Marathwada Mitramandal's
COLLEGE OF ENGINEERING
Karvenagar, Pune

'येथे बहुतांचे हित ।'

DEPARTMENT OF ARTIFICIAL INTELLIGENCE & DATA SCIENCE

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Project Based Learning

AI&DS Lab Virtual Exploration

PBL Guide Name
Prof. Savadekar P.N.

Group_ID –08
Shashank Sonawane SA66
Pranav Shinde SA71
Aditi Deshpande SA78
Purva Deshpande SA79

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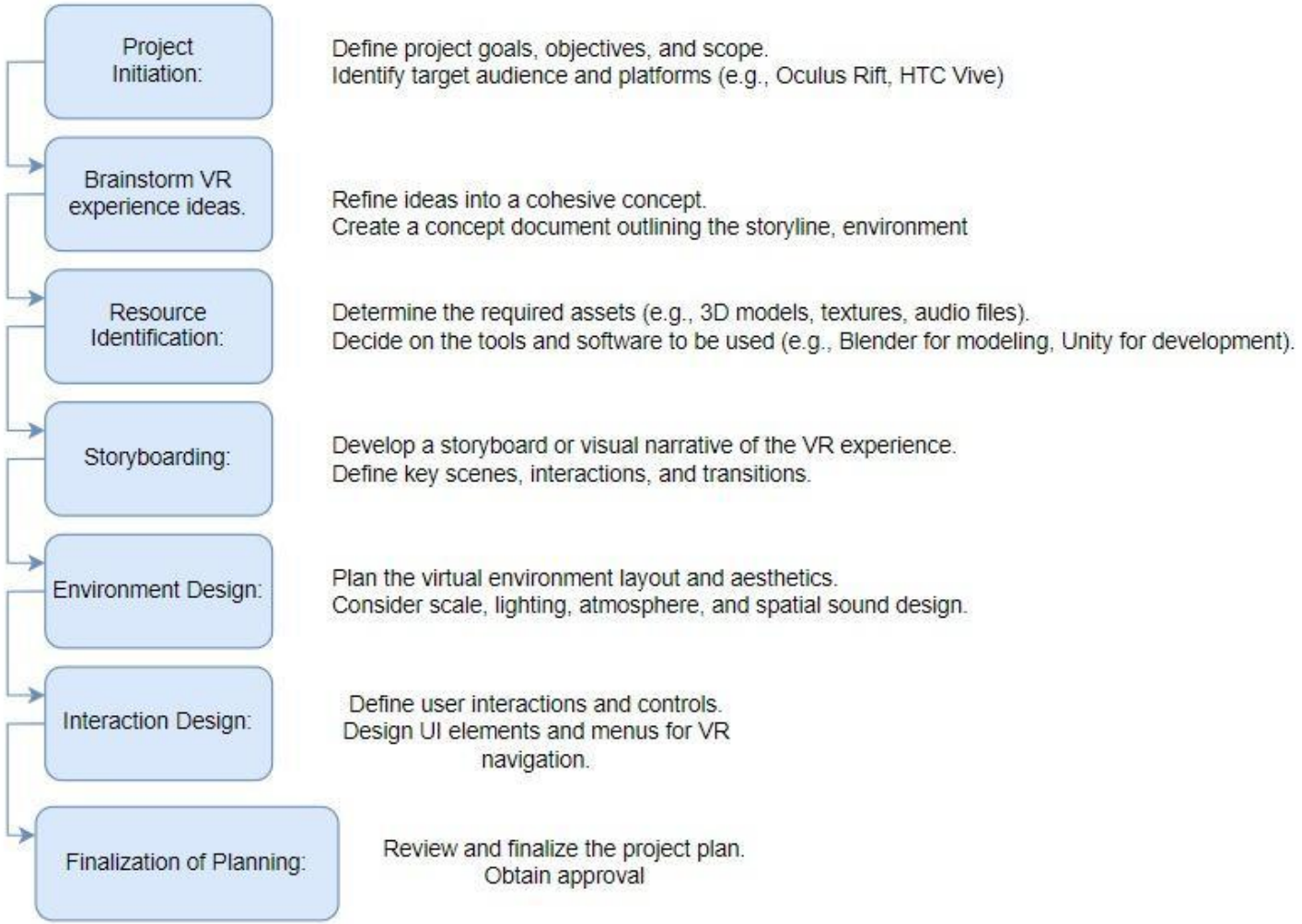
Introduction

