



Virtual Tour of JNU using Minecraft

Submitted to: Dr. Prerana Mukherjee

Team Details

S.No	NAME	BRANCH	Roll No	UNIVERSITY
1	Ritik Sharma	CSE	27204350	JNU DELHI
2	Aditya Singla	CSE	14008549	JNU DELHI
3	Abhishek Gautam	CSE	14019136	JNU DELHI
4	Mansi Maholia	CSE	68700348	JNU DELHI
5	Pinaki Das	CSE	28714588	JNU DELHI

Problem Statement

In this project, we built a virtual tour of JNU using minecraft which will strive to include the minor details of the campus and bring it as much closer to real life experience as possible.



Motivation

- A virtual tour of JNU will be of immense importance to the branding and marketing of the university.
- It will also help the prospective students have a first hand look of the university from the comforts of their homes.
- In the era of pandemic, this project will serve as a virtual tour for the students who have joined the university but cannot attend physical classes.

Contribution of Members

S No.	Name	Contribution	Percentage of responsibility
1	Abhishek Gautam	Library, Roads, SSS, Stadium	20 %
2	Mansi Maholia	Admin Building, SE	20%
3	Aditya Singla	VC House, Hostels, PPT	20%
4	Ritik Sharma	SPS, Roads, Hostels	20%
5	Pinaki Das	Hostels, Health Centre, TERM Paper	20%



Software Used

ATERNOS

In the course of the project, Aternos was used extensively. Aternos is a software which helps in creating online servers for connecting various users to contribute to a single minecraft project.

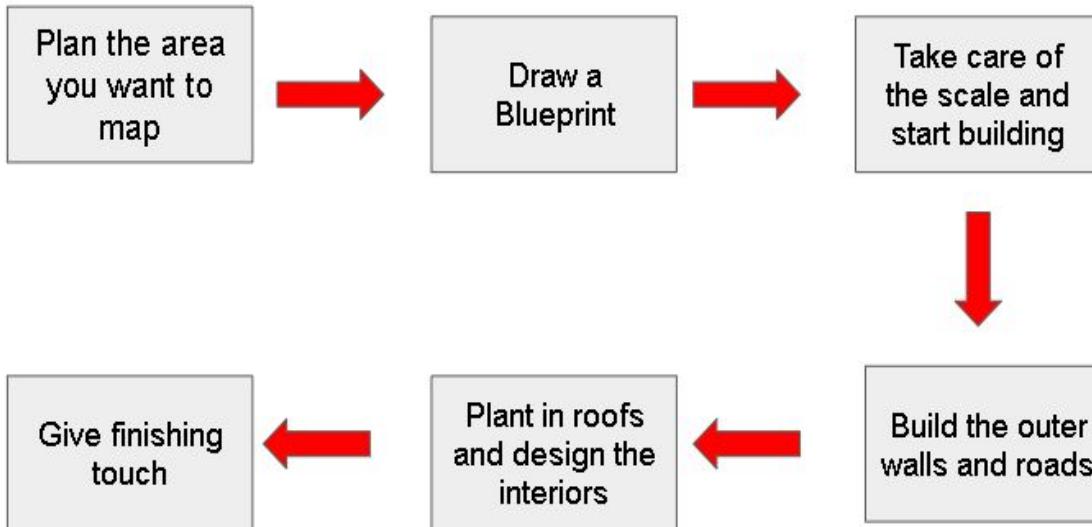
TL Launcher

TLauncher was used to access minecraft software. TLauncher PE is an all in one game launcher for Minecraft Pocket Edition, that makes it easier than ever for players to quickly access new mods, skins, and maps.

Methodology

Pipeline

A top down approach is followed in the building of this project. It is initially planned to encompass the Damodar Hostel in JNU in its 1st phase. To start with, the blueprint of the hostel and its connection with the main road has been laid first. Keeping in mind the scale and ratio, outer walls have been constructed using various functionalities of minecraft. In the next step, interior designs were added. Finally finishing touches have been given to the layout.

