

Lost Instrument

Our final project is a 3D model exhibition application where users can interact with models of several instruments and their parts to see the beauty of ancient instruments closely. Here's how to use it.

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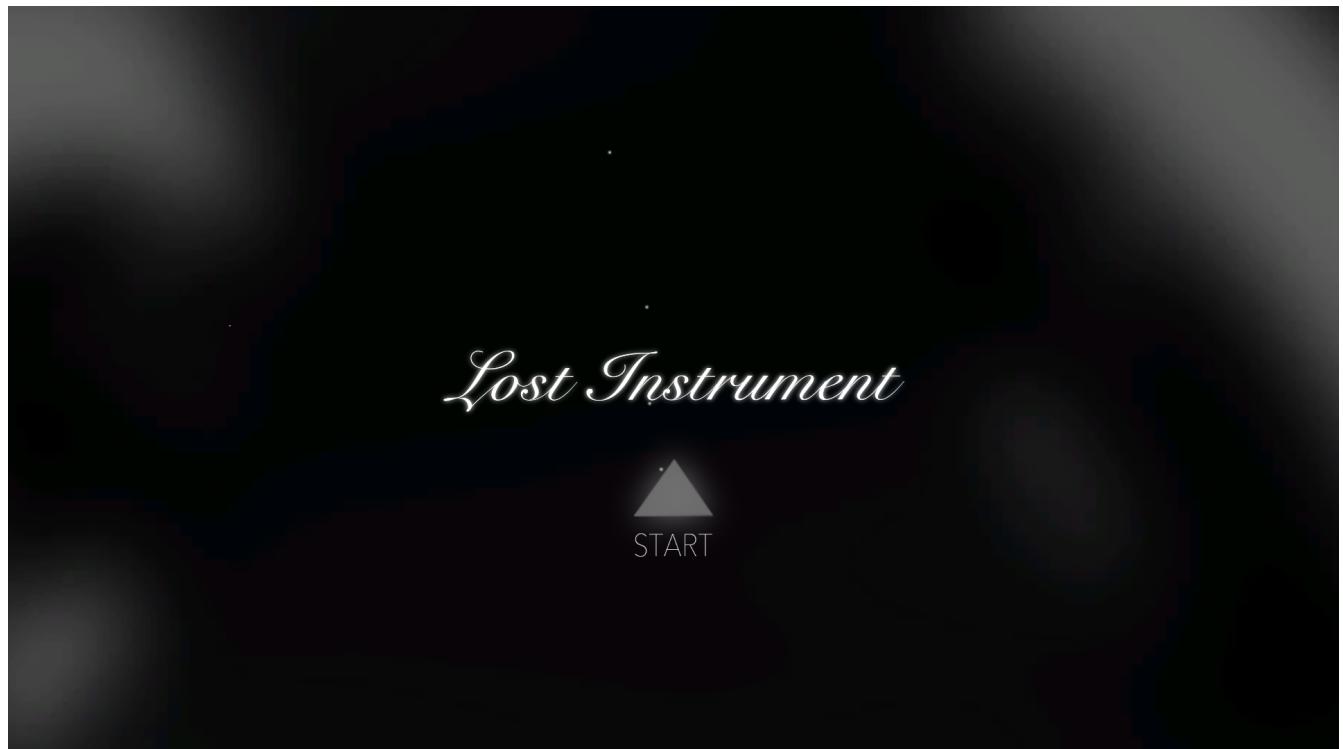
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Guide

Instrument Choose Page

After open the app, the user will firstly see the main paage.



Click the start button from it and then user can enter the instrument selection page. There are three optional instruments: erhu, zither, lute. Select an instrument and double-click it to enter the interactive page of the instrument.



