VR Laboratory

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26/03/2026 11:35:18	maximillianpavek@gmail.com	UI finalised
24/03/2026 17:44:28	**hrahm002@campus.goldsmiths.a**	**Model rename**
24/03/2026 17:37:16	hrahm002@campus.goldsmiths.ac.	prop human (JACK)
24/03/2026 17:27:31	maximillianpavek@gmail.com	updates
24/03/2026 16:50:42	maximillianpavek@gmail.com	Latest Updates
24/03/2026 16:47:30	hrahm002@campus.goldsmiths.ac.	Models models and
24/03/2026 16:42:09	njeya001@gold.ac.uk	snap ray override sc
24/03/2026 16:36:55	njeya001@gold.ac.uk	Snap test 6

Design

VR Anatomy Lab experience designed for immersive learning

Users can explore and observe human anatomy in a 3D space

Focus on interaction rather than passive observation

Target audience

- Secondary school and early university students studying biology
- Beginners who need visual and interactive learning methods
- Potential use in classrooms or independent study environments

Value of the project

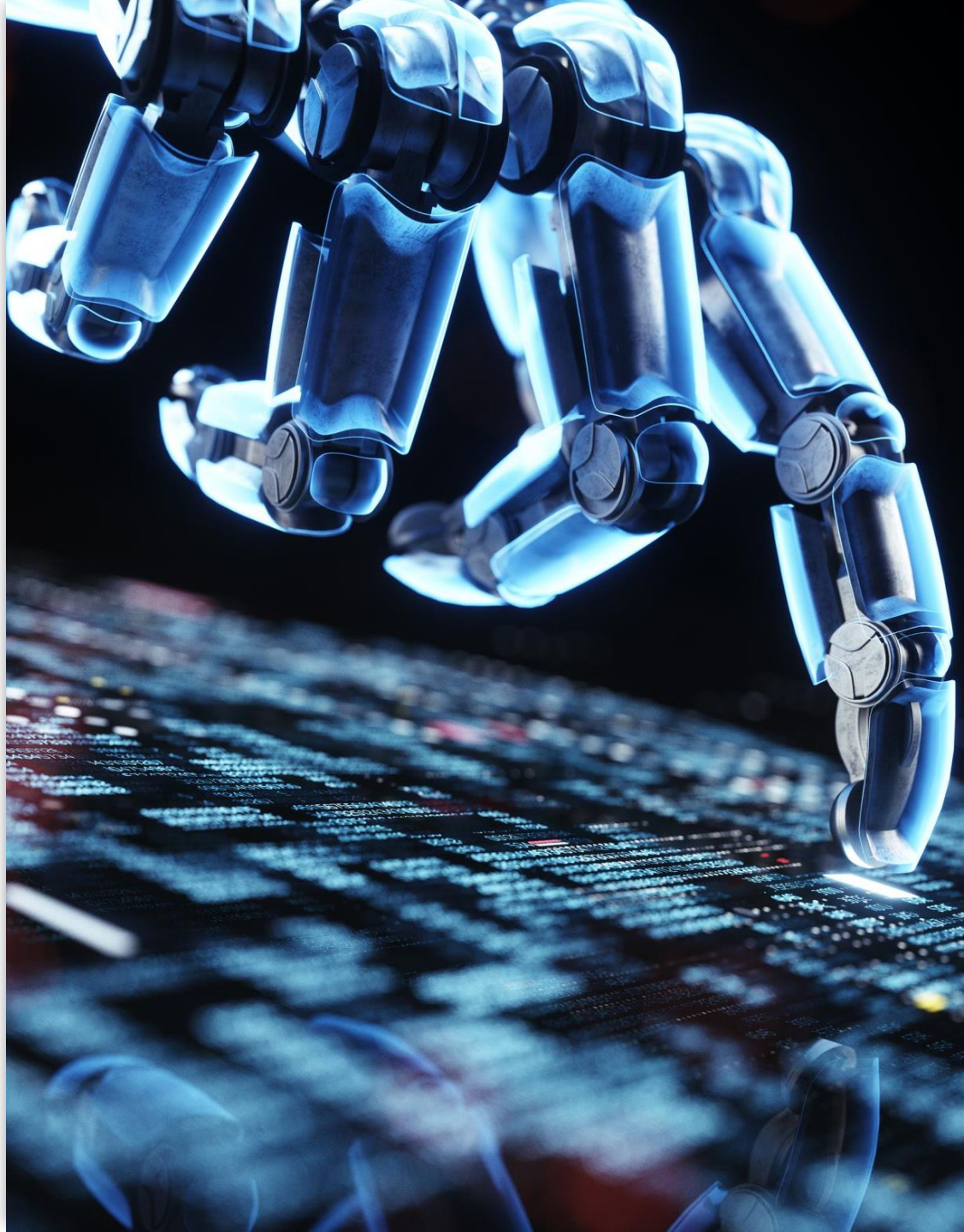
INCREASES ENGAGEMENT COMPARED TO TRADITIONAL LEARNING METHODS

HELPS USERS BETTER UNDERSTAND COMPLEX ANATOMICAL STRUCTURES

OPPORTUNITY FOR USE IN EDUCATIONAL INSTITUTIONS AND E-LEARNING PLATFORMS

Why VR?

- Enables full 3D spatial interaction with anatomical models
- Provides immersion that improves understanding and retention
- Cannot be replicated effectively through textbooks or standard screens



Production (Visual Concept)

- Clean lab environment to reflect a scientific setting
- Minimalist design to avoid overwhelming the user
- Whiteboard-based control panel integrated into the environment

Technical Implementation

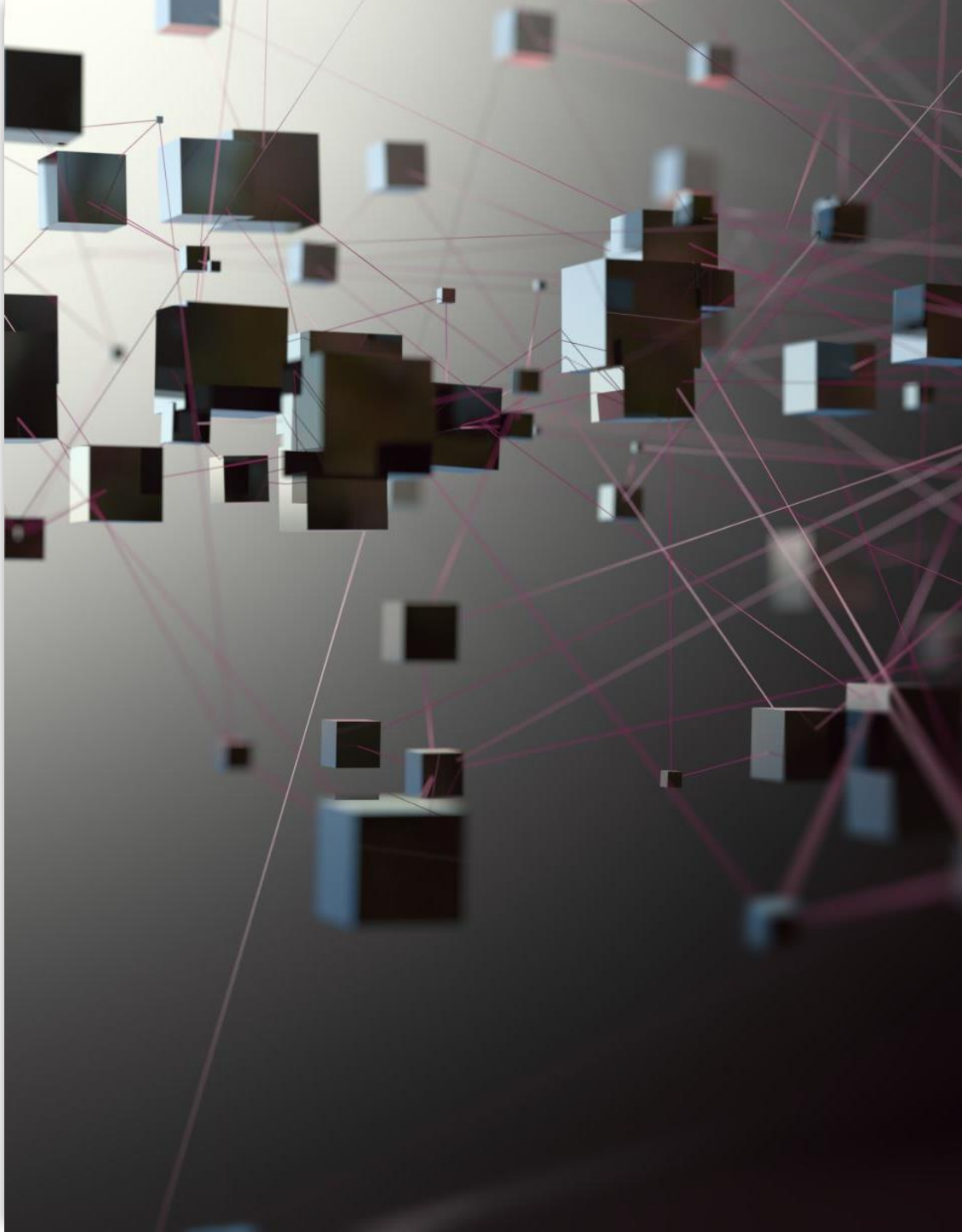
Developed using Unity with XR Interaction Toolkit

