# 3D Campus Explorer

# Final Year Project

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Project Description

* + Target Audience

The 3D Campus Explorer will be intended for use by visitors of the university, or potential future students and open day attendees.

* + Aim of Project

The 3D Campus Explorer will be intended for use by visitors of the university. It will act as a way for people interested in joining University of Liverpool to have a look around the campus and find their way around to particular buildings, or just to see what the campus is like. People who are going to Open Days could have access to the explorer so that before they arrive they can see for themselves what to expect, and if they have an itinerary for the day, they can find where the buildings they need to go to are actually located, how to get to them and how far apart they are.

* + Proposed Solution

To achieve an immersive 3D explorer of the campus, I will create 3D models of the buildings on campus as individual objects, and then use the Unity engine to position them to form the campus layout. This will be done by referencing the campus map for correct building positions, google earth for building details as well as going around campus, picturing building details, route details etc. to apply to the scene.

Unity will also be used to change the plane to be on the correct level for each area, and will be used to create a movable character of sorts, which the user will be able to control with the standard WASD / arrow keys and move around campus. To assist visitors who do not know the layout of campus, a menu will be provided in Unity that will allow the user to select a desired building and it will provide them with a form of directional assistance to get to that building. This way the user will fully be able to experience campus, walk around and find buildings they want to see / need to visit, without actually needing to be there.

Statement of Deliverables

* + Anticipated Documentation
  + Anticipated Software (essential and desirable aspects of the program)
  + Anticipated Experiments
  + Methods for evaluation of the work

Conduct of the Project and Plan

* + Preparation
    1. Background research
    2. Data Required
  + Design Stage
    1. Design methods will be used, what the design documentation will consist of
  + Implementation Stage
    1. What hardware and software will be used
    2. What testing will be carried out

Bibliography