



# TED UNIVERSITY

Faculty of Engineering

Departments of Computer & Software Engineering

Project Name: **DiscoVeR**

## **Team Members:**

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## **Supervisor:**

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## **Jury Members:**

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## **Link to the official website of the project:**

<https://humanfromnowhere.github.io/discover.github.io/>

## **Description:**

We are aiming to create a VR touring tool that will work through a website. Users can submit their own 3D model of a place in either fbx or obj formats. Our website will process this model and convert it into a VR scene for users to tour on. Users can walk around in the scene freely and explore on their own.

One use case for this project would be a hotel owner, who may wish to display their hotel on their website and let their customers view the hotel online. With the help of our product they will be able to do it simply by submitting their own 3D model of their hotel, that is suitably formatted for our tool, into our website. Our tool will then process the model and the outcome of this processing will be a VR scene that can be browsed around using a VR headset through the website. Customers of the hotel can tour the model online and explore the hotel including the very rooms they will stay in without the need to get any external applications. This could be a great way for touristic business owners to present their estates to their potential customers.