World-space UI used for in-environment interaction

Scene management for navigation between menu and lab

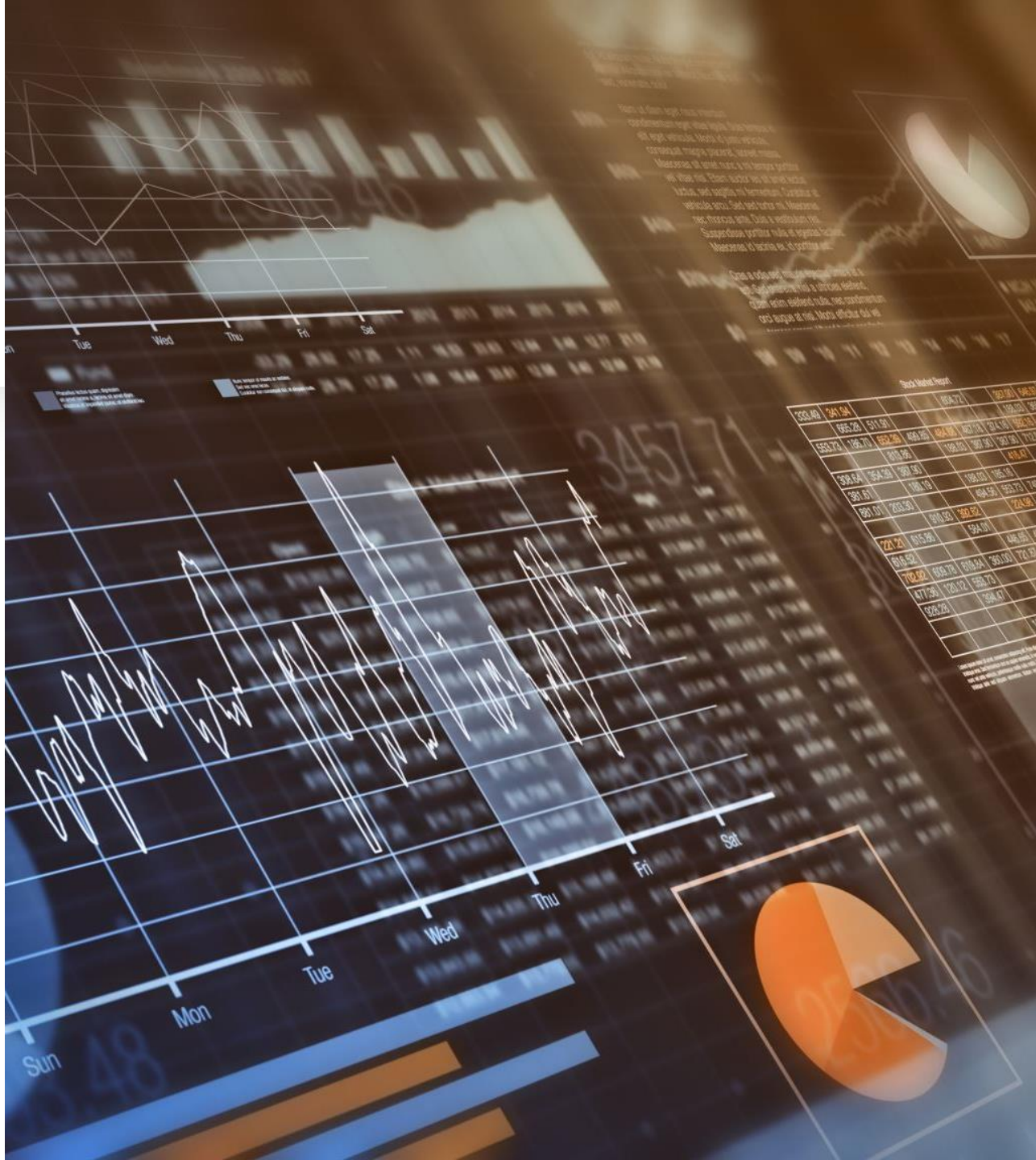
Challenges & Limitation

- Complexity of setting up VR UI interaction systems
- Input configuration for controllers required careful setup
- Limited time restricted level of detail and polish



