EXHIBITION
GRADUATION

12조

<CONTENTS>

1. Project Introduction

2. Project Tools

3. System architecture

4. Problems

5. Implementation

1. Project Introduction

Problem&Solution

PROBLEM	SOLUTION
COVID-19 : Impossible of offline exhibition	Online exhibition using Vrchat

VRCHAT EXHIBITION

✓ COST & TIME EFFECTIVE

✓ EASY TO COMMUNICATE WITH EXHIBITOR

✓ CAN EXPRESS 'LIKES'

✓ DIVIDED FIELDS

2. Project Tools

FRONT-END

BACK-END
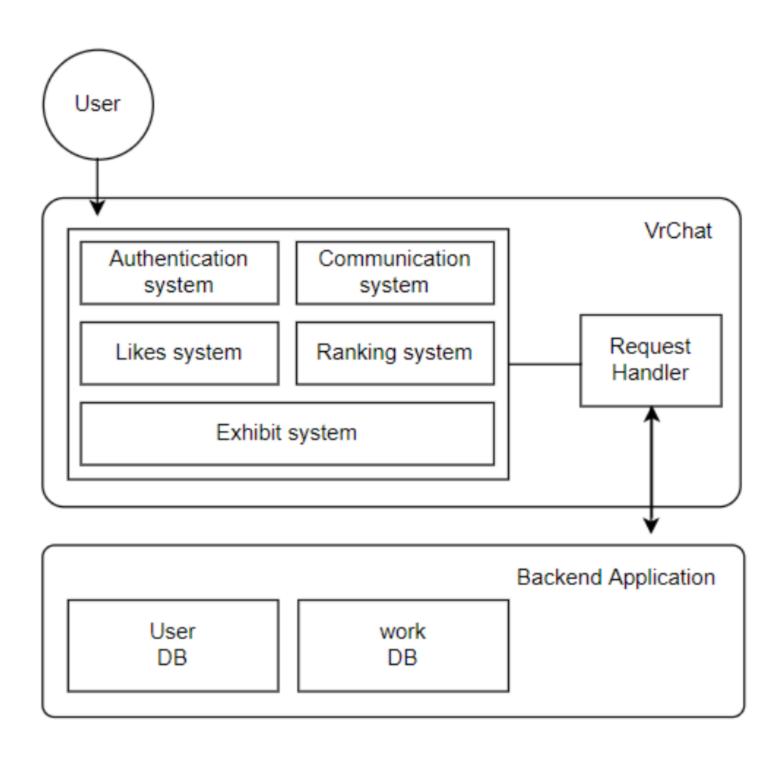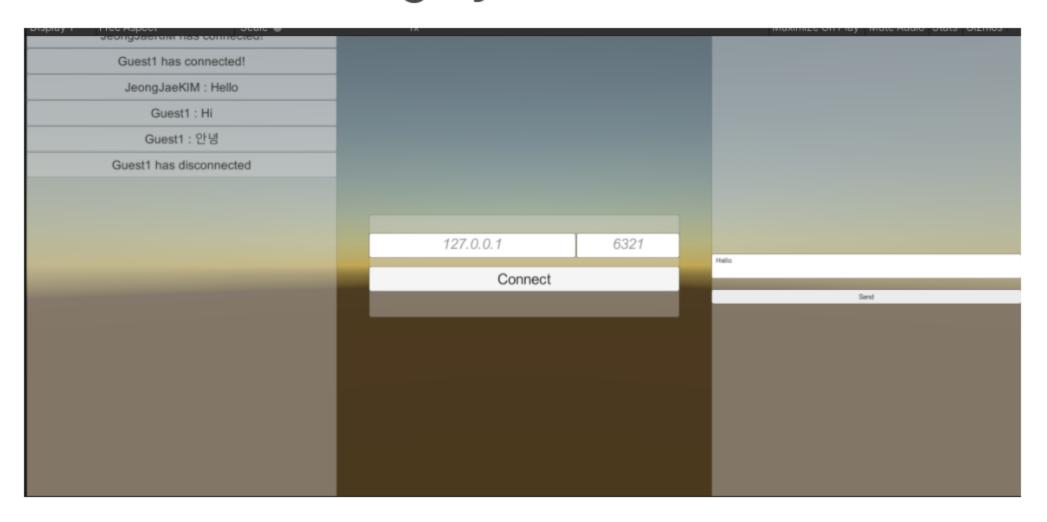
3. System architecture

