AR and VR Applications – Project

1. Team Members

The Team Members are Shila Rastizadeh, Esha Anees, Gülsüm Sanverdi.

2. Idea

The idea is to create a virtual tour through an exhibition. Imagine teleporting yourself from one 360° view to another one and having the possibility to interact with an art piece in Virtual Reality. You can easily sit at home and have a virtual tour through a museum and even display further information about the artworks. There will be some buttons you can click to get extra information like the background story or how the art piece was made. This could be displayed as a text or you will get audio feedback. If there is already an audio guide for the exhibition we could implement them too.

3. Motivation

During the pandemic people were forced to stay at home and cultural activities became a rare event. Museums or other institutions were forced to shut down their locations or needed to think about creative ways to bypass the restrictions that came with COVID-19. This Application could help the institutions to stay active and could be an alternative for them to spread their art. On the other hand side, it is a great opportunity for the customers, who will be able to interact with the exhibitions. During the pandemic most of us learned the value of culture, because it was a good distraction from the virus. Another point we should point to, is the possibility to spread cultural good worldwide.

4. Target group

- Museum customers who are not able to go to a museum during the pandemic
- people who are curious about new technologies

5. Proposed outcome

The virtual Exhibition will be uploaded on the website of the Museum. So people have easy access to it.

6. Requirements of our project

- permission of Museum
- 360° camera
- tripod
- visiting the museum
- VR-glasses

7. What do you plan to use (SW/HW)

We plan to realize the Project with unity3D. In case of a second Lockdown we can work together on the same Project with GitHub. The 360° Pictures are made with an 360° Camera and a Tripod. The Exhibition will be available for Cardboards, since it is easier and cheaper to purchase.

8. Interaction techniques

The viewer can easily interact with an art piece via "noobsies" (i don't know how to call them), while looking at it for 3-4 seconds. After the loading circle is filled, information will pop up. These are either displayed or sonic.

9. Outline of the planned implementation

https://dfa100.jscriba.de/

IDEAS
- Mood board

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