welcome to our project "weaving to the star" we are the team game changer participating again in NASA spaceapp Challenge 2019. we were selected as top 40 in NASA Space app challenge from 2017 .

we are the student of engineering . we do research on flexible ,light weight material and achieve some national & international achievement for our authentic project

Everyone try to use a hardware or other device that is heavier or not easy to carry

On this point we are special we try to make thing more user friendly by making it flexible light weight and too miniature in size that user can ware it

now we expand our research area by adopting augmented reality and virtual reality . with the help of this technology we can explore beyond the reality .

Every year NASA arranges NASA Spaceapps Challenge. This year with numerous category containing various sub-category NASA Spaceapps Challenge-2019 are launched. For giving a solution to this competition we choose the category “ To the star” and sub category “Up, Out, and Away!” which demand to generate ***a virtual reality environment*** or game related ***to the James Webb Space Telescope’s mission***. Allow the user to follow Webb on its journey from launch to its final destination in orbit a million miles away from Earth!

Mankind was always curious about space , the Star & planets. We, humans, touched the Space On April 12, 1961, aboard the spacecraft Vostok 1, Soviet cosmonaut Yuri Alekseyevich Gagarin becomes the first human being to travel into space.

We came with a unique idea of connecting world to the star with a virtual reality environment. At a first glance it seems bothersome. Major two challenges are

1) Generate a virtual reality environment

2)generate a VR experience related to the james webb space Telescope’s mission .

So according to the challenge we need to make a virtual reality environment related to James Webb Space Telescope’s mission. We have worked on our project , having an aesthetic and educational features. We have Used Videos and pictures from NASA’s website for this development. So, YES! Our project meet the criteria of this Category .

Our Solution:

Man are more curious about space more than before. But we can’t have enough scope for reaching to the space and having knowledge about that . We have created to experiences for now. One is AESTHETIC & another is EDUCATIONAL .

The JWST's primary scientific mission is to search for light from the first stars and galaxies that formed in the Universe after the Big Bang, to study the formation and evolution of galaxies, to understand the formation of stars and planetary systems, and to study planetary systems and the origins of life .

The JWST will launch in 2020 most probably. Everyone in the world will be more curious about JWST but it won’t be able to experience the JWST in real. To solve this problem we have worked on this project.

In aesthetic feature of our projects we have created a virtual environment by which anyone can experience and explore the space with james webb space telescope from it’s launching ceremony.

And in it’s Educational features students and researcher can have important information about how it unfold on the space and explore the space.

Future plan:

1. To visualize the space more accurately by the eye of JWST.
2. To have more updated about space information by the help of JWST .
3. We will use augmented reality for more real exploring experiences by the data from JWST.

5 benefits:

1. Helping people for reaching the space
2. Exploring the space by VR with more real experiences
3. Having more accurate knowledge about space, using less time
4. Improving interest of general people about space and NASA.
5. Collecting and analyzing data about space more accurately.

As young generations can easily experience Lunar VR, they will be much more curious about the outer world.

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