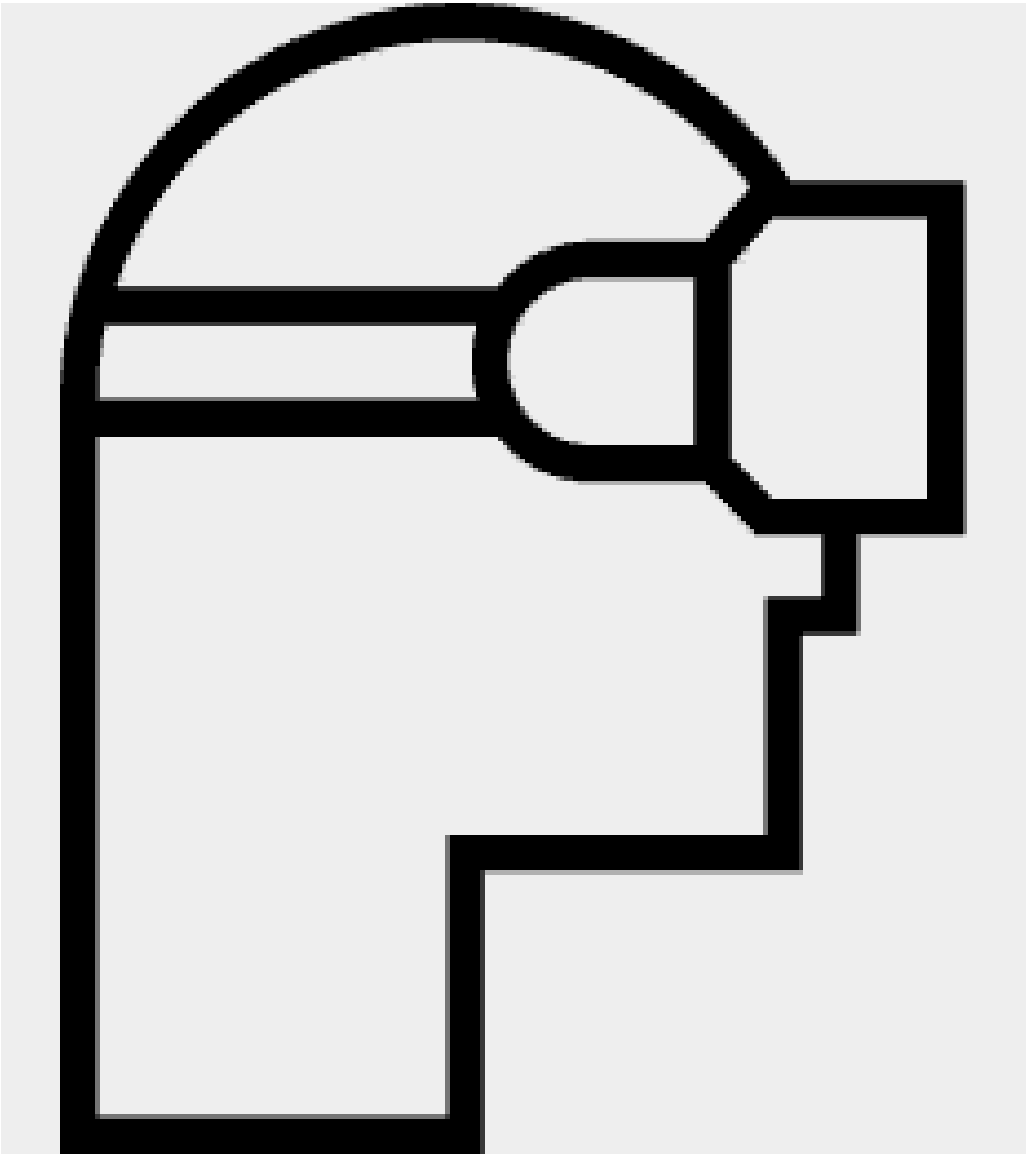


# VIRTUAL REALITY





As part of the project, a virtual reality (VR) application has been developed, suitable for projection using a VR Headset and a regular smartphone.

For the virtually projected locations, 360-degree terrestrial and aerial spherical shots were exploited, which have created a virtual path consisting of ten different virtual environments.

The user can control the virtual environment by rotating his head in any direction.

There is a suitable cursor that shows the point to which the user is staring at.

Each environment has points of interaction (hotspots) and transition to the next point - virtual environment.

The user can interact with the virtual environment and move to the next place simply by staring at the hotspot and placing the cursor on it.

It is possible to return to the home screen of the application from any internal virtual environment. The user must look down where the "Home Menu" option is located which and can be selected.