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

PROCREATE

UNITY

VR GLASSES

VR Controller







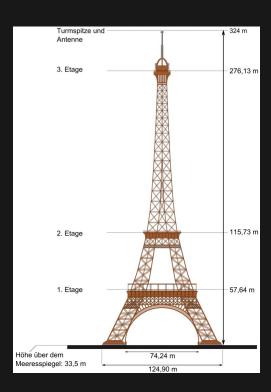


MOODBOARDS











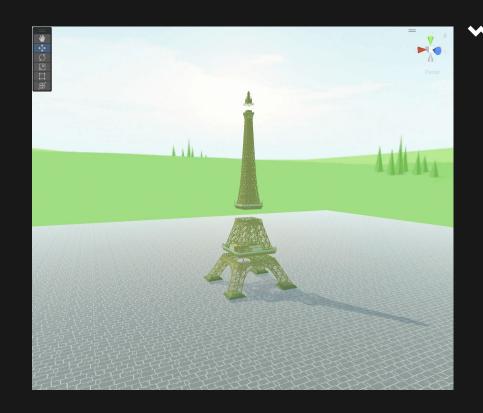


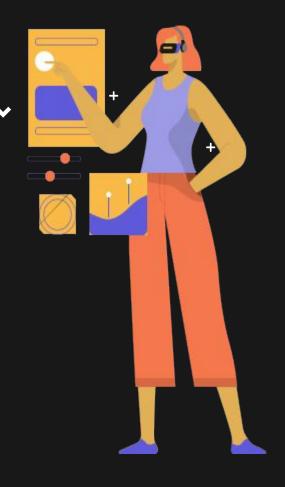


PROGRESS



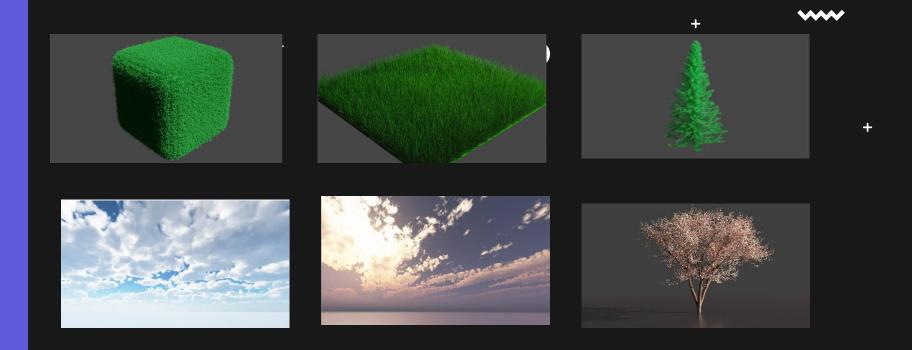
DESIGN





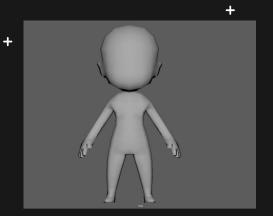


DESIGN- ENVIRONMENT





DESIGN-PLAYER







Player 1





Player 2

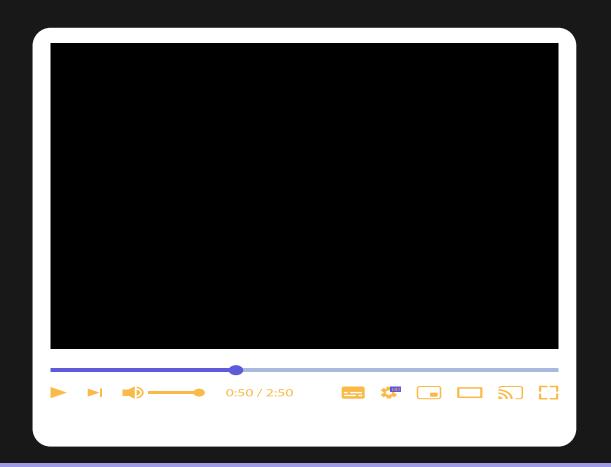


WORKING

GRABBING

SCALING

OBSERVING





USABILITY

+
GRABTOR App

User interaction with the VR interface

Moving across different spaces inside the app

Test the app for what it is not supposed to do

Ensure every requirement is covered

Functionality working as expected

Execution of flow

Unexpected errors

Isolation from the real world

Immersion is achieved completely



TIMELINE Submission of project Improvements Final Implementation Implementation of Features and models Usability test

TEAM GRABTOR

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THANK YOU!

FOR YOUR ATTENTION!