

exploreA&N<sup>VR</sup>

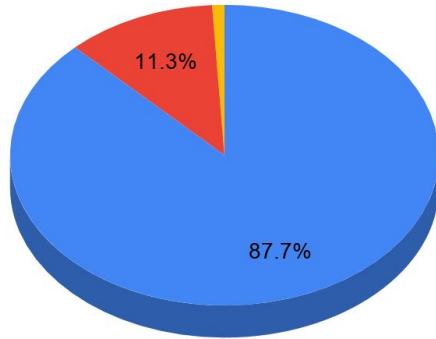
A **Virtual Reality** experience of the  
pristine beauty in  
**Andaman & Nicobar Islands, India.**

**Problem Statement:** A Mobile app  
with Virtual Reality based gallery for  
Museums of Andaman and Nicobar  
Islands.

**Team Name:** UnderDogs

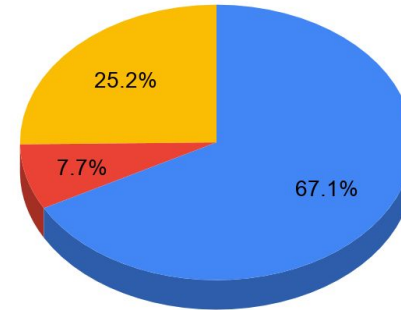
# Market Research

If given a chance, would you like to visit Andaman & Nicobar Islands?



● Yes ● Maybe ● No

Would you like to tour around Andaman & Nicobar islands as a tourist through a Virtual Reality solution?



● Yes ● No ● Maybe

# 15,80,00,00,000

The global **Virtual Reality** market size was estimated at USD 10.3 billion in 2019 and reached **USD 15.8 Billion by 2022.**

# Virtual Reality in Tourism



The need of the hour!

# ExploreA&N<sup>VR</sup>



**“An exclusive Virtual Reality experience to explore the untouched and unexplored gifts of Andaman & Nicobar Islands, India by leveraging the power of VR”**

**Demo - [LINK](#)**



exploreA&N<sup>VR</sup>

**अंडमान तथा निकोबार पर्यटन**  
**Andaman & Nicobar Tourism**

An attempt to develop a VR solution for Andaman & Nicobar Tourism

## Impact?



A simple Cardboard VR has a one time **Cost** of some 250-500 INR.



Saves you a lot of **Time** by experiencing the beauty without sparing days of tour.



**Comfort** & Convenience is an advantage as one can experience anywhere, anytime



The **Immersive experience** that a VR app gives is easily memorable and easy to use.



Since, our **Tourism Industry** is paused due to a pandemic, our app can come to rescue.

