“LIGO CONCEPT IN VIRTUAL REALITY”

Description:- Ligo concept using Virtual Reality technology, with a concept based on science fiction lab, which will be more immersive , interactive using gazing and Xbox 360 controller.

SCENE 1:- A 3d interface Menu with options below:

* Video of Ligo : a 360 degree video player of Ligo.
* Explore Ligo : where the user can able to rotate, snap, customize the model, change the color of the model.

SCENE 2:-

If the user gazed at explore ligo option, it opens the doors of the science fiction lab with a welcoming sound added to it. There the ligo is placed on the table. where the user will be able to modify, rotate it , scale it, change its colors and also a exploded view of the model by clicking on each part of the model they can explore it.

SCENE 3:-

* In scene2 there will be a option set for snapping, by clicking or gazing at it, it will move to another room of the lab by opening the doors. The user will be able to instantiate new ligo models and snap it together, where instructions will be provided as a sound or also by instructions on the screen.
* By clicking on a button(Light) we can switch on or off all the ligo models that are snapped.
* An “Exit” option also provided to exit the application.