**Homework #1 – 3D Virtual Environment**

Romi Padam (rkp170230)

* Contributed 6 virtual objects to the scene.
* Used unity cube primitive to measure and scale virtual objects and environment to realistic proportions.
* Used “Vive” prefab’s “Real World Simulator” to ensure that virtual objects and environment have realistic scales.

Seshuram Sundaramoorthy (sxs170832)

* Contributed 6 virtual objects to the scene.
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* Used “Vive” prefab’s “Real World Simulator” to ensure that virtual objects and environment have realistic scales.