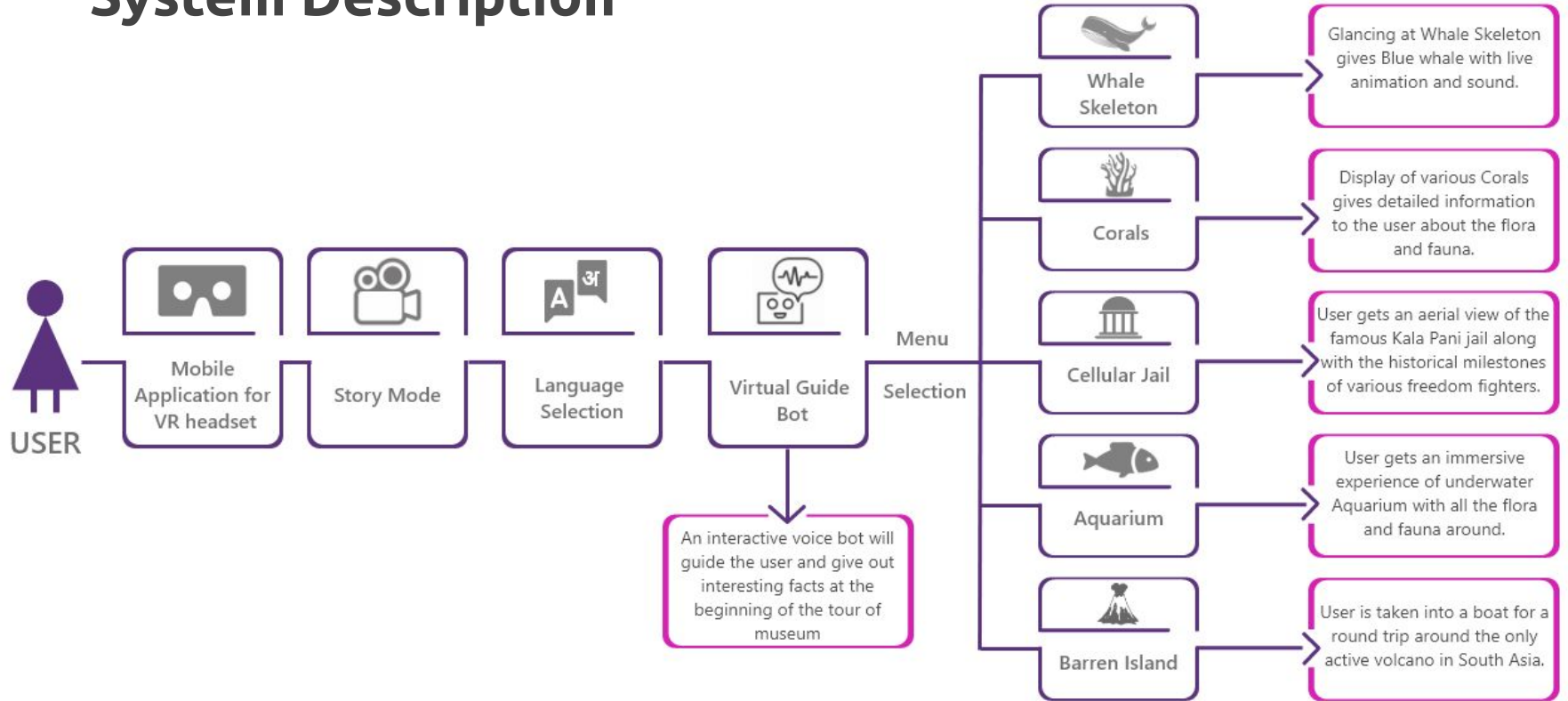


It is completely **safe** to use the app as long as the time duration is monitored.

# Unique Features

- **Social Message**
- **Virtual Guide Bot**
- **Intriguing Storyline**
- **Immersive Experience**
- **Gaze based Teleporting**
- **Promoting the Tourism Industry**
- **Menu options to choose a scene**
- **Multilingual content - English & Hindi**
- **Emphasizing on History, Culture and Beauty**
- **Relevant information about tourist places**
- **Diversely Interactive Experience & sound effects, For eg: Boat ride, Helicopter ride etc.**

# System Description





# Technology Stack

- **3D Modeling:** Blender 2.81 , Unreal Engine 4
- **Virtual Reality:** Unreal Engine 4.19.2, SDK (Android 22)

## Software:

- Google VR (Plugin)
- Scripting Language- C++, Blueprints
- Design- Adobe Photoshop, Adobe XD, Adobe AfterEffects.

## Dependencies

## Hardware:

- Android device (Android 5.0 and above)
- VR Headset



# Business Model



## Key Partners







1. VR Headset Providers
2. Amusement parks
3. Airports
4. Govt. Tourism Dept.
5. Travel Agencies
6. Content Creators
7. Media
8. Influencers



## Revenue Streams

1. Integrated Ecommerce
2. Travel Recommendations
3. Pre-book Tickets
4. Premium Content on App
5. Event Promotions & Publicity
6. In-app purchases
7. Subscriptions
8. Sponsored Content

## Future Plans

- 1  **VR Shopping**
- 2  **Add more Languages**
- 3  **Travel Recommendation**
- 4  **Photogrammetry Integration**
- 5  **Photographic Memory of the tour**
- 6  **Cover more Tourist places & Culture in A&N**

# TEAM SKILLS



## **TANISHQ PATEL**

(Team leader)

Unreal Engine 4,AR/VR,  
Python,C++,Unity 3D,C#

## **NEHA VANJARA**

Unreal Engine 4  
Level Design  
Content Design

## **NISHTHA SHAH**

Blender 3D modelling,  
Animations  
Research.

## **ANUSHKA TARE**

Blender 3D Modelling,  
Shading,Texturing  
Research

## **AASHNA SHROFF**

Unreal Engine 4,  
Widget Creation,  
Sound & Research

## **SHASHANK SHARMA**

Blender 3D modelling,  
texturing, animations and  
Designing - Vector graphics

**Thank You :)**