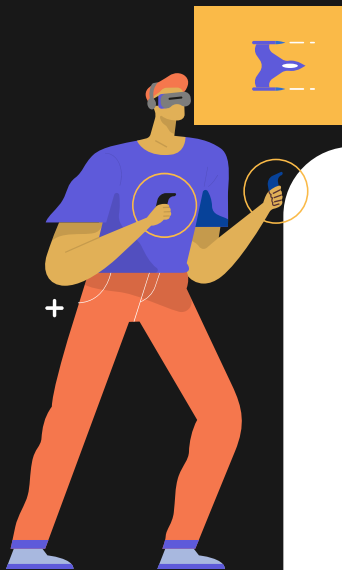
GRABBING OBJECT

SCALING OBJECT

TELEPORT TO
SPECIAL POINT

QUIZ

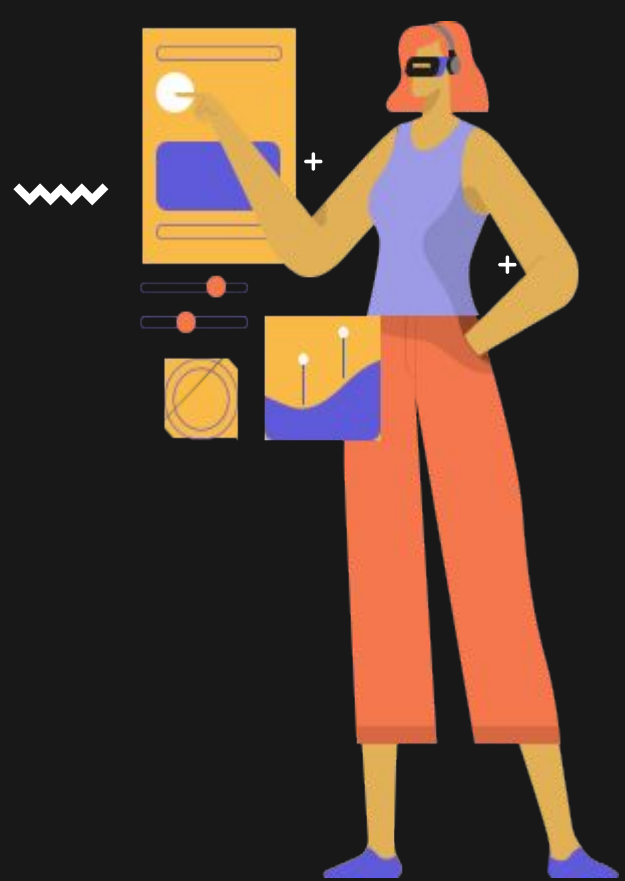
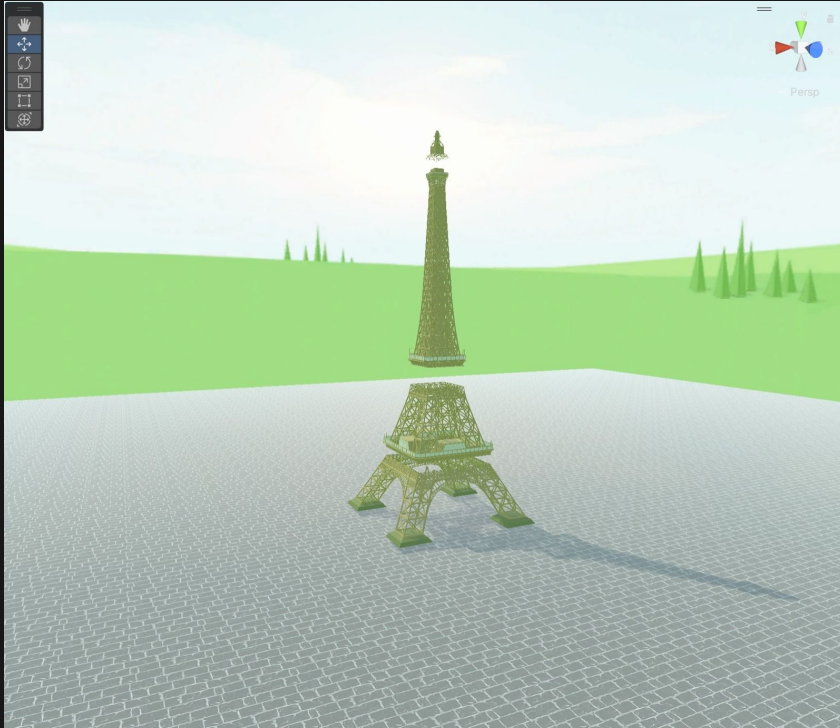




