NEOVR

**Platform:** Unity

**API:** NASA’s SpaceRocks Team’s API NeoWs - <https://api.nasa.gov/>

**Summary:** NEOVR aims to use NASA JPL’s Near Earth Object Web Service (NeoWs) to create a real-time Unity based visualization of Near Earth Objects (NEO). This will also display information, convey depth, and allow some amount of spatial interactivity (Zoom in, Zoom out, turn, etc). The main goal of this experience is to seamlessly help educate people on NeoWs and answer potential questions.

**Tech-Stack:**

* Unity ver. 2022, XR Plugin Management
* Blender
* Made for Meta Quest 3, supports Meta Quest 2

**Timeline:**

* Week 1 - Set Up
* Week 2 - Visualization
* Week 3 - Interaction
* Week 4 - User Interfaces
* Week 5 - Test and Deploy