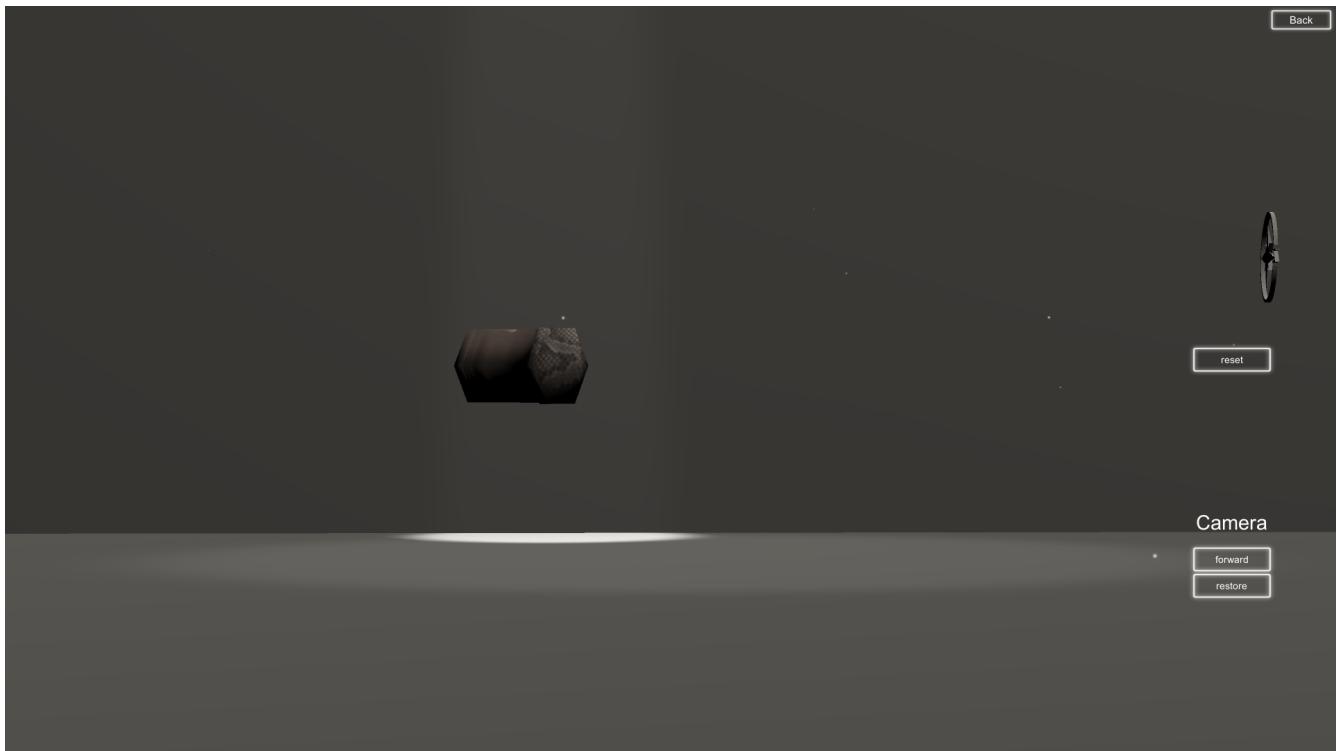
Interaction Page

In the instrument interactive page, user has the ability to zoom, rotate, split and select components, and even play some music.

- The zoom function can be zoomed in or out through the buttons on the bottom right of the screen or through the mouse wheel.
- The rotation function is turned on by the button, and once turned on, the model will rotate within a certain angle.
- At the same time, the model provides a basic split function, which is done via the button at the bottom right. Before and after splitting, the user both can zoom in and view by clicking a certain part, and double-click it to enter the interactive interface of a single part.
- Click background music buttons to get a vivid knowledge about this instrument.



