We respect your time; please do not spend more than 2-3 hours on this. We care more about your thought process than the exact answer.

Overview

For this project, we would like you to develop an XR application for viewing terrain data. You may use any framework or library you already have experience in. The final deliverables will be:

1. The source code (can be a link to a repository)
2. Instructions on how we can run the app
3. A video capture showing your application running on an XR device

You should deploy your application to an XR device of your choice, whether it's a VR headset or a smartphone with AR capabilities. Alternatively, submit a project that emulates the interface of an XR device.

Data

Use the included terrain data to create your app.

Mesh:	XR 3D Software Developer - Terrain.glb
Albedo:	XR 3D Software Developer - Albedo.png

Goal

The objective of this project is to make the terrain easy to explore in XR. For example, a user may wish to see a particular section of the terrain close up, or they may want to look at the entire landscape as a whole. They may even want to get all the way down to ground level and feel as though they are walking on the terrain. Your goal is to achieve this with an intuitive control scheme that takes advantage of the capabilities of XR.

You are free to implement additional features if you like, but this is not required. Some examples of other user stories you could work on are:

1. The user can see information about the terrain, e.g., slope, height.
2. The user can put elements on the terrain, e.g., markers, vehicles.
3. The user can see a cross-section of the terrain, e.g., clipping plane.
4. The user can get a guided tour of the terrain, e.g., flythrough, points of interest.