

Virtual Reality Project

Project Submission Agreement

ICVR, ETH Zurich

January 23, 2024

Please fill this form and submit it alongside the digital material (code, assets, documentation, etc.) as a single zip file.

1 Declaration of Originality and Permission to Use

Hereby, we confirm that we are the sole authors of the following work and all its components, except those included in in Section 2 (List of Third Party Components) on page 2 of this document.

Title of work (in block letters):

F1xVR

Authored by (in block letters):

The name of all group members are required.

	Last Name	First Name	Signature
1	Li	Yunwen	李韵文
2	Markus	Frederik	Frederik Markus
3	Wagner	Axel	AWagner
4	Blume	Luca	Luca Blume

With my signature, I confirm that:

1. I have not committed any form of plagiarism (as described in the "Citation etiquette" information sheet of ETH).

2. I have respected the rights of copyright holders of the third party components listed in Section 2 (List of Third Party Components) on page 2 of this document.
3. I give permission to the research group ICVR at ETH Zurich to use the results of this work for research and educational purposes (e.g. on their website, for demo, on their youtube channel).

2 List of Third Party Components

Please indicate all third party components you have used in final version of your project, including, but not limited to, libraries and assets (models, textures, ...).

	Asset's name	Author	Resource (URL, ...)
1	OpenF1 API - Real-time and historical Formula 1 data	Bruno Godefroy	https://openf1.org/ https://github.com/br-g/openf1
2	Blosm for Blender	VVoovv	github.com/VVoovv/blosm prachitechre.gumroad.com/L/blender-osm
3	Blender Tutorial for F1 Cars (used for the basic structure)	@The3Ddude	https://youtu.be/ovRImj920jo?si=ssJKbo_6q1pME_su
4	Meta Quest SDK	META	https://developer.oculus.com/quest/
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