This project focuses on the creation of a sophisticated and immersive 3D model tailored specifically for our department, aimed at revolutionizing the way we perceive, manage, and collaborate within our workspace. The core objective of this project is to harness the power of advanced 3D modeling to enhance the visualization, collaboration, and planning aspects within our department.

This model will help users with features like:

1. Detailed Laboratory Infrastructure
2. Equipment Modeling
3. Spatial Layout and Organization.
4. AR-VR

Planning and Scheduling



Proposed Methodology

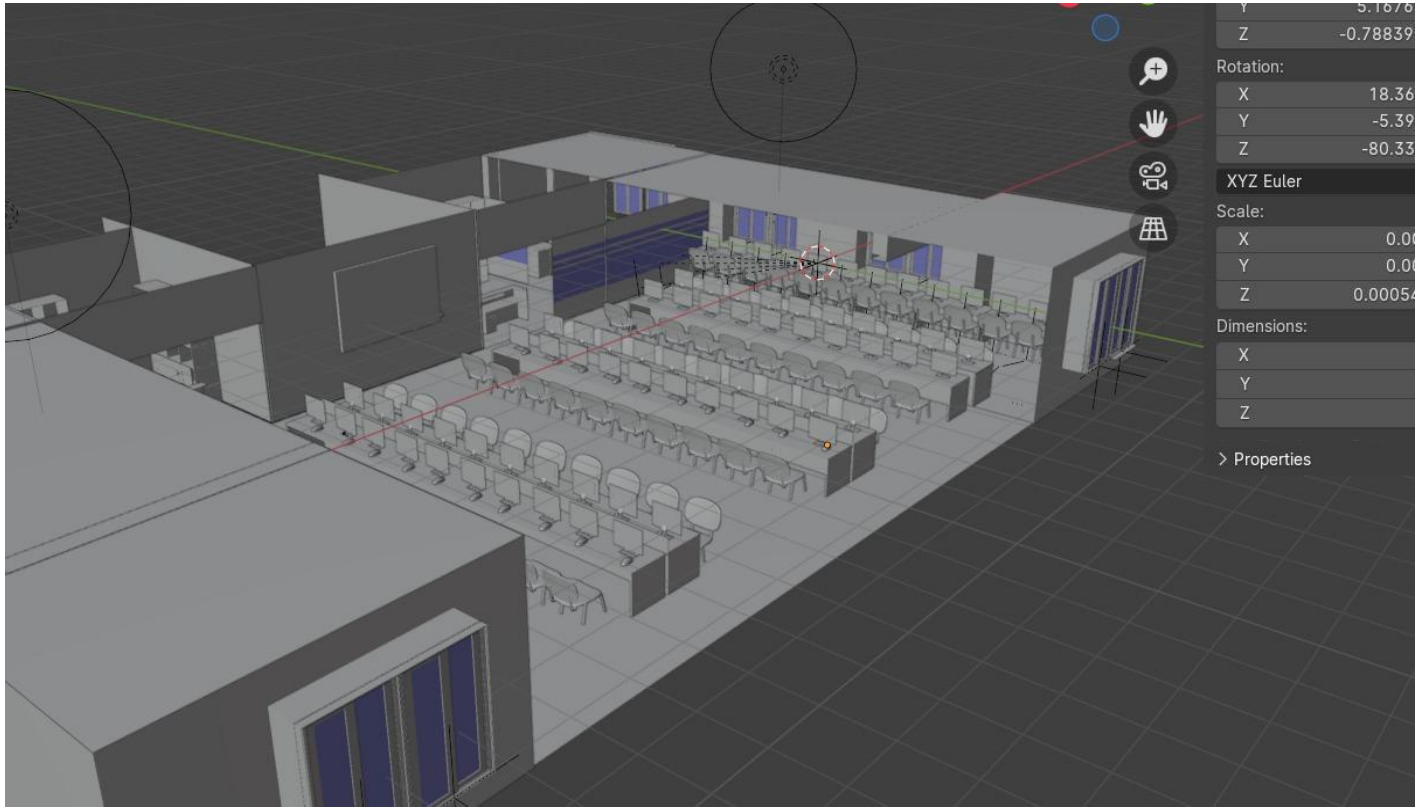
1. Project Initiation : Define project goals, objectives, and scope . Determine target audience and platform requirements.
2. Conceptualization : Brainstorm ideas for the VR experience . Develop a concept document outlining the storyline, environment, and key features.
3. Pre-production : Create a detailed project plan and schedule . Gather required resources such as 3D models, textures, and audio assets . Design the user interface and interaction mechanics.
4. 3D Modeling and Animation : Use Blender to create 3D models of the environment, characters, and props . Rig and animate characters and objects as needed . Optimize models for performance in VR.
5. Environment Design : Design the virtual environment using Blender, considering scale, lighting, and atmosphere . Add details such as terrain, foliage, and atmospheric effects.
6. Texturing and Materials : Texture the 3D models using Blender or external tools . Apply materials and shaders to achieve realistic or stylized visual effects.
7. Unity Integration : Import 3D models, textures, and other assets into Unity . Set up the scene hierarchy and configure the lighting and camera settings.