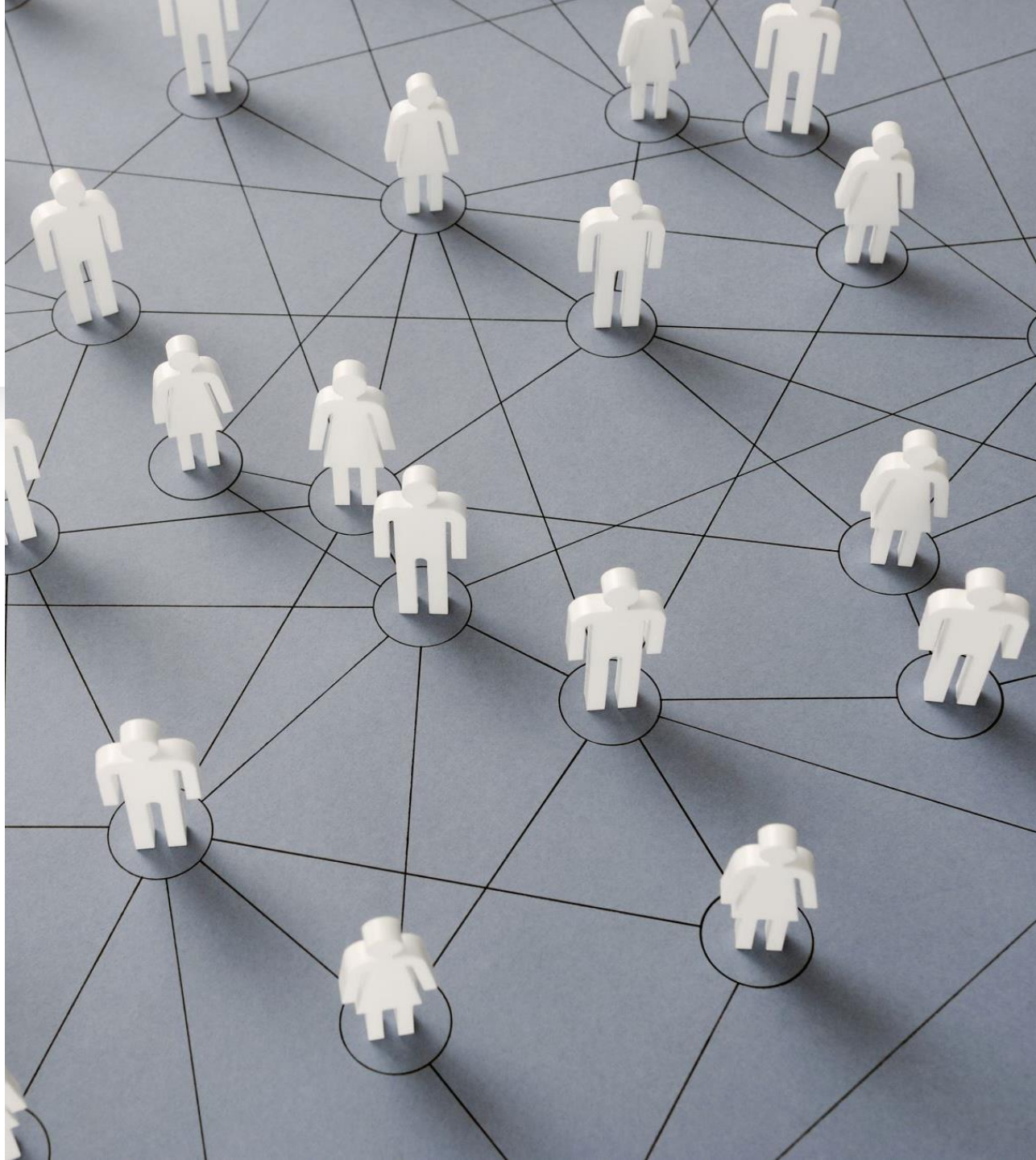
Technical Implementation (mechanics behind the system)

- Ray-based interaction for selecting UI elements
- Lab scene successfully loads scene allowing user to interact with lab immediately
- Persistent systems such as audio music maintained across the scene



Effectiveness

- Simple and intuitive interaction system for users
- Clear visual feedback when interacting with UI
- Maintains immersion through in-world interface design



Live Demo

Live demonstration of the VR lab environment

Showcase of interaction and navigation features

1-minute trailer highlighting key aspects of the project