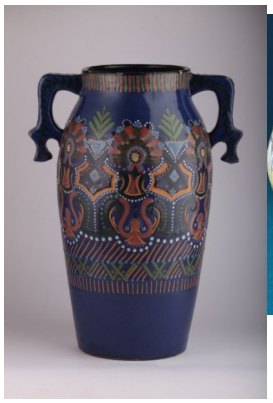
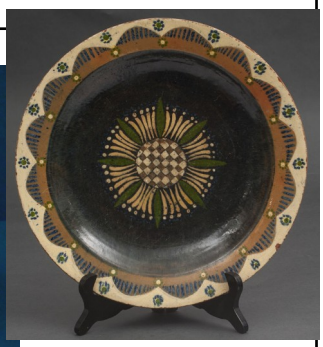
WEB BASED AND MOBILE VIRTUAL AND AUGMENTED REALITY SOLUTIONS 2026

Project Name	**Latvian clay heritage. A Virtual Reference Studio**
Your Name	**Maris Bulats**
Goal	Ceramic design reference center where craftsmen in immersive environment can explore traditional Latvian ceramic master peaces.
Target Hardware	**PC. Meta Quest headsets**
Visual & Audio Design	**3d scanned objects – ceramic** **Environment - ceramic craftsman workshop** **Realiastic....**
Environment Description	**Craftsmen workshop. (Traditional or modern?) At least main traid tools visible – potters wheel, kiln...**
Reference Images, Mood Board	     
User Experience	**VR**
User Persona, target audience.	Craftsmen working with clay and seeking inspiration and reference. Target audience - according to the research (Latvian Culture Accademy) – most common demographic profile of Latvian ceramic craftsmen (still flexible :) – women, 25-45 years....
User Journey	(Step 1: Spawns in workshop -> Step 2: Can pick up object (s), rotate, study from all sides -> Step 3 – Object reference text and related 2D graphics – ornaments, signs)
Interaction Model:	Movement in environment (virtual wokshop) Interaction: - *Hand tracking, grabbing.*

	Pop up Text and 2D graphics
Technical Implementation	3D scans of the real object (s) Environment - Gaussian splatting. VR workshop generation from real 2D images.
Tech Stack	Visual studio code, A-frame, Spark + A-Frame. Gaussian splatting using Marble AI model. 3D scanning.
Assets List	*Visuals: 2D/3D models, textures, UI elements, animations, environments…* *Sound: music, sound effects, ambient sounds…* *Tools/code: scripts, shaders…*
Calendar (Reached specific goals at the end of day)	**10.01.2026** Project idea Object grabbing and rotation Pop up text and 2D Graphic Spark + A-Frame (Gaussian splatting) **15.01.2026** Gaussian splatting Main 3D objects **16.01.2026** **22.01.2026** Finalized project demonstration.