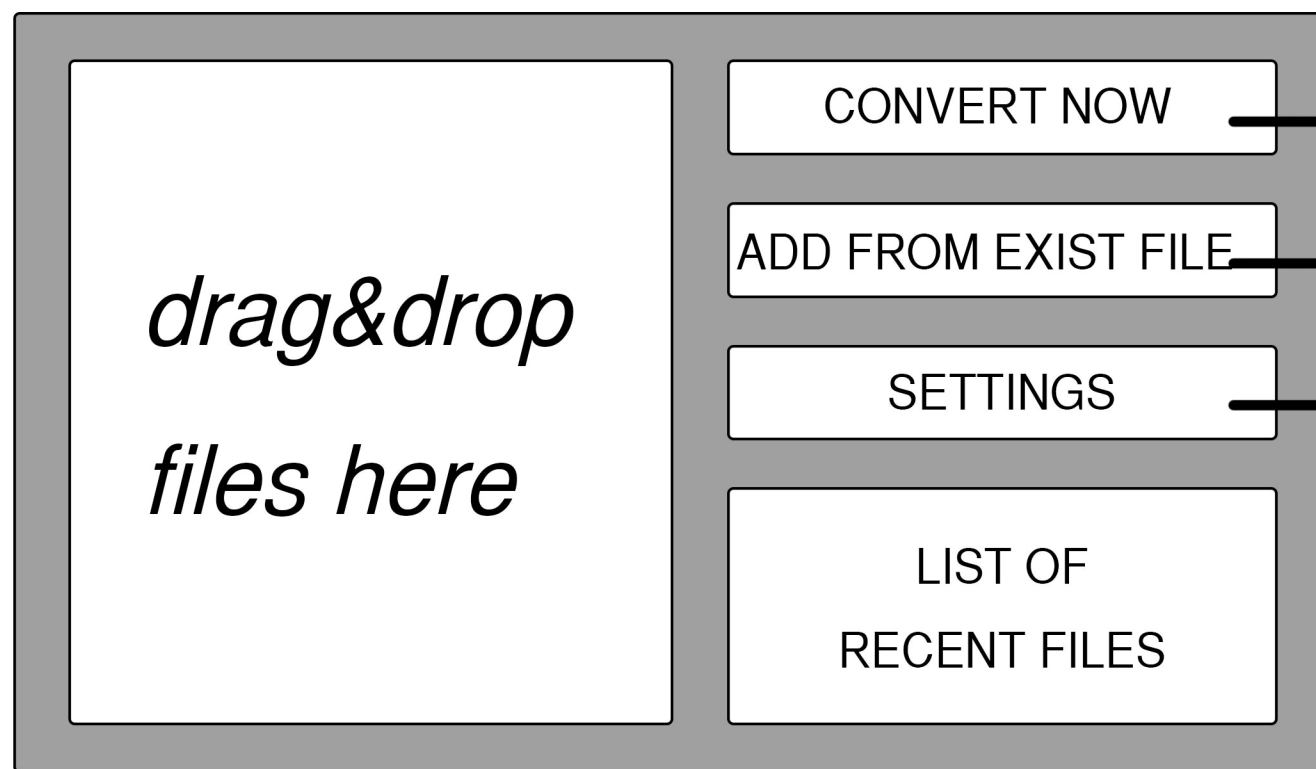


# COMP2013 VRCore Project Prototype UI

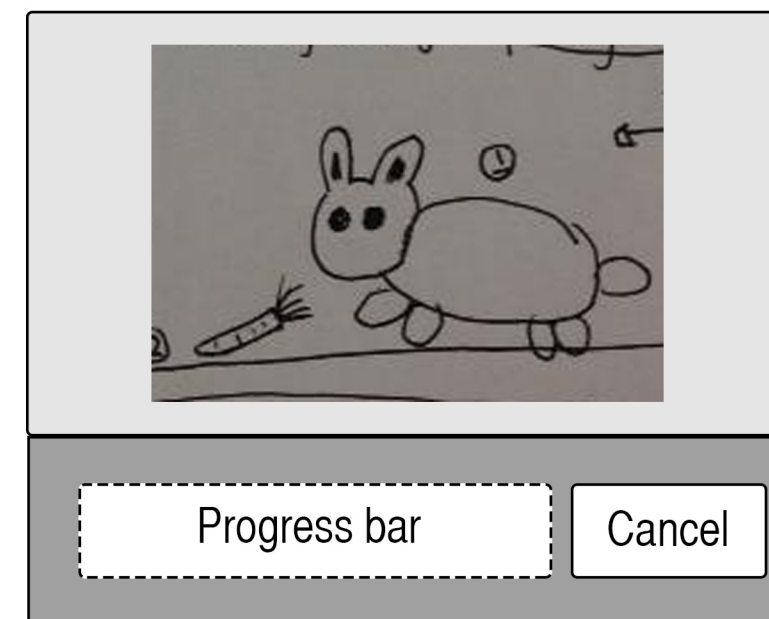
summary of design:  
1.simplest UI but full of converting/viewing functions.  
2. Allowing users to open different project at the same time.  
3.quickly open recent project.  
4.Viewing project/-models clearly

