Bachelor/Master Thesis:
Computer Science or Digital Media

Creation of a realistic Virtual Reality Showroom for complex goods

- **Setting:**
  - We want to create virtual showrooms to study buyer-seller interaction in Virtual Reality
  - The showroom should allow to view and try out complex goods, such as 3D printers

- **Tasks:**
  - Create or modify a showroom scene with detailed 3D models, including the necessary animations
  - Integrate capabilities for user interaction, e.g., to push buttons, open hatches, insert filament, etc.
  - Test usability and fidelity in a user study

- **Requirements:**
  - Good 3D modeling or programming skills
  - First experience with game engines (Unreal or Unity)
  - Interest to work in an interdisciplinary team

- **When:** As soon as possible

**KONTAKT:**
Felix Putze
E-Mail: felix.putze@uni-bremen.de