



# KP Computergraphik und Visualisierung IV Sommersemester 2020

## Team Project VR Train Defense (Unity, C#)

Goal: use acquired video footage as VR game background

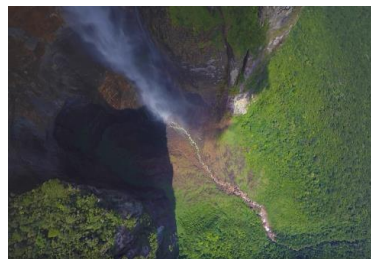
Hardware: 2x GoPro Fusion 360° camera, Vive Pro

Tasks/Groups:

- **Acquire** 4k stereo 360° video footage and prepare it for real-time playback
- **Stereoscopic Rendering:** develop technique to render footage for VR headset
- **Game:** develop train escape game or similar with video footage as background
- **Balancing** of game difficulty



Example of train escape game



360° video format



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