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EXPERIMENT No: 3

DATE:26-05-2021

Create VR 3D Environment by using Co-spaces

Aim:

To create VR 3D Environment by using Co-spaces

Software Requirements:

Co spaces online software. Trail Pro edition

Procedure:

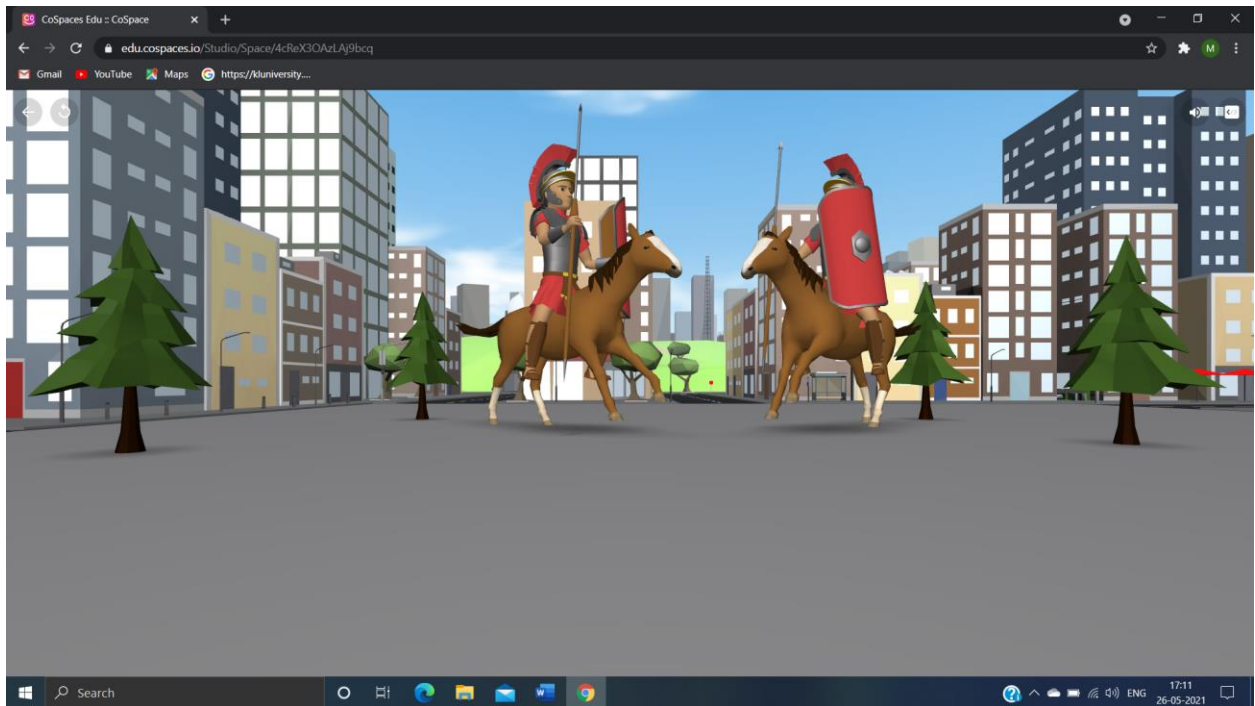
1. Go to google, search for CoSpace website online .
2. Select CoSpaces Edu: Make AR & VR in the classroom.
3. Click on register.
4. Select student to join in classroom created by the teacher online or if no classroom is available user can register as a teacher and can create our own VR environments.
5. Enter code given by the teacher and click on continue.
6. Once after code is entered, it will open cospaces GUI with four options.
 - Gallery: To view exercises created by different user all over the world
 - Classes: To see your class room assignments
 - Cospaces: To create 3D or 360 VR environments on own
 - Archive: To see archive vr exercises.
7. Select +create Cospace as shown in the picture to open GUI for creating VR environments.
8. Select 360 degree image to create 360 VR tours.
9. Here select Cospaces gallery on the left side of the GUI to see list of scenes available.
10. Select required scene available or can create a new scene by selecting add new scene option available at the bottom of the gallery window. Create 2 scenes.
11. Upload 360 Captured images by using Environment option in Scene 1.
12. For adding of another scene select new scene below the scene 1 adding scene 2.
13. Add 360 image to scene 2.
14. For changing scene 1 to scene 2 write code program. Here selected map point1 to enter scene 2. upload image of map point by selecting upload images.
15. For giving code to the map point right click on that map point it will shows options there you select code switch on code use in Coblocks.
16. Go to code select co blocks.

