VIRTUAL VERSE STUDIO

3D Configuration Module

Project Overview

Goal: Create a functional 3D Object Configurator that demonstrates your ability to bridge 2D UI with a 3D environment, ensuring a responsive and polished user experience.

1. The Task

Build a scene featuring a central 3D model that the user can interact with through a dedicated UI overlay.

- 3D Interaction: Implement a camera system that allows the user to orbit/rotate around the object using mouse or touch input.
- Object Manipulation: The UI must allow the user to change attributes of the 3D model.
- Dynamic Information: Clicking on a specific part of the 3D model should "select" it and update the UI with relevant information about that part.

2. UI/UX Requirements

- Responsive Design: The UI must be built using Unity UI (UGUI) with proper use of anchors and pivots. The layout should remain functional and visually consistent across different screen resolutions and aspect ratios.
- Visual Feedback & Polish:
  - UI Animation: Panels should animate in/out (sliding, fading, or scaling).
  - Interactive Elements: Buttons and sliders should provide clear feedback (hover states, click animations, or transitions).
  - State Management: Clear visual distinction between "selected" and "unselected" states.

3. Technical Evaluation Criteria

- Responsive UI: Correct use of the Canvas Scaler and Anchors to handle varying screen sizes.
- Scripting: Evaluation of "Correct Scripting Choices"—focusing on how logic is organized, readability, and how the UI communicates with 3D world objects.
- Polish: The "feel" of the application, including smooth transitions and intuitive interaction flow.

4. Project Delivery

- Submission: Delivery must be made via a GitHub repository.
- Build: Please include a link to a downloadable build (PC or Mobile).
- Target Platform: You are free to choose the target platform (Desktop or Mobile).