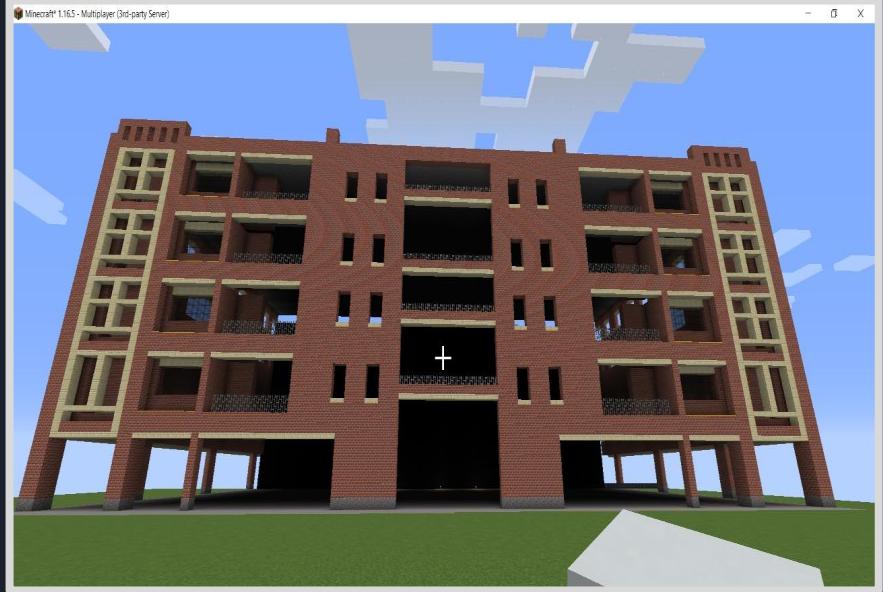
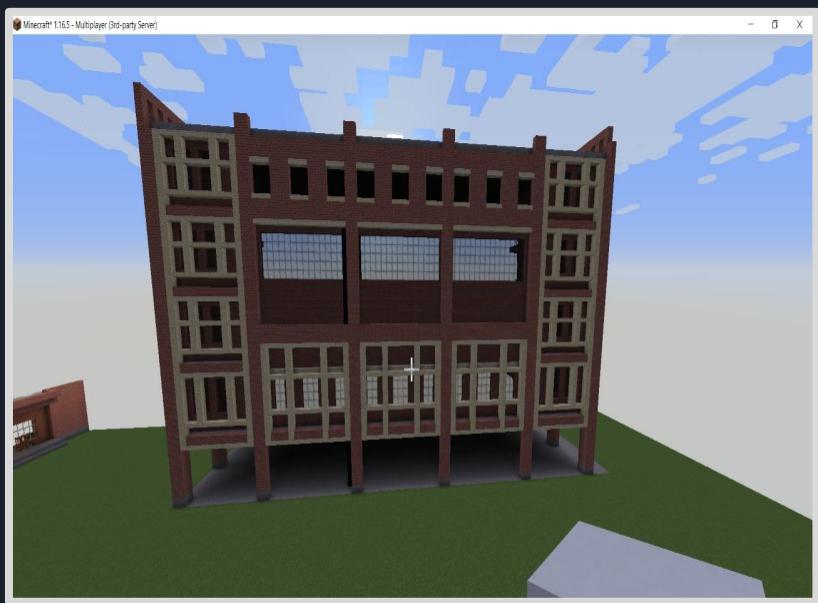