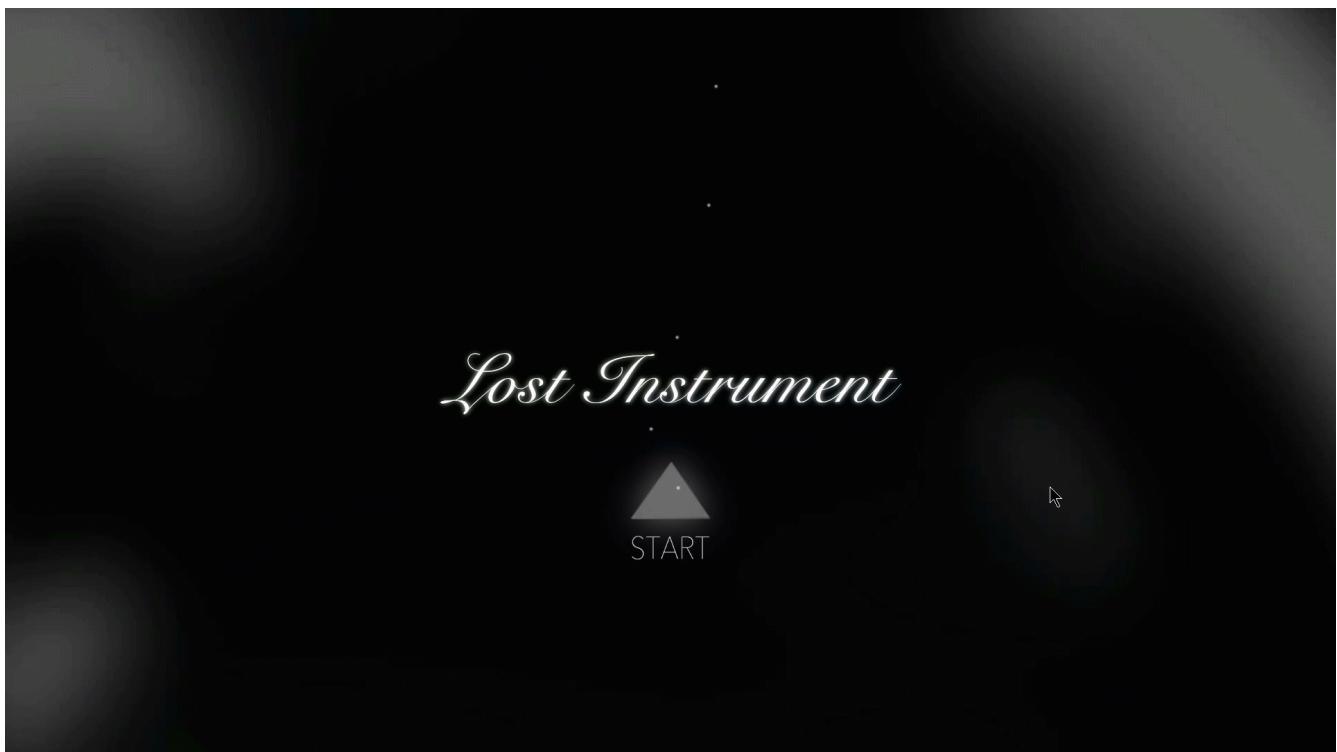
In the interactive interface of the component, the rotation and scaling operations are also provided.



In any interactive interface, you can return to the operation through the button in the upper right corner of the screen. In the instrument selection interface, you can exit the program.

Video for preview

Start & Choose



Instrument Zither



Instrument Lute



Instrument Erhu



Decomposition of Lute



Decomposition of Erhu



Rotation for Erhu

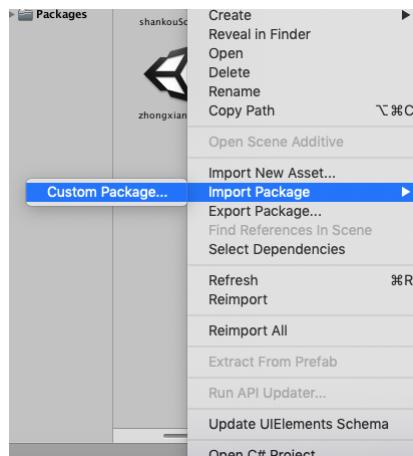
It haven't added into the final project because of the immature.



Hope you enjoy it! 😊

ps. How to import our package to run our project in Unity?

1. Create a new program
2. Right click in the Assets folder and click import package.



3. Select LostInstrument.unitypackage to import
4. Open Build Setting Window to set the Scenes order as below.

Scenes In Build	
<input checked="" type="checkbox"/> Scenes/MainPage	0
<input checked="" type="checkbox"/> Scenes/ChooseScene	1
<input checked="" type="checkbox"/> Scenes/erhu/erhuScene	2
<input checked="" type="checkbox"/> Scenes/guzheng/guzhengScene	3
<input checked="" type="checkbox"/> Scenes/pipa/pipaScene	4
<input checked="" type="checkbox"/> Scenes/erhu/erhu_qingongScene	5
<input checked="" type="checkbox"/> Scenes/erhu/erhu_qinxianScene	6
<input checked="" type="checkbox"/> Scenes/erhu/erhu_qintongScene	7
<input checked="" type="checkbox"/> Scenes/pipa/mianbanScene	8
<input checked="" type="checkbox"/> Scenes/pipa/shankouScene	9
<input checked="" type="checkbox"/> Scenes/pipa/zhongxianScene	10
	11

Then you can run it. Having fun!

About the author

ID	Name
1754060	Zhe Zhang(张喆)
1751894	Le Yang(杨乐)
1753188	Kaixin Chen(陈开昕)

adviser Ying Shen

contact email: doubleZ0108@gmail.com