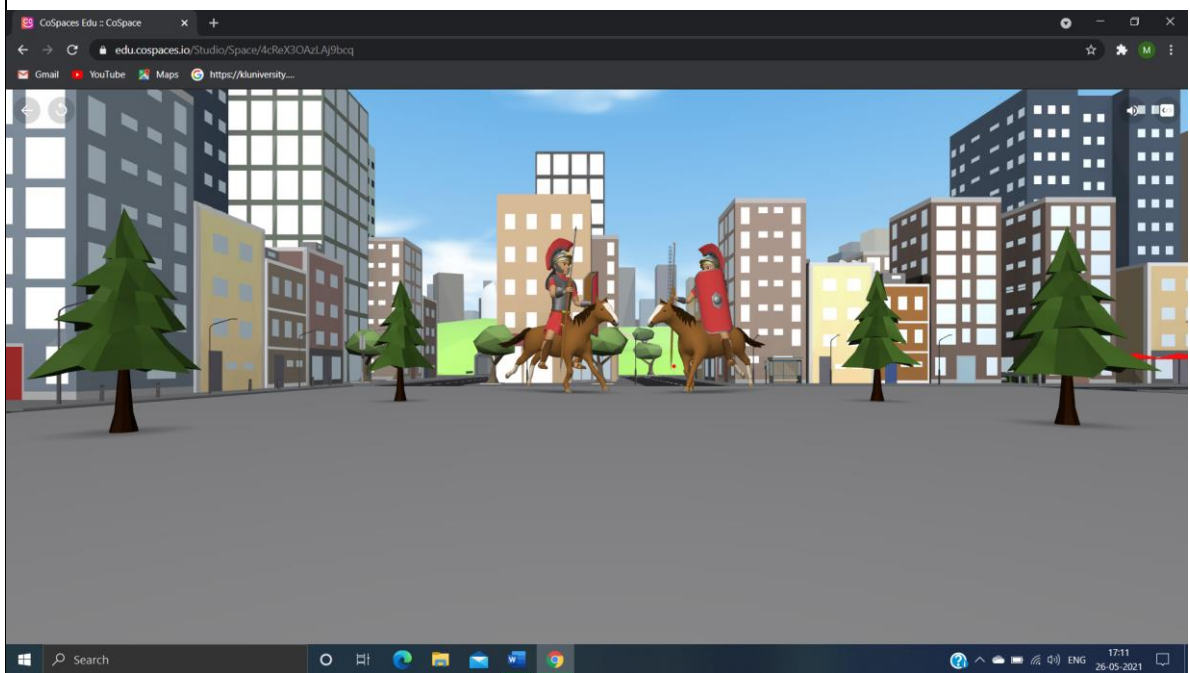
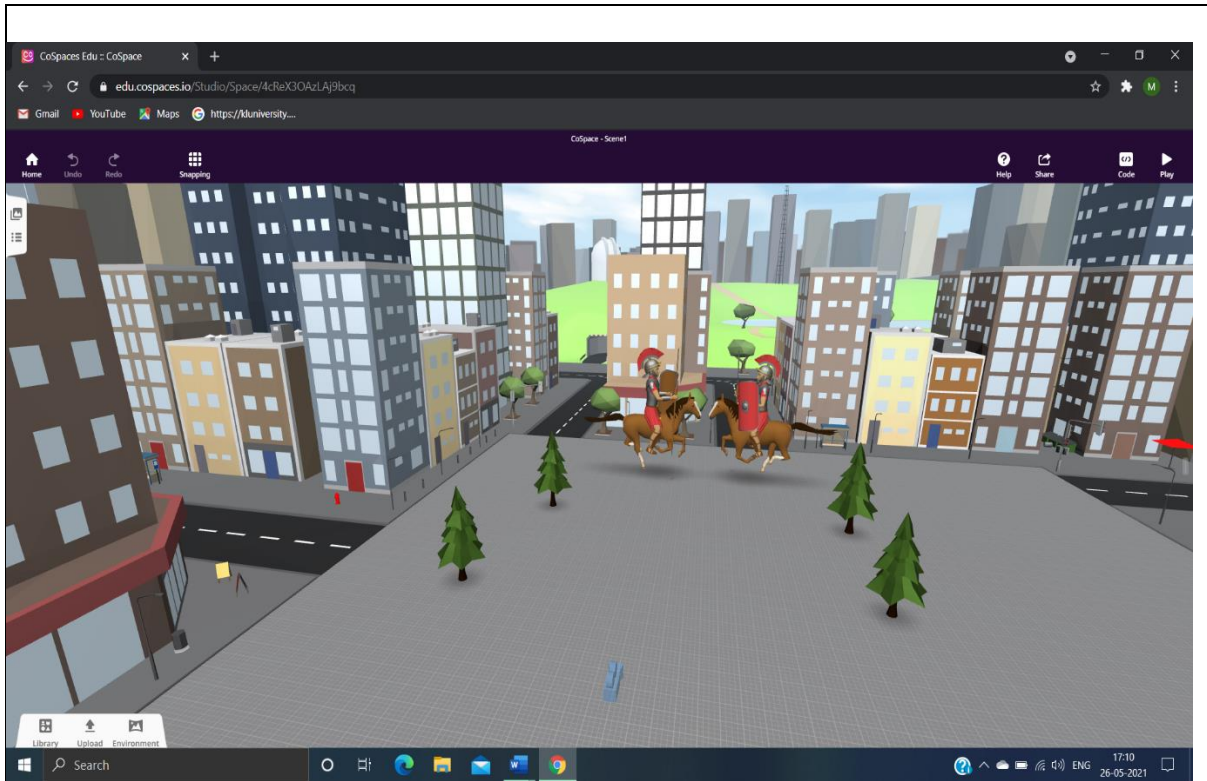
17. In coblocks all the C language codes are converted into simple blocks for user friendly. Each type of codes are with different colour code to use.