Results



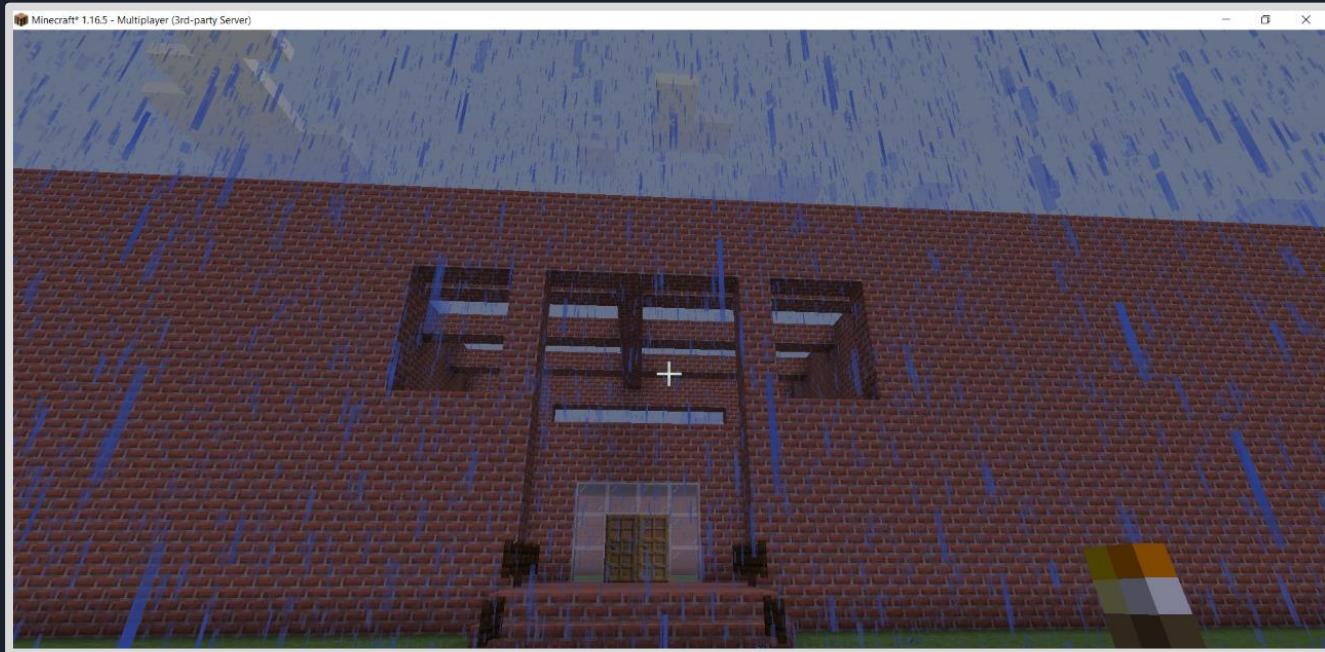
Convention Centre

Results



School of Social Science 3

Results



School of Physical Science

Results



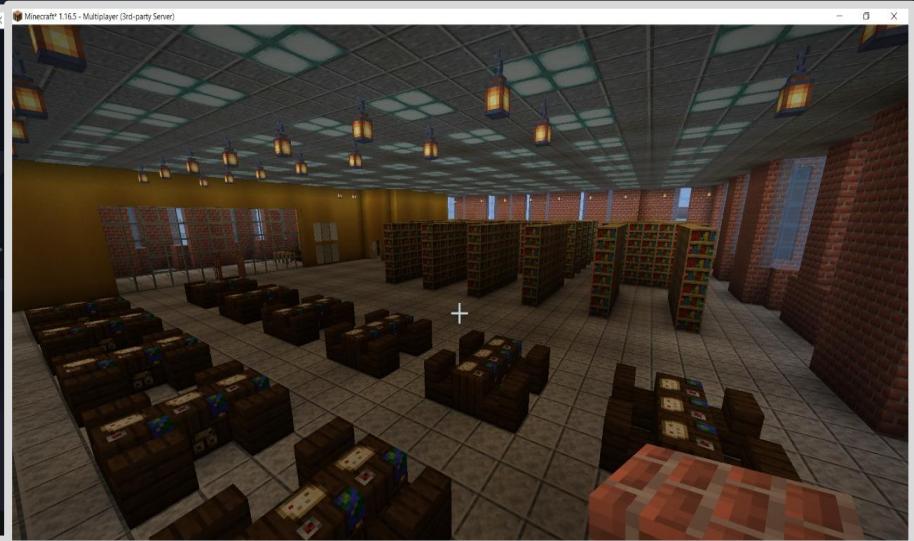
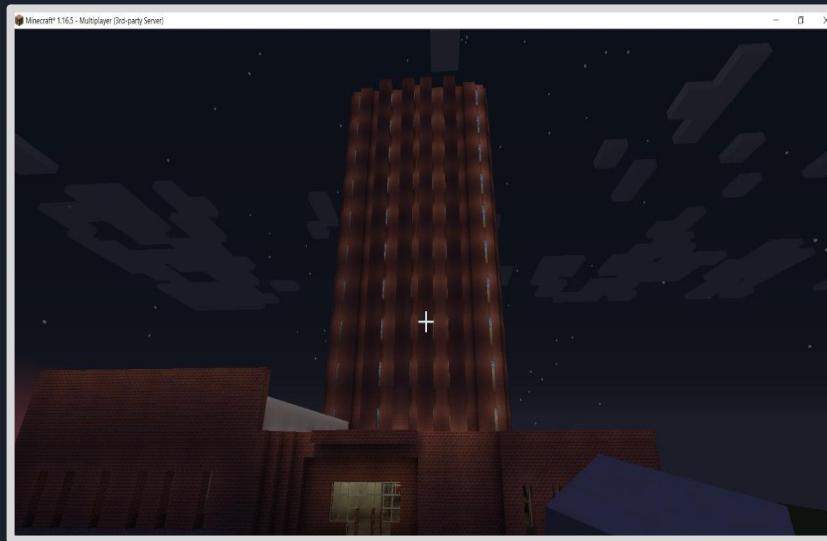
School of International Studies

Results



Administration Block

Results



Library

Results



Damodar



Results



VC house

Results



Stadium

Results



Inside View of building



Conclusion and Future Work

- Finally, a virtual tour of JNU is built using Minecraft.
- In building this project, the team encountered numerous challenges which included questions like detailing, terrain and scale of the building and roads.
- While planning the project, the team also undertook a field trip to understand the nature of the problem and its implementation.
- This project, therefore, paves way for many such virtual tours that can be developed on the foundation of this first of its kind undertaking in the university premises.

Thank you!

Our Sincere gratitude to

Dr. Prerana Mukherjee

for encouraging, motivating and
guiding us in this project

