



PROJECT LOG BOOK

DES 643: INTRODUCTION TO AR/VR

INSTRUCTOR: DR. AMAR BEHERA

PROJECT GROUP :

DA VINCI REALITY

PROJECT TITLE

Taj Mahal : A glimpse through pixels

NAME :

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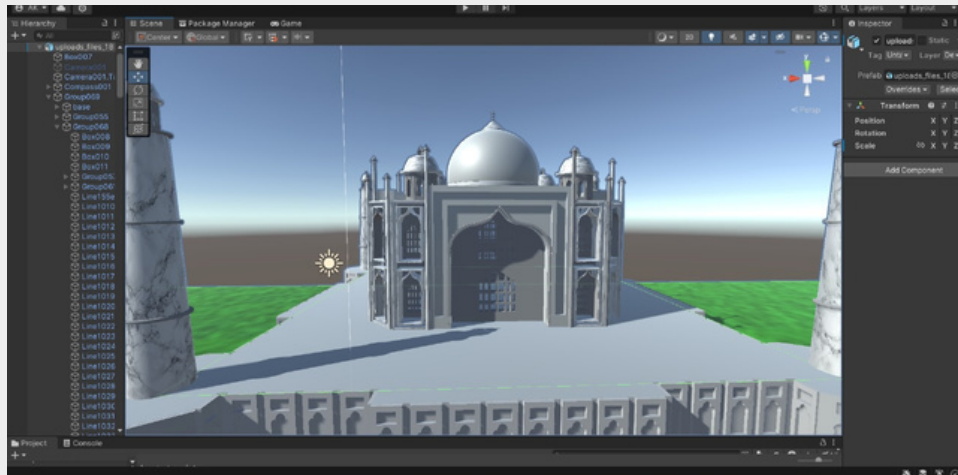
WEEK 1

- The project meetings were held primarily to discuss the different proposed topics.
- After carefully evaluating each project idea, a unanimous decision was made to undertake the task of building a model that represents the Taj Mahal.
- This choice was made thoughtfully, in line with the overall objectives and motivations of the research project.



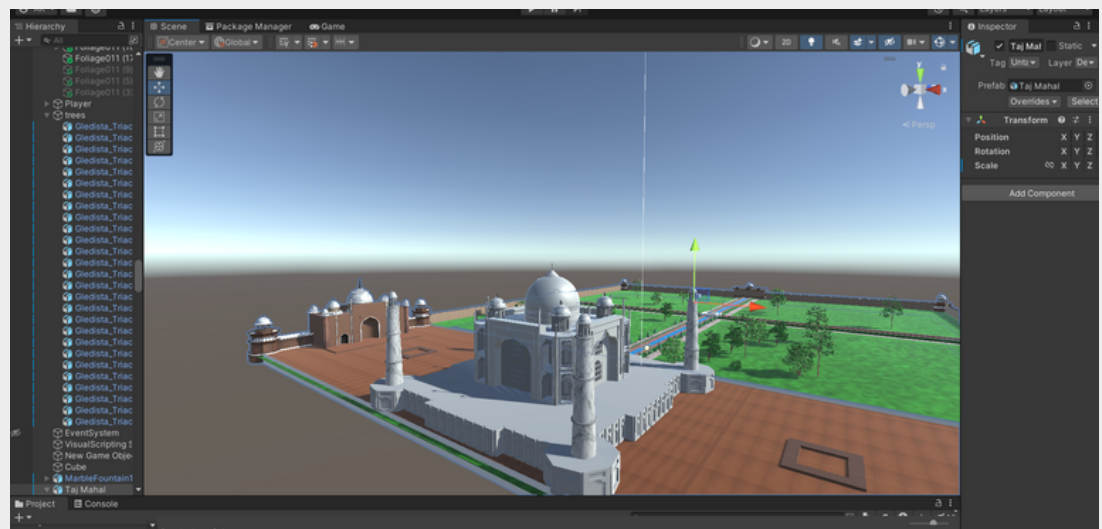
WEEK 2

- We kicked off our project by researching how to make a 3D model of the Taj Mahal and its surroundings.
- Tasks were divided among team members, and I took on the job of refining the Taj Mahal model using Blender.
- I started by searching for references and information on Google to guide my work.



WEEK 3

- After thorough research, I discovered a pre-existing Taj Mahal model which I modified using Blender to suit our project requirements.
- With the model refined, I transitioned to Unity, where I constructed the foundation and pillars of the Taj Mahal.
- My attention then turned to crafting the interior, incorporating details such as the graves, and applying textures to enrich its visual appeal.



WEEK 4

- As we neared project completion, we added music and made final adjustments for the desired appearance.
- Simultaneously, we began drafting the term paper to explore the significance and related factors.
- Crafting the project presentation and assessing resources occurred concurrently.
- Time was also dedicated to refining game scripts and enhancing the gameplay video.

