Research Objectives:

The objective of this subject is to create a comprehensive and immersive event planning platform that enables users to design, plan, and execute events in a virtual environment. allows users to create 3D layouts of event spaces, experiment with different design options, and visualize the event in a realistic virtual environment. The platform also includes features such as guest management, seating arrangements, and collaboration tools to streamline the event planning process.

Titles:

**3d event planner with VR for viewing**

Mr. Jesus Calma

**Technical Adviser**