Abstract

Virtual Reality (VR) or Virtual Environments (VE) has become a hot topic in modern research. Virtual reality is defined as the description of a three dimensional computer generated environment where a human can interact and explore. This research paper explains the design and the development of a virtual reality application named “Porawalokanaya”, modeled “Polonnaruwa”, an ancient city in Sri Lanka. It is important to look for ways where technology can be used to preserve prestigious heritage of a county. Porawalokanaya aimed to build realistic 3D models capturing the miniature detail of ancient Sri Lankan architecture and merged into an Android based virtual reality application. The users of the application will be able to experience visiting the city as they do in the real world. The application comprise of narration and a mini-map. Along with the 3D models of the important ancient buildings, the application has modeled the natural environment to give more realistic feeling to the user. The models were created using Autodesk Maya 2016 and Autodesk Mudbox 2016. The application was built in Unity Platform with C# scripts.
References


Index Terms

Computer Science               Artificial Intelligence

Keywords

3D Model, VR (Virtual Reality), Modeling, 360 view, Realistic, Ancient City, Polonnaruwa, Virtual Reality Environment.