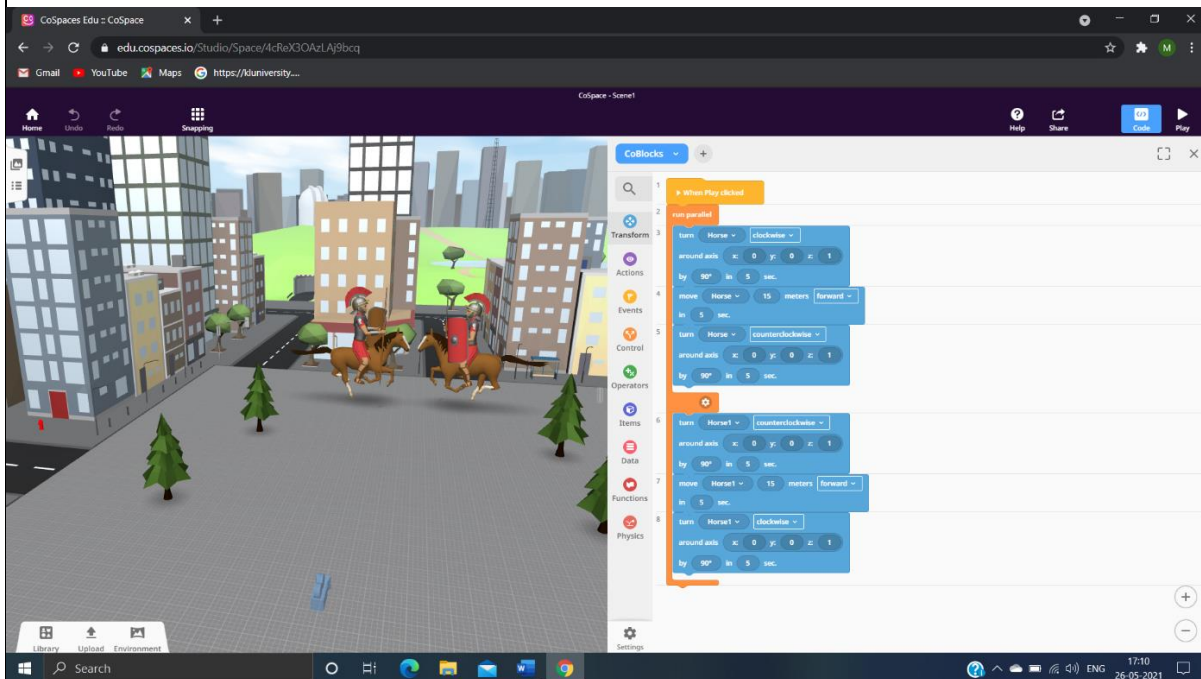
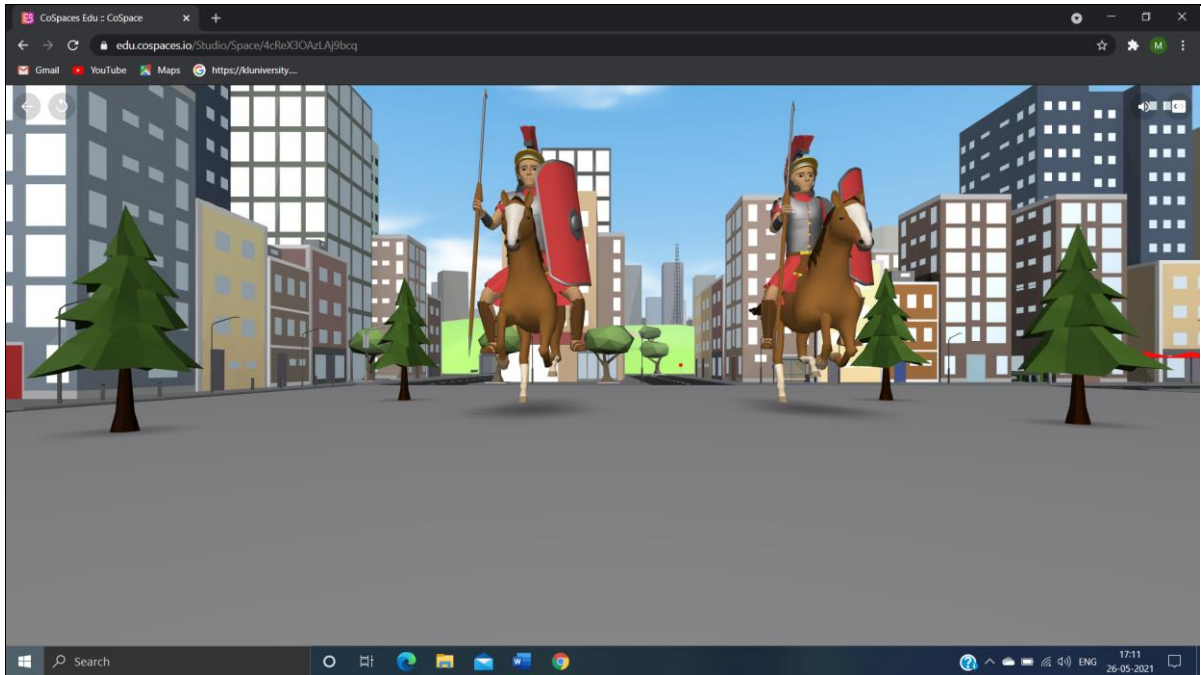
18. On the right of coblocks a blank area with play block is given to write our required code with respect to how scene built need to animate when play option is clicked.

19. Follow the code blocks as shown in the reference images for interfacing from scene1 to scene-2. In same manner we can add n no. of scenes to create a large scale VR tour.

Results (All screen shots need to paste here):







LAB REPORT RUBRIC

LAB REPORT ITEMS	Points	Points Received
VIVA	5	
EXPERIMENT REPORT (All steps clearly stated)	15	
OBSERVATIONS AND DATA		
TOTAL	20	