

## **IDEA/APPROACH DETAIL**

**Category (Software/Hardware):** Embedded

**Ministry / Organization Name:** **AICTE, MIC-Student Innovation**

**Problem Statement Name:** Developing Virtual Reality based solutions

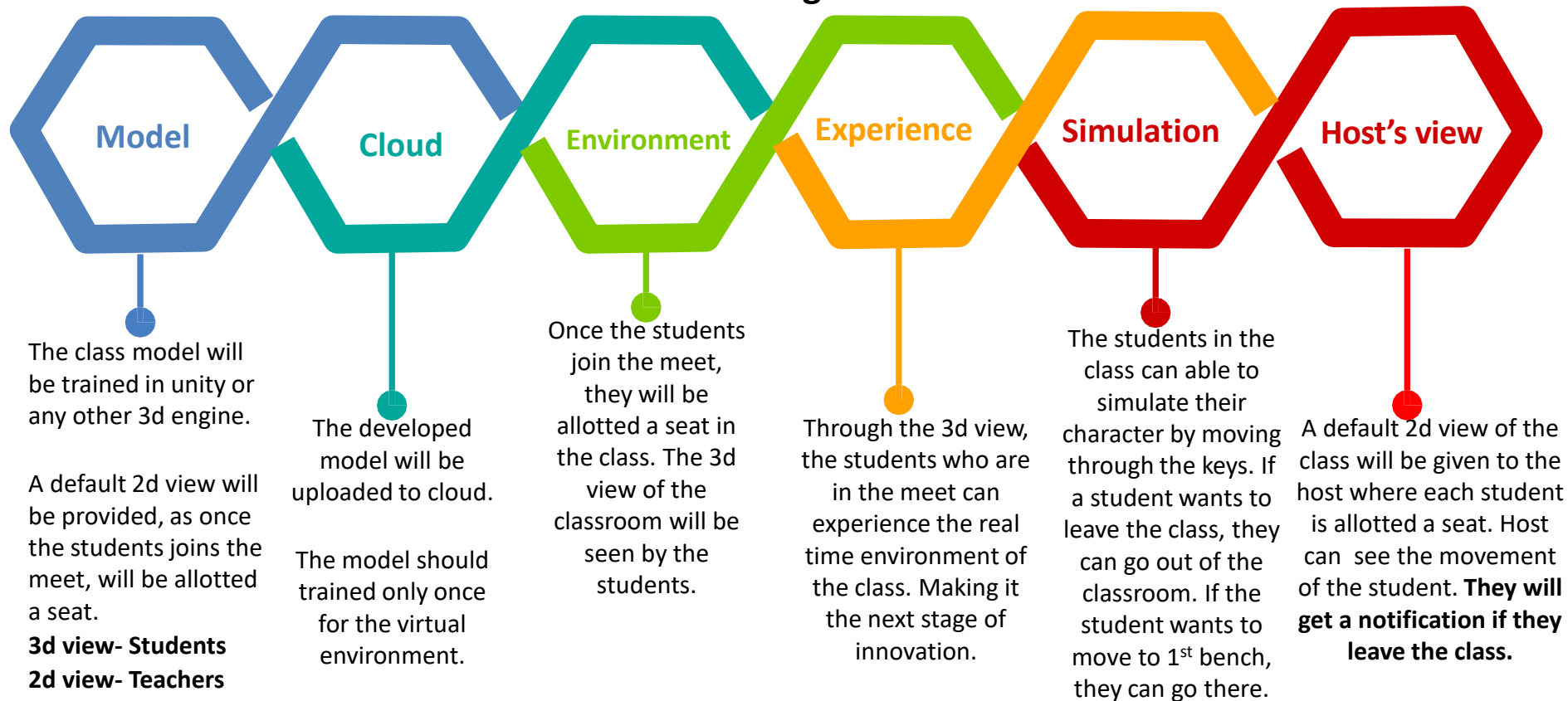
**Team Name :** VROOM

**Team Leader Name :** Surya Narayanan CS

**College Code :** 1-3512999651

# IDEA PROPOSED:

The main aim of the project is to provide a real time environment on to a online meet.  
It will be a next stage of education.



