**Lab 3**

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# 1. Introduction

This assignment is divided into 2 parts, the first part deals with creating a 2048 wide by 1024 high equirectangular image for 360 degree viewing in the Oculus Go. The Image when complete makes the user feel like he or she is inside a big beach ball and the green color is always in front of him. The first first part demonstrates Oculus Go image mapping in 360.

On the second part of the assignment the goal is to perform flat projection of a 2D image in the Oculus Go. The goal here is to correct it such that when viewed in 2D the image doesn't look distorted, this demonstrates Oculus Go image mapping in 180 degrees.

# 2. Part 1: Beach-ball

## 2.1 Results

## 2.2 Discussion

# 3. Part 2: Flat Projection

## 3.1 Results

## 3.2 Discussion

# 4. Conclusion

# 5. Appendix