Testing and Validation

Testing Preparation : Prepare test plans outlining the testing objectives, strategies, and methodologies . Identify test cases covering various aspects of the VR project, including functionality, performance, and user experience.
Performance Testing : Perform performance testing to evaluate the VR project's framerate, rendering quality, and overall optimization . Monitor resource usage (e.g., CPU, GPU, memory) to ensure smooth performance on target platforms.
Compatibility Testing : Test the VR project on different hardware configurations and VR platforms (e.g., Oculus Rift, HTC Vive) to ensure compatibility . Verify that the VR experience functions correctly and maintains performance across various devices and platforms.
User Experience (UX) Testing : Conduct UX testing to evaluate the overall user experience of the VR project . Gather feedback from users regarding navigation, interaction design, comfort, and immersion . Identify areas for improvement to enhance user satisfaction and engagement.
User Acceptance Testing (UAT):Conduct UAT with end-users to validate the VR project against their expectations and requirements.
Approval and Sign-off : Obtain approval from stakeholders to release the VR project based on the results of testing and validation . Ensure that all identified issues have been addressed satisfactorily before proceeding to deployment.

Result and Discussion

Solid Preview:

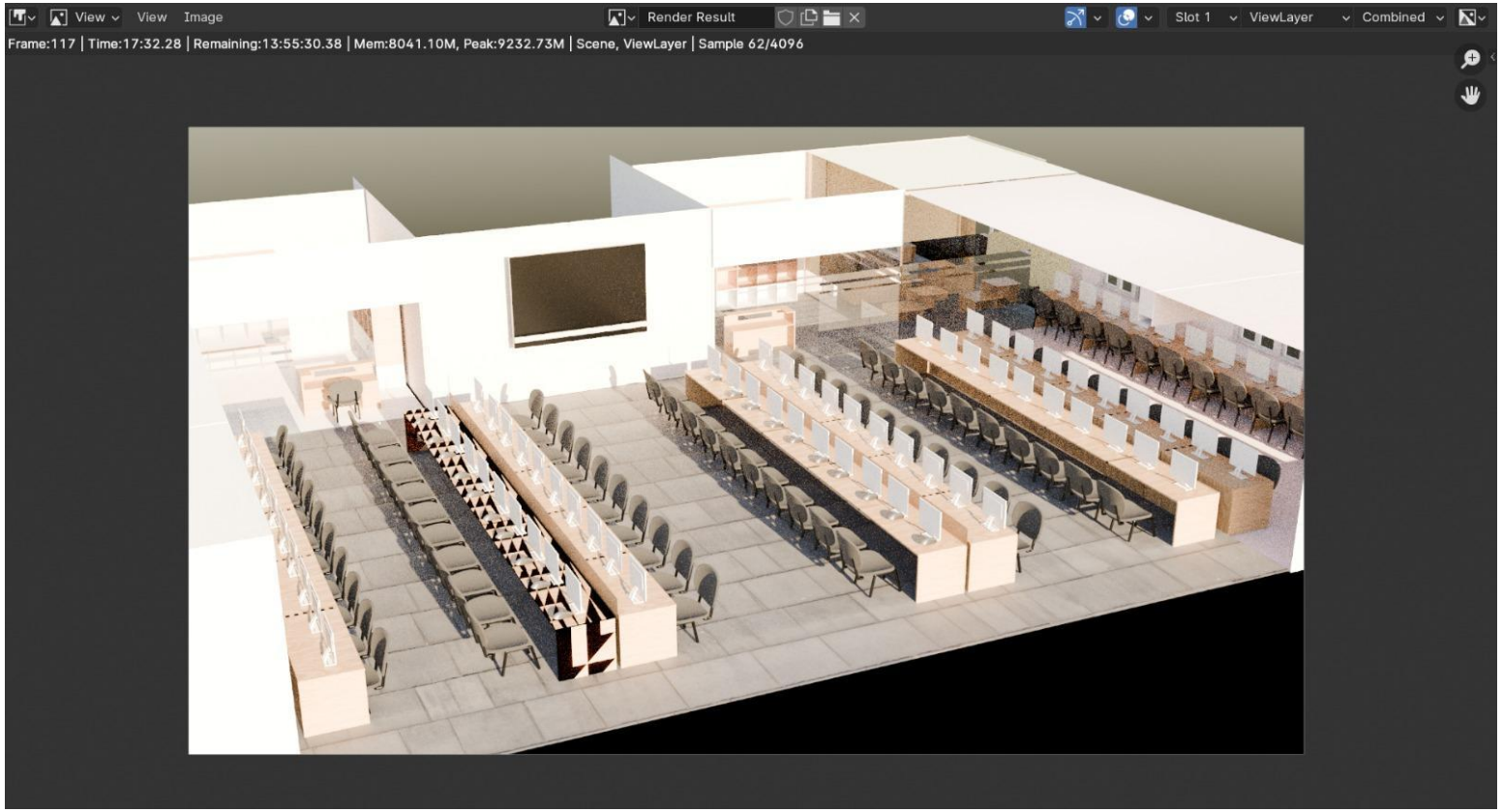


Result and Discussion

Material Preview:

Result and Discussion

Rendered Result:



Conclusion