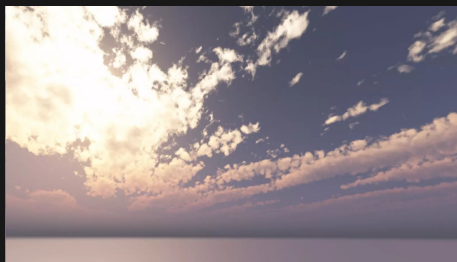
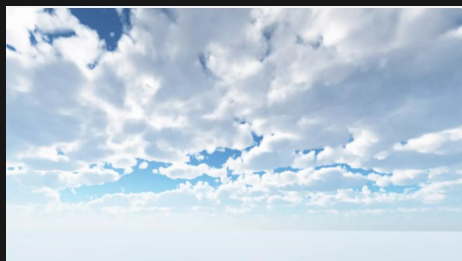
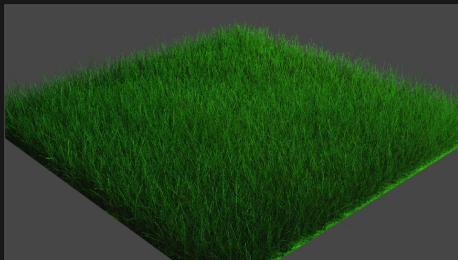
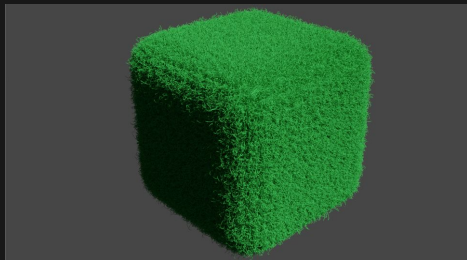
PROGRESS



