

Digital artisan shops and immersive experience

Sara Aquino

PhD Stud. Ing.
VR / AR Specialist

SmartOperations S.r.l.

sara.aquino@smartoperations.it



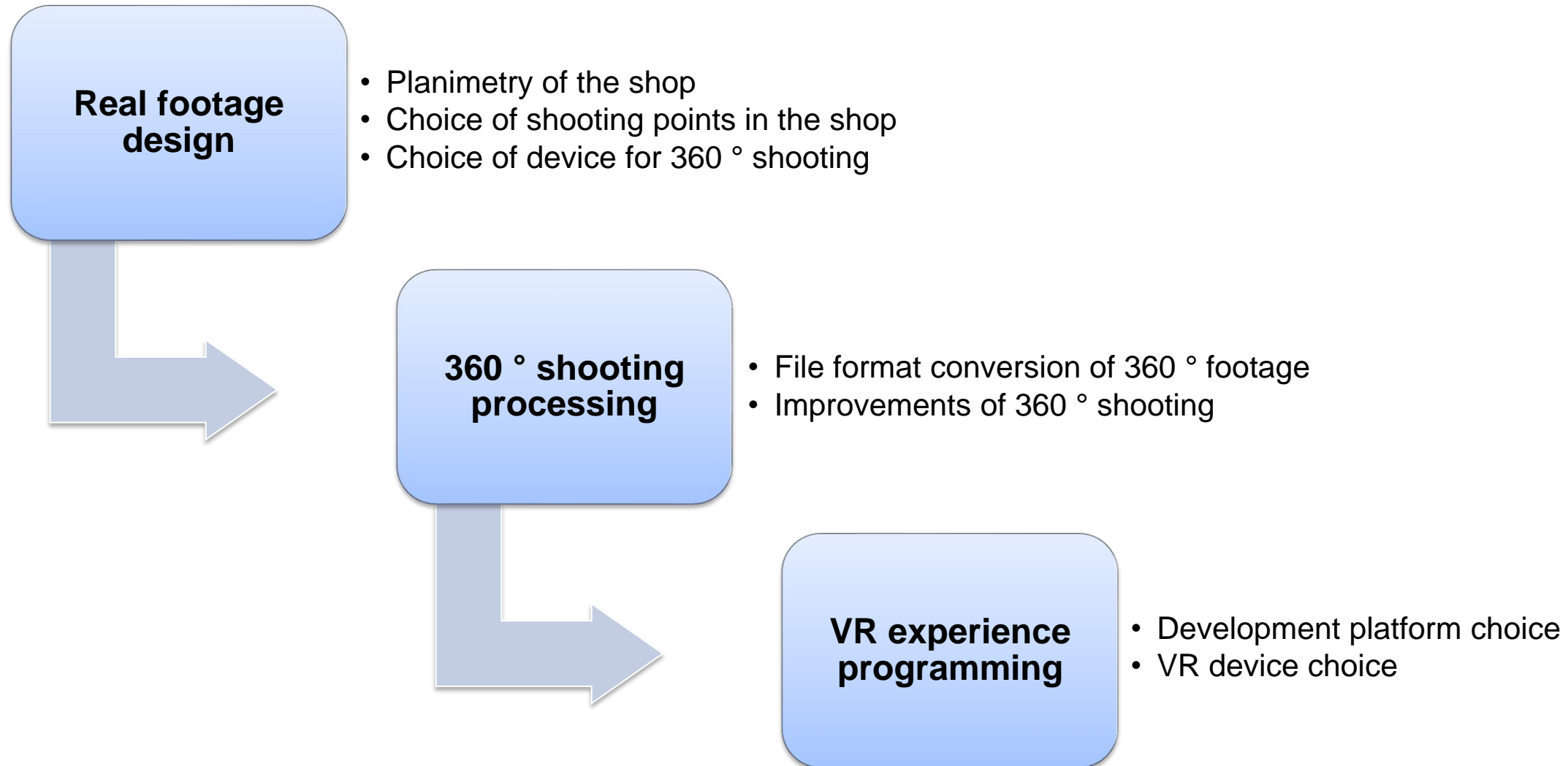
Sara Aquino



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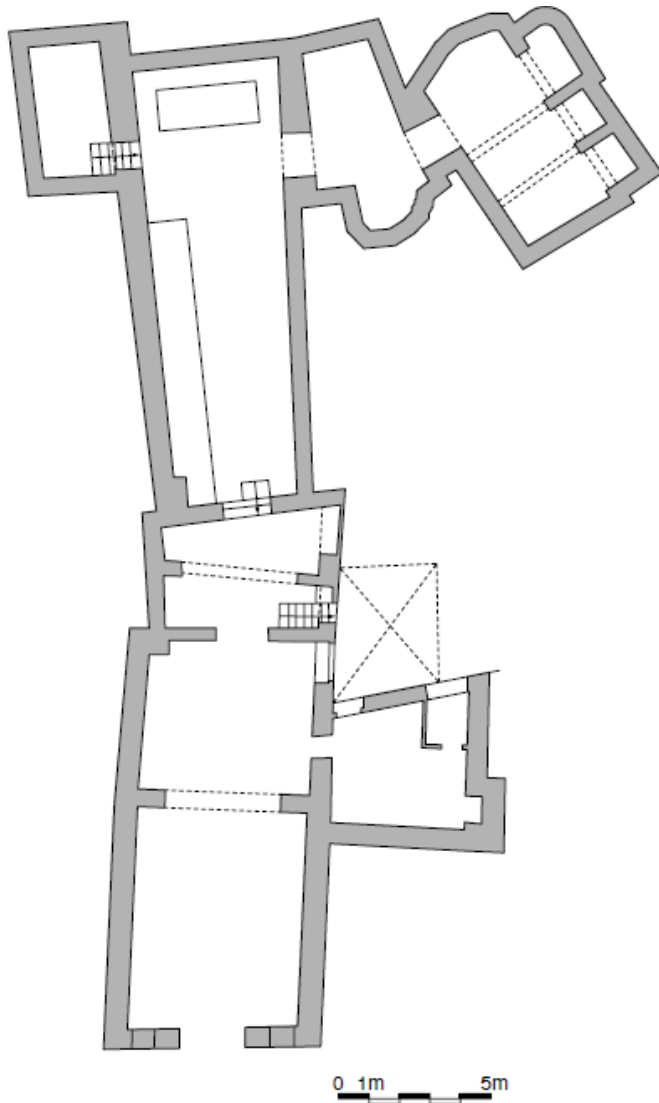
01/03/2022