4. Problems

Lack of understanding Vrchat

- cannot connect local keyboard
> impossible to use chatting & exhibition system
> exhibitors can't display their work by themselves

- c# impossible
> impossible to use DB connection code

- Avatar implemented by default
> no need to use Avatar we made
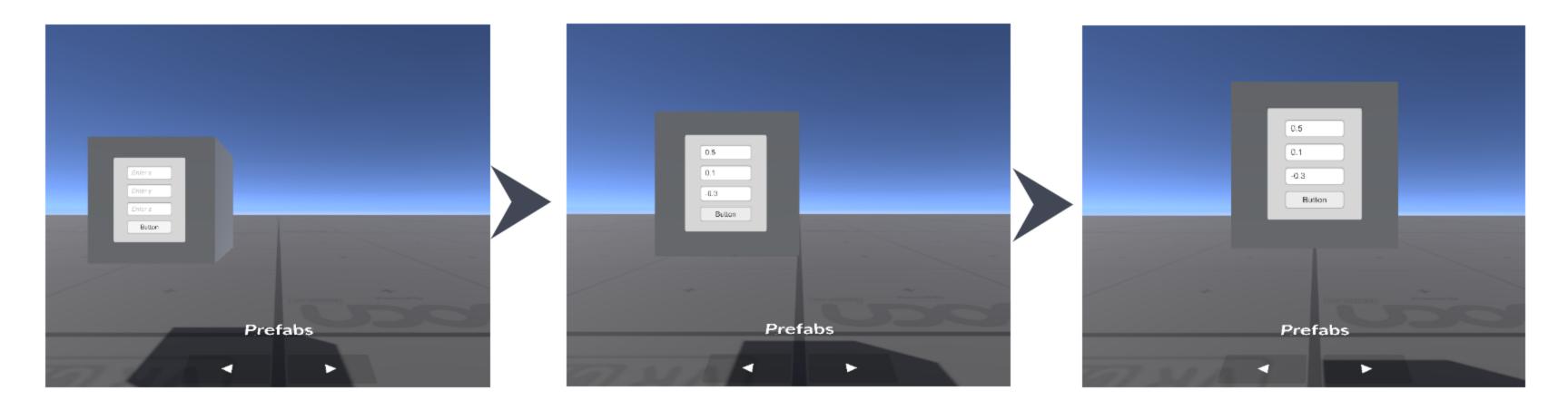
4. Problems

Chatting system we made

> Implemented well in Unity but impossible in Vrchat
> *decided to use voice message in Vrchat*

4. Problems

Exhibition system we made

> Implemented well in Unity but impossible in Vrchat
> *Manager receive graduation work*
and implement exhibition hall in advance