DESIGN



DESIGN- ENVIRONMENT



DESIGN-PLAYER



Player 3D-Model



Player 1



Player 2



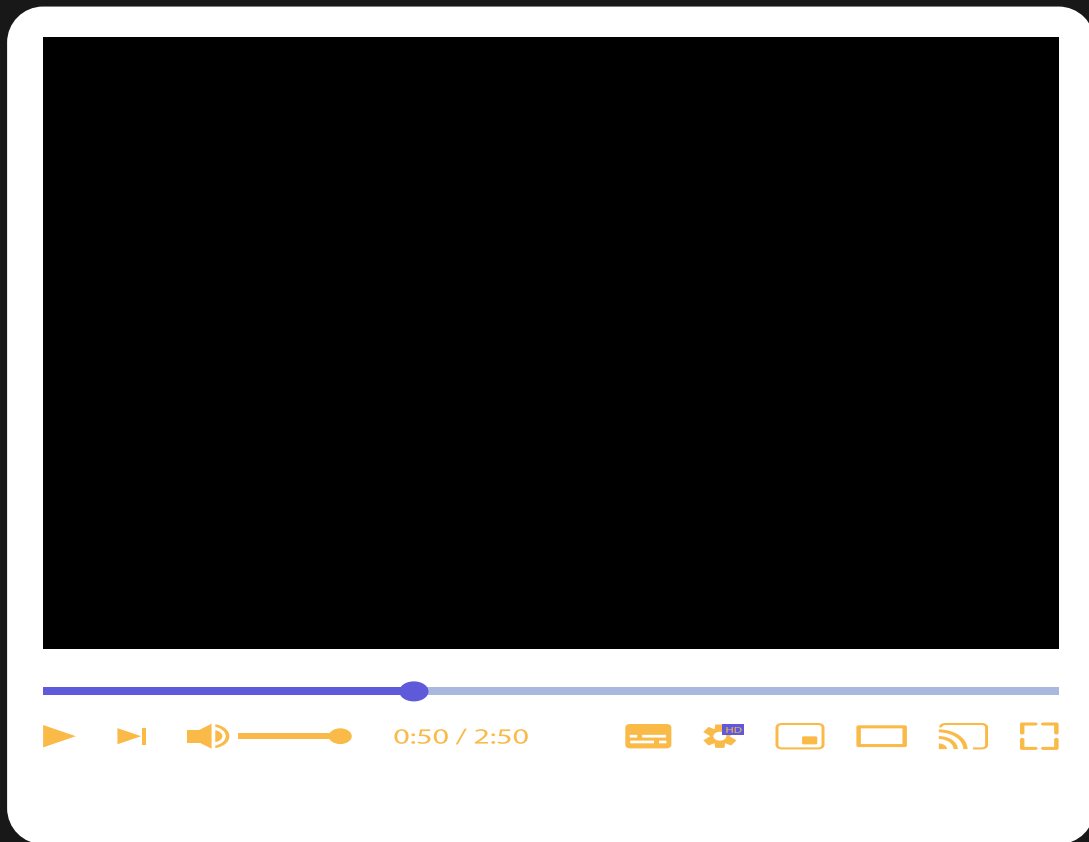
WORKING

GRABBING

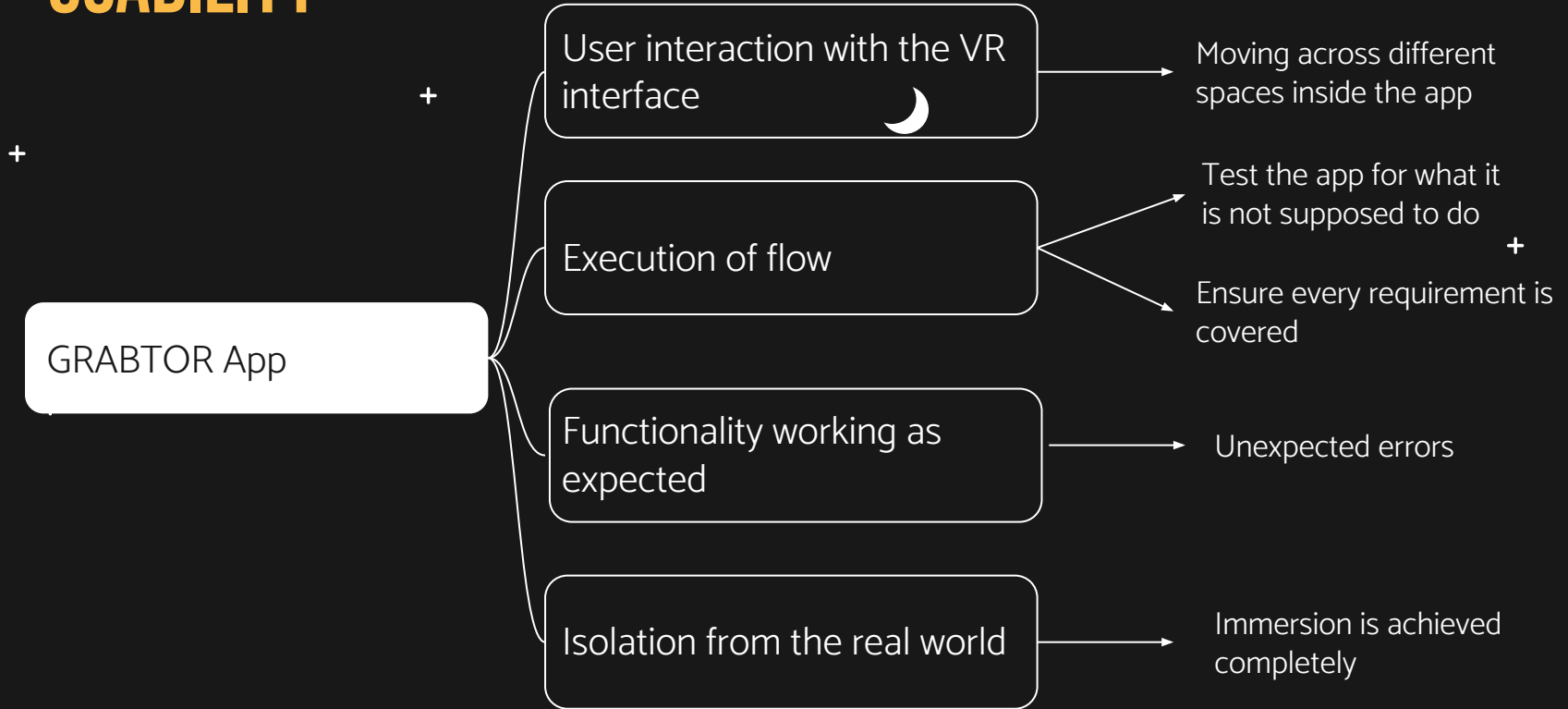
SCALING

OBSERVING

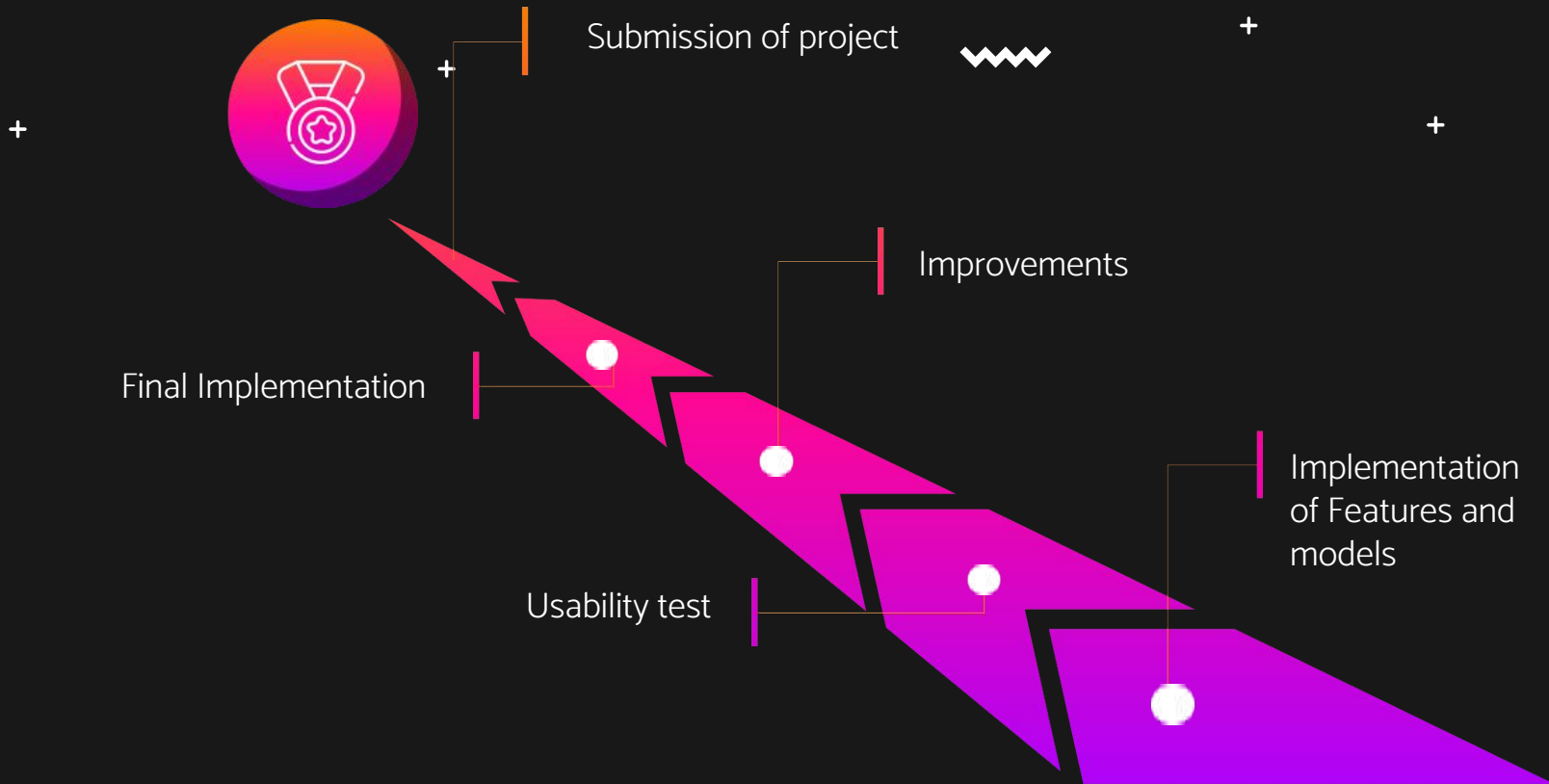
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USABILITY



TIMELINE



TEAM GRABTOR

SABRINA HOFFER
GITHUB & UNITY

NALLAMMAI RAMAN
UNITY & DESIGNER



SAIPRIYA REDDY
UNITY & UX





THANK YOU!

FOR YOUR ATTENTION!