METAVERSE

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STORY LINE

Maya is the C.E.O of a Electric Car Manufacturing Industry,The Industry Uses Practical Methods For Manufacturing in which the Industry usually Face lots of Materials Loss In Testing And Prototyping, Hence Maya's HR Suggests Her To Consult a Technology Expert to resolve this problem in Industry Sector.
The XR Expert Suggests Maya To Implement XR Technology To Practice Manufacturing And Prototyping,To Save Time And Expenditure.
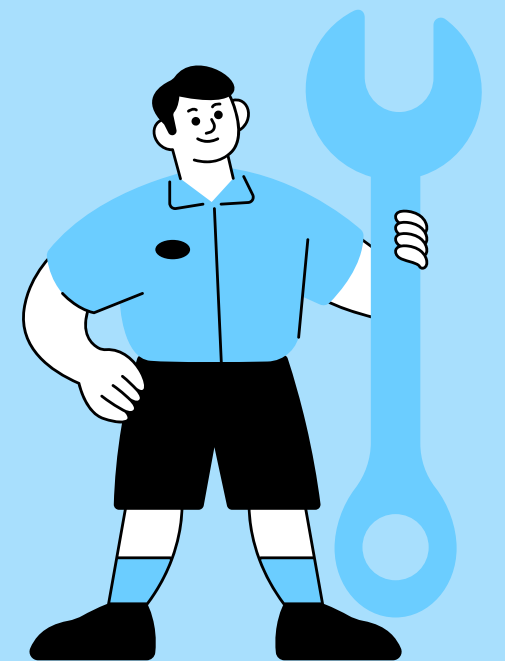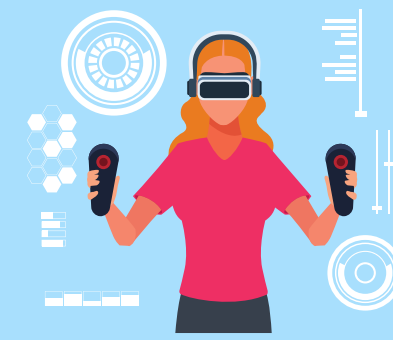
No real time product experience.

In this upgrading world, automobile companies need new techniques of marketing. To connect with customer, real time experience through metaverse will give edge to the company.

Field Data - too little, too late:
Engineering/production teams do not get access to key field problems caused during production until an automobile rolls in for schedule maintenance

Lack of Quality Auto-Service:
Inconsistency in quality of auto-service at dealerships breeds distrust among customers.
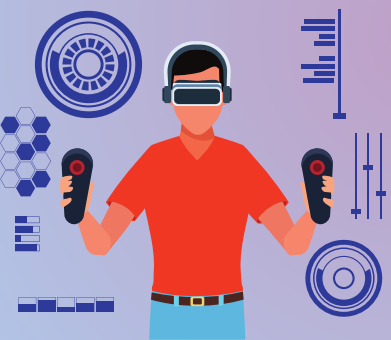
PROBLEM

INDUSTRY

Electronic Car
Manufacturing Industry

IMPACT METRICS

- **Simulation of every process** - manufacturers can test thousands of scenarios in a metaverse environment and select the best method that suits the business.

- **Enhanced safety**- As the Metaverse has no connection with the existing assets, risky simulations can be done without affecting humans or robots.

- **AR and VR for repairs**-The service technicians and workers can get assistance with equipment maintenance and support through AR, VR, and MR technologies.

BENEFITS

- Metaverse opens the doors to the next wave of advertising. As virtual malls and retail spaces are already built in the Metaverse, auto advertisers can serve the customers more immersive.

- Metaverse might offer a bridge between the car dealership and buyers shopping remotely.

- This will significantly reduce the time spent physically showing cars and conducting test drives.

- Rather than reading manuals or watching videos to describe cars, Metaverse offers your customers a near-actual experience anywhere, anytime. Users would test drive cars, explore innovations and interact with salespeople more fluidly than shopping on a website.

TECHNOLOGIES WE HAVE USED

- Unity 3D for the Complete Environment Design
- Blender For 3D model Designing
- Teleportation and AR Features through Unity 3D
- C# Library For Functionalities

THANK YOU