Project Outline

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| **Project Details** | |
| Name | Virtual Art Gallery |
| Team | SSD8 |
| Members | [ritvik.garg@students.iiit.ac.in](mailto:ritvik.garg@students.iiit.ac.in) [ram.pratap@students.iiit.ac.in](mailto:ram.pratap@students.iiit.ac.in)  [shubham.swetank@students.iiit.ac.in](mailto:shubham.swetank@students.iiit.ac.in) ravikumar.nandigam@students.iiit.ac.in |
| Mentor | [raghav.mittal@research.iiit.ac.in](mailto:raghav.mittal@research.iiit.ac.in) |
| TA | shivang.shekhar@research.iiit.ac.in |
| Git Repository | https://github.com/bachinaram/SSD8.git |

**Project Timeline**

* Design finalization – 2 weeks deadline, 17th Oct
  + We need to get sign-off from TA or Mentor before start of development
* Development – 2 or 3 weeks
* Presentation – 2 to 3 days
* Project Tentative Deadline - 2nd or 3rd week of November

**Project Description**  
Develop web application to create Virtual Art Gallery scene, application user will enter a scene with defined ENTRY strategy and then he can walk across a maze which is either a set of rooms or straight path. User can view art portraits to his left and right point of view. An infinite length of terrain must be implemented, and the user and can go through loop continuously with good EXIT strategy.

**Technologies**

* HTML
* CSS
* JAVASCRIPT
* AFRAME
* SKETCHFAB

**Environment Requirements**

* Making sure you are using a modern browser with good WebGL support (and WebVR support if you have available VR hardware) such as the latest Firefox or Chrome — download [Firefox Nightly](https://nightly.mozilla.org/) or Chrome (v54 or higher).
* (Optional) set up a VR device such as Oculus Rift or Google Cardboard.

**Assumptions**

1. TA will provide some library to create mesh
2. A set of 100 images to repeat

**References**  
<https://sketchfab.com/><https://aframe.io/>