You are tasked to build a VR application to provide a virtual tour of ~~an~~ *a very large* art gallery. The goal is to provide potential bidders with a sense of scale and depth close to viewing the real thing. What is the optimal approach for creating the virtual environment?

They do not need to interact with the art works, but may need to go around each artwork to view them carefully.

You are tasked to build a VR application for caregivers to empathise with patients suffering from dementia. The experience is intended to be primarily audio-visual with the main interaction being navigating around a house. *Visual* Realism should be the focus of the immersion. What is the optimal approach for creating the virtual environment?

IMAGE FOR THE ONTOP ONE

You are tasked to build a VR application to teach physics in a classroom. Kids will be able to throw virtual balls to hit cans placed at different distances and heights. Plausible interactions should be the main focus of the immersion. What is the optimal approach for creating the virtual environment?

MODEL FOR THE BELOW ONE