## Welcome panel



A progress bar will show in front of the welcome panel

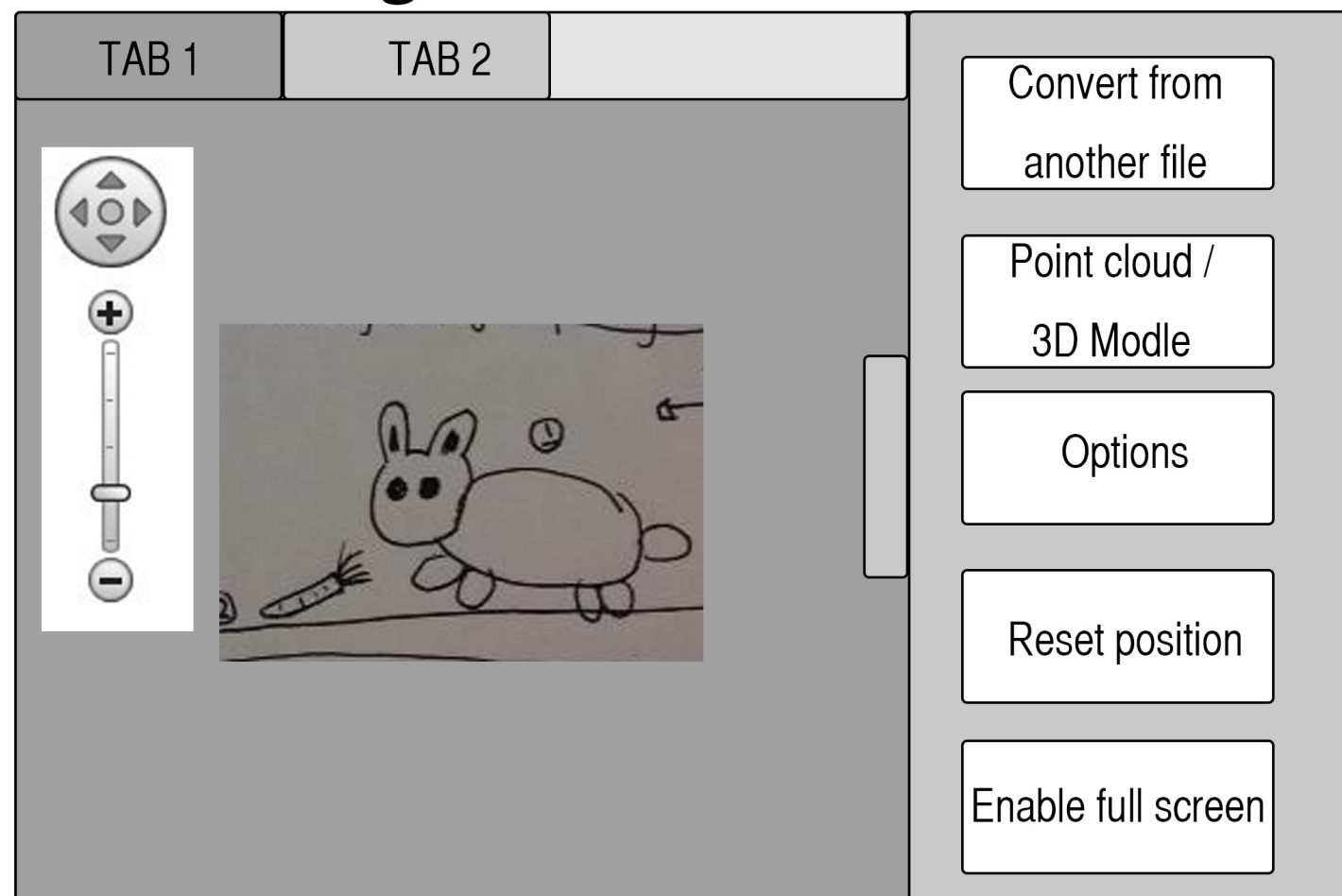
## Progress Panel



as the progress will take a long time, this progress panel will show the image or frame which is currently being analysed

Adding movies/images/models files from exist files, the UI will depend on operating systems

## Viewing Panel



Text

You can close this side panel to get more space  
Or set it automatically hide/show from the border

This part is using Unity engine to show the 3d model  
You could simply drag the model to change viewing, and also zoom in/out

## Settings Panel

