

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



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