Oregon State University

VerbaConstruct

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WHO?

- Project Partner:
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- Development Member:
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  - Martha Anderson

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WHAT?

VerbaConstruct is a **3D virtual reality (VR) construction simulation** system developed using the Unity game engine. The primary objective of this system is to **streamline** the creation of **VR scenes for construction simulations**, enabling easier utilization of VR technology for training and modeling purposes in the construction industry.

The **inspiration** for the development of this program stems from the legacy **Vita2D** post-processing animator program (circa 2007). VRSBUTBI seeks to build upon and enhance numerous features offered by Vita2D, transitioning them into a 3D spatial context.

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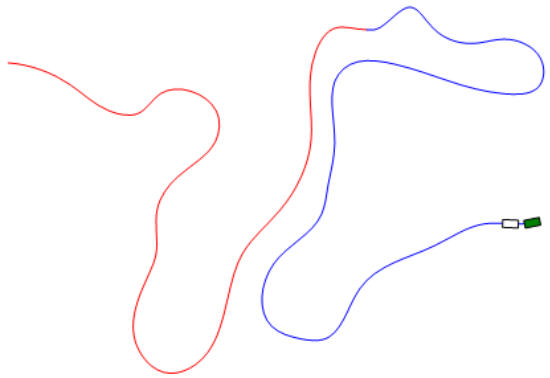
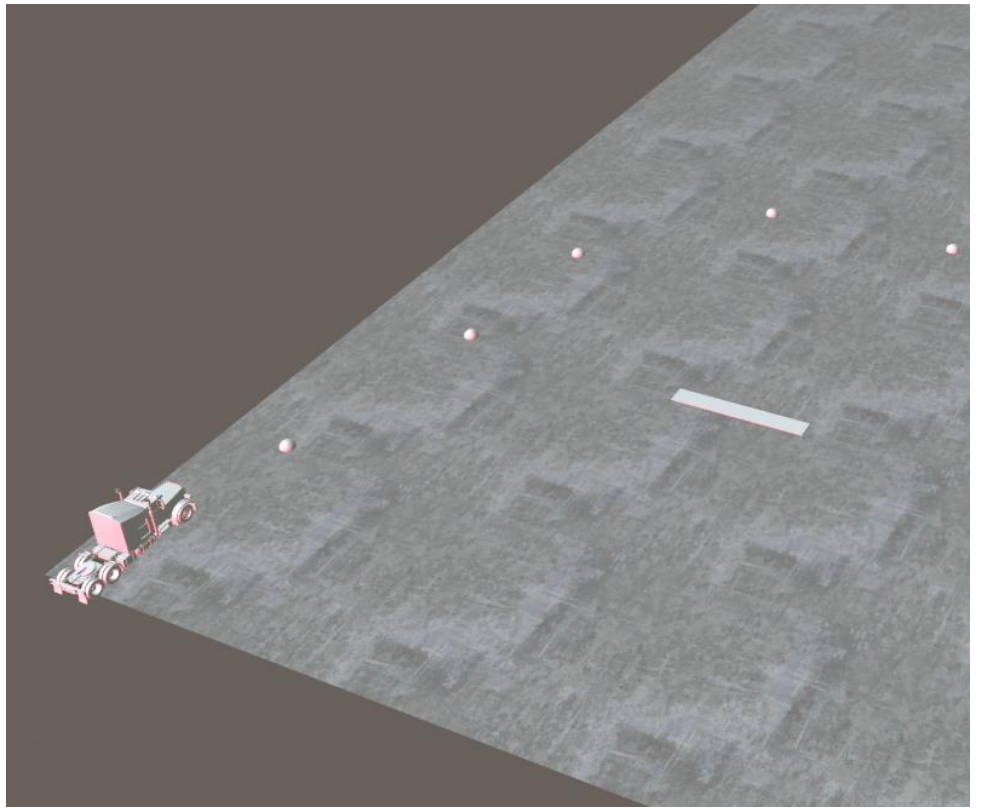
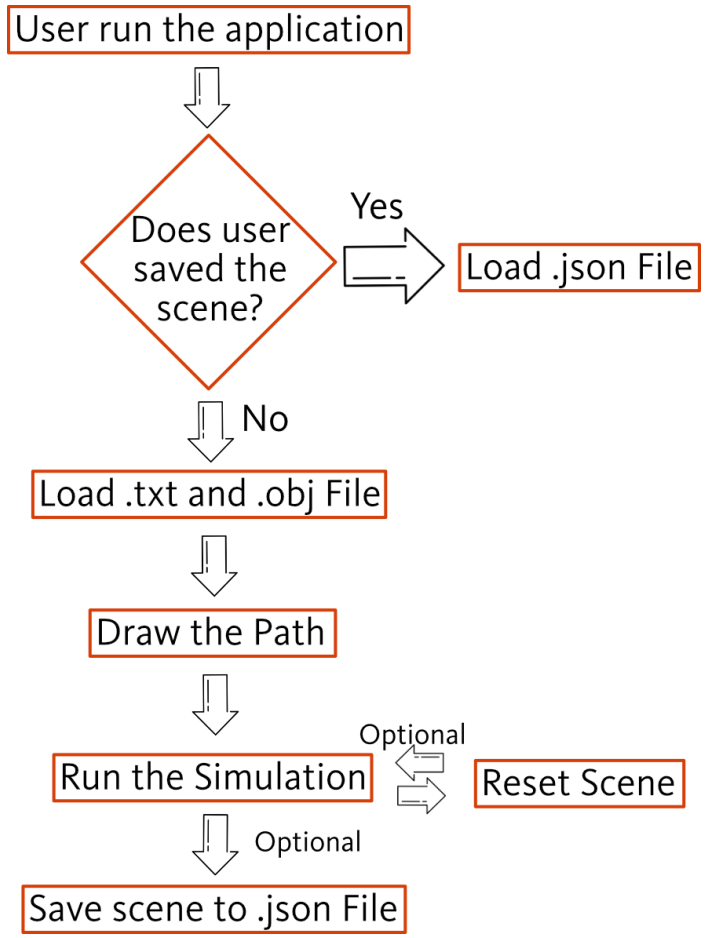
WHY?

To play the demo, right click on the page and select 'Run Animation'





HOW?


User run the application
Does user saved the scene?
Yes
Load .json File
No
Load .txt and .obj File
Draw the Path
Run the Simulation
Optional
Reset Scene
Optional
Save scene to .json File

OBSTACLE

- User must import their own .obj file
- Saving scene is limited to static state now of saving
- Path created with dots instead of drawing
- VR is not implemented

DEMO

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CONCLUSION & FUTURE WORK

- Most of functionality works
- Original idea from Vita2D with Unity and 3D support
- Standalone application
- VR Support in the future