4. Problems

Connection with DB

```
mysql> desc Work;
+-------------+--------------+------+-----+---------+----------------+
| Field       | Type         | Null | Key | Default | Extra          |
+-------------+--------------+------+-----+---------+----------------+
| w_id        | int(11)      | NO   | PRI | NULL    | auto_increment |
| u_id        | varchar(10)  | NO   | MUL | NULL    |                |
| position_x  | float        | NO   |     | NULL    |                |
| position_y  | float        | NO   |     | NULL    |                |
| file_addr   | varchar(100) | NO   |     | NULL    |                |
| title       | varchar(100) | NO   |     | NULL    |                |
| description | varchar(500) | NO   |     | NULL    |                |
| like_score  | int(11)      | NO   |     | 0       |                |
+-------------+--------------+------+-----+---------+----------------+
8 rows in set (0.00 sec)

mysql> select * from Work;
+------+------------+------------+------------+--------------+-----------+-------------+------------+
| w_id | u_id       | position_x | position_y | file_addr    | title     | description | like_score |
+------+------------+------------+------------+--------------+-----------+-------------+------------+
|    1 | 2019312345 |       11.1 |       22.2 | file address | my title  | hello world |          0 |
|    3 | 2019319876 |       10.5 |       20.5 | fa           | new title | blah blah   |          2 |
+------+------------+------------+------------+--------------+-----------+-------------+------------+
2 rows in set (0.00 sec)
```
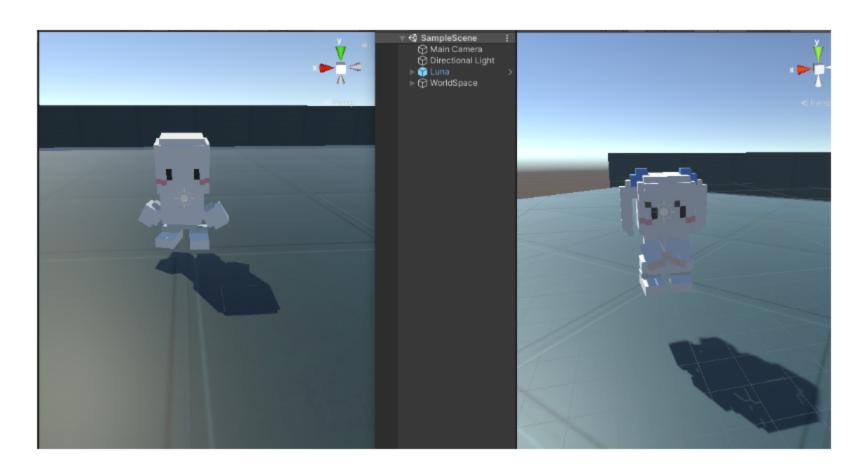
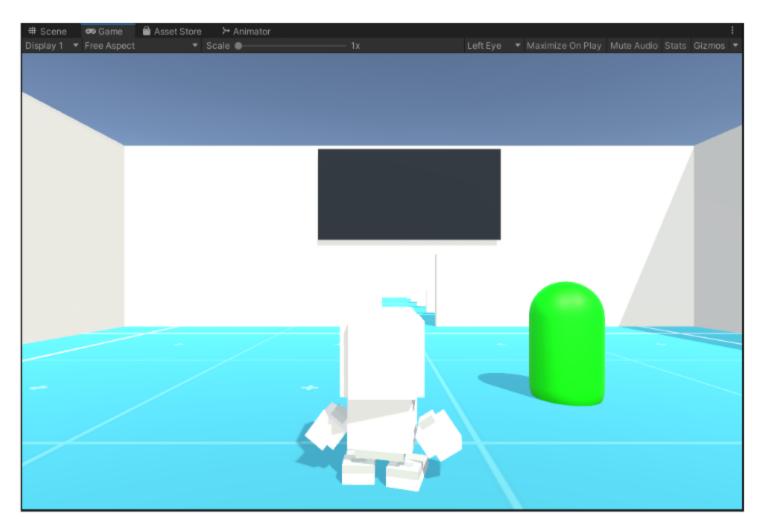> Implemented well in Unity but impossible in Vrchat

4. Problems

Avatar that we made
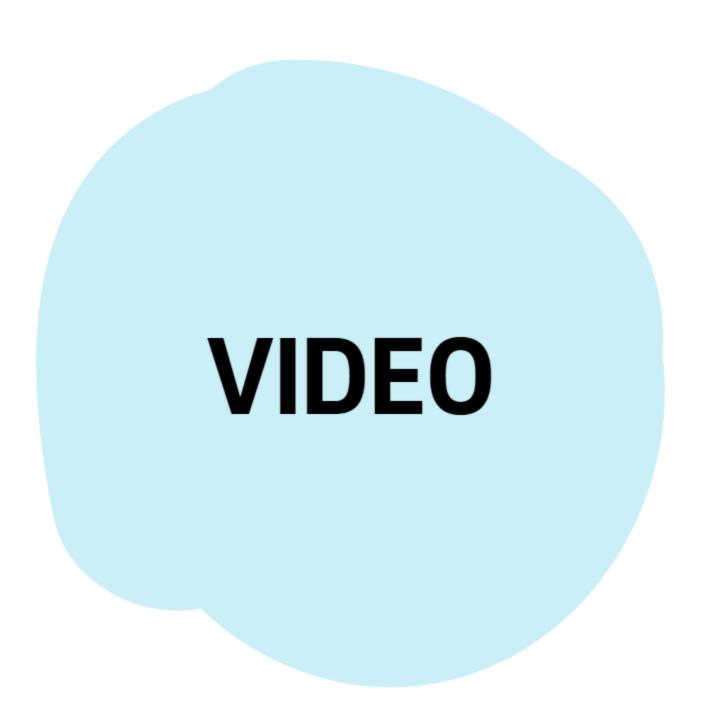

> 2 different avatars for exhibitor and visitor

worked well in Unity <

4. Problems

**Understanding about platform
before implementation is
VERY IMPORTANT
when developing with new platform**

5. Implementation

VIDEO

THANK YOU :)