Combining Blender for 3D modeling and Unity for interactive experiences presents a dynamic synergy in modern content creation. Blender's comprehensive suite of modeling, texturing, and animation tools allows for the creation of intricate 3D assets with remarkable detail and realism. Unity, on the other hand, excels in providing a platform for interactivity, where these assets can come to life through scripting, physics, and user input. This integration streamlines the development process, enabling seamless transfer of assets from Blender to Unity while retaining their fidelity and functionality.

Unity's scripting capabilities enable developers to add dynamic behaviors to Blender-created assets, making them responsive to user interactions and environmental stimuli. This interactivity not only enhances user engagement but also opens doors to a wide range of applications, from educational experiences to entertainment and beyond.

Future Scope

1. Real-time Collaboration: As technology advances, there is potential for real-time collaboration between artists and developers within both Blender and Unity environments. This would enable seamless integration of changes made in Blender directly into Unity, fostering smoother workflows and enhancing productivity.

2. AI Integration: Integration of artificial intelligence (AI) technologies within Blender and Unity could revolutionize 3D content creation. AI-driven tools could assist in tasks such as procedural generation of assets, character animation, and even scene composition, accelerating the creation process and offering new creative possibilities.

3. Virtual Tutor: It can be used in the Education such that virtual tutors can teach the student in the virtual environment, without the need of the students to actually come to the classroom.

References

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