## STACK TECHNOLOGIES:

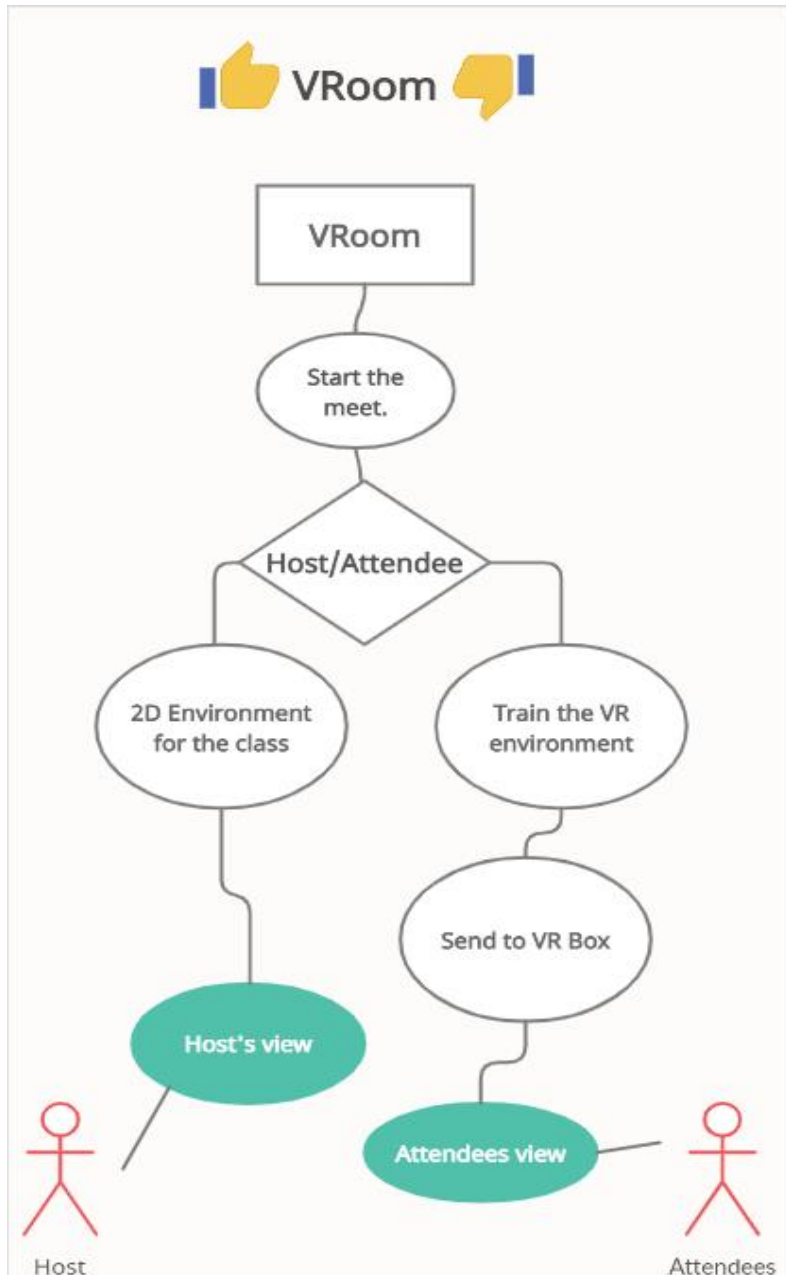
### HARDWARE REQUIREMENTS:

- ☐ Integrated Webcam
- ☐ VR Box

### SOFTWARE REQUIREMENTS:

- Unity/Unreal engine
- Blender
- Open CV
- Tensorflow
- AWS

# USE CASE:



## HIGHLIGHTS:

- The students who are present in the class will be displayed to the teachers.
- Students once entered the meet will be allotted a seat in class.
- Students can simulate their character by simply moving through keys.
- A real time environment of class will be experienced by the students.

## DEPENDENCIES:

- A class 3d model has to be trained once before the class or meet starts.
- A virtual 2d animated class has to be set up before the class starts for the teachers view.