

NECHIFOR IONUT CRISTIAN

Team members: NECHIFOR IONUT CRISTIAN

Similar products & Relevant Links(>=3)

Name: ENGAGE - VR Education & Corporate Training Platform

Url: <https://engagevr.io/>

Relevant Features

- <https://www.youtube.com/watch?v=mzjv8Uka1kQ>
- <https://www.youtube.com/watch?v=Z7TxgU4t0F0>
- <https://www.youtube.com/watch?v=LK9L9NRk6N8>

Name: MeetinVR - Enterprise Collaboration in Virtual Reality

Url: <https://www.meetinvr.com/>

Relevant Features

- <https://www.youtube.com/watch?v=6HS-ojdATmg>
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Name: vSpatial - Virtual Reality Offices

Url: They don't have a site yet. Looks like the project isn't ready.

Relevant Features

- <https://www.youtube.com/watch?v=QtHsf-Xxzrl>
- Here we can see the possibility of share screen / docs and control over them
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Main Features

A meeting in VR, for students.

I thought of a scene with such a class / course, and a laboratory one.

Kind of in the classroom so you can go straight to the door. You look in the hall, you see all the colleagues present, the vacancies, the teacher. You can sit in a free place, at your choice (here I am still thinking), next to a colleague. But you will always have a view of the teacher and the blackboard as if you were in the first bench.

I also want the idea I talked about in class, like the avatars / characters of real-faced colleagues, created from a picture or directly with the images from the webcam (here to see how it's ok or easier). This is to make you feel exactly like in reality, and when you want to talk or look at your colleague, to see him for real, not a face like all the others. In front, the teacher will have the

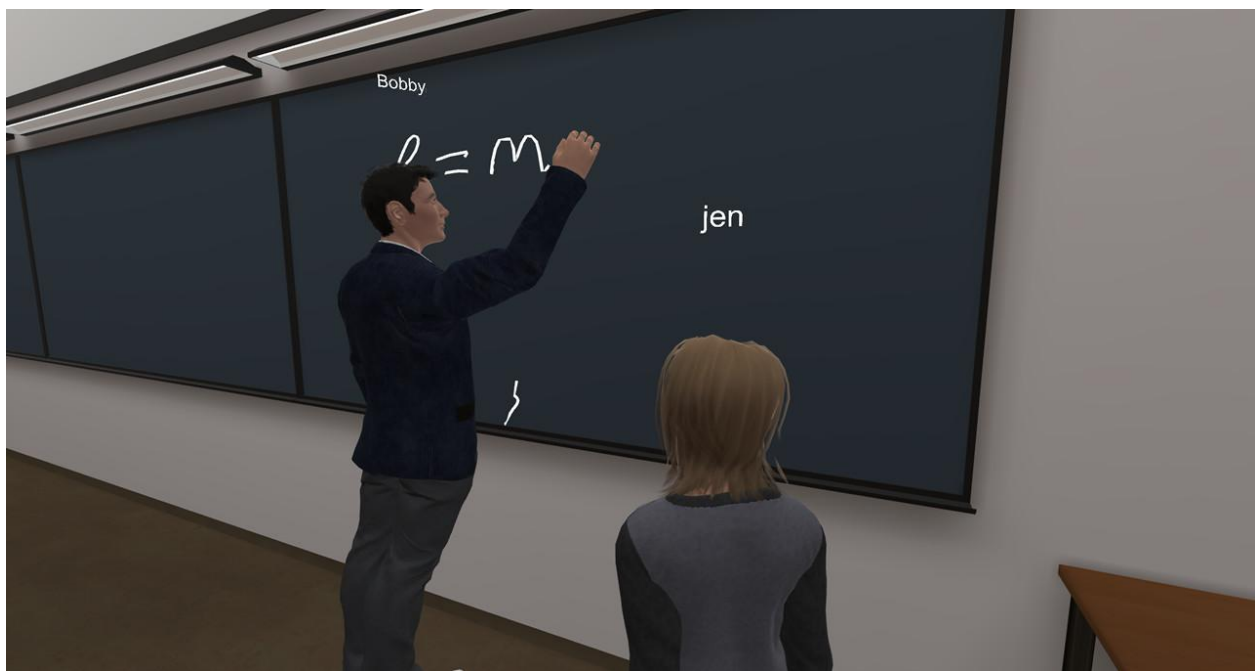
same character with his face. It will have a wall with a blackboard and / or a projector, on which the lesson / slides will be taught.
Includes text chat and voice chat.

Script / User Journey

I don't know what I could write in addition to what I wrote above at "Main Features".

Moodboard







Technical Components

- A client application
- A server for this

Technologies, Libraries, Assets (>=5)

- VR - Virtual Reality
- Unity 3D - Game Engine
- C# - Programming/Scripting Language
- Photon Engine - Networking
- Blender - Modeling and animation
- VRTK / Open VR / Oculus SDK / Google VR SDK (I'm not decided yet) - VR SDK
- Oculus Quest - Virtual Reality headset
- <https://assetstore.unity.com/packages/3d/props/interior/office-building-characters-and-props-58214>
- <https://assetstore.unity.com/packages/3d/characters/modern-office-environment-props-18711>
- <https://assetstore.unity.com/packages/3d/environments/conference-hall-interior-and-props-125821>
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