Immersive experience in the craft workshop

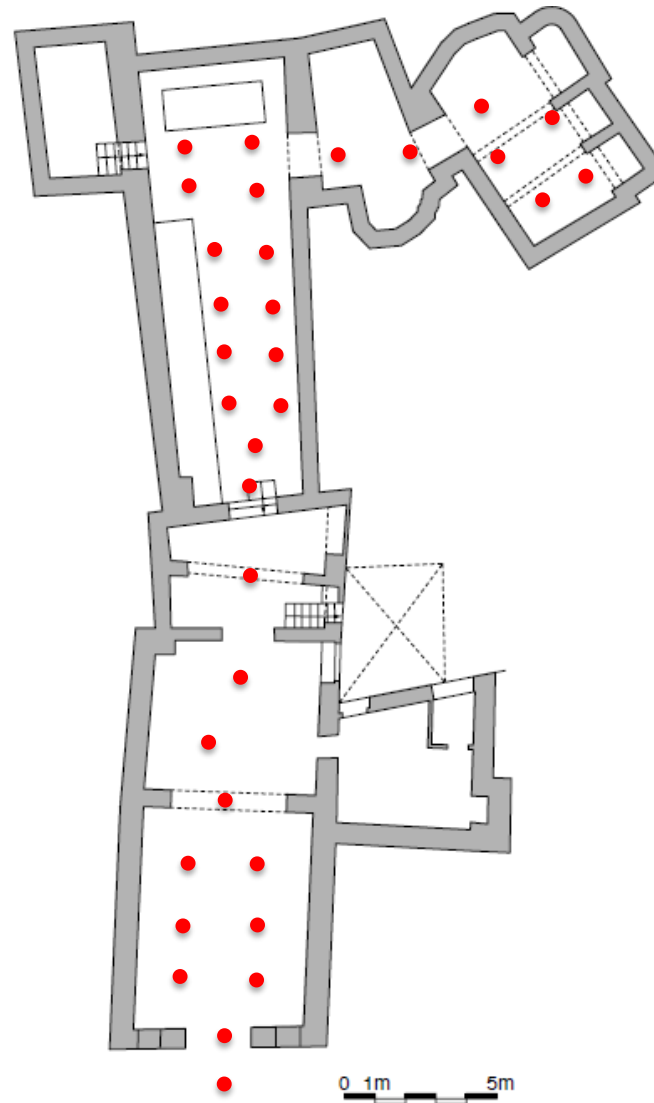


Real footage design

Planimetry of the shop



360° shooting points



Camera 360°



Insta360 ONE R

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360 ° shooting processing

File format conversion



IMG_20220115_160936_00_188

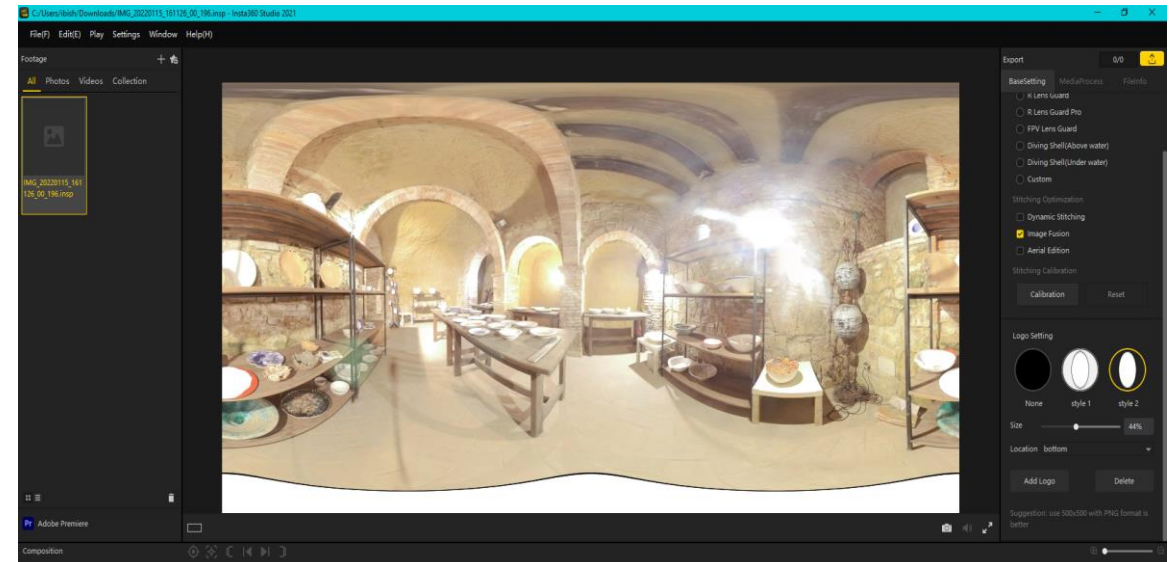


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IMG_20220115_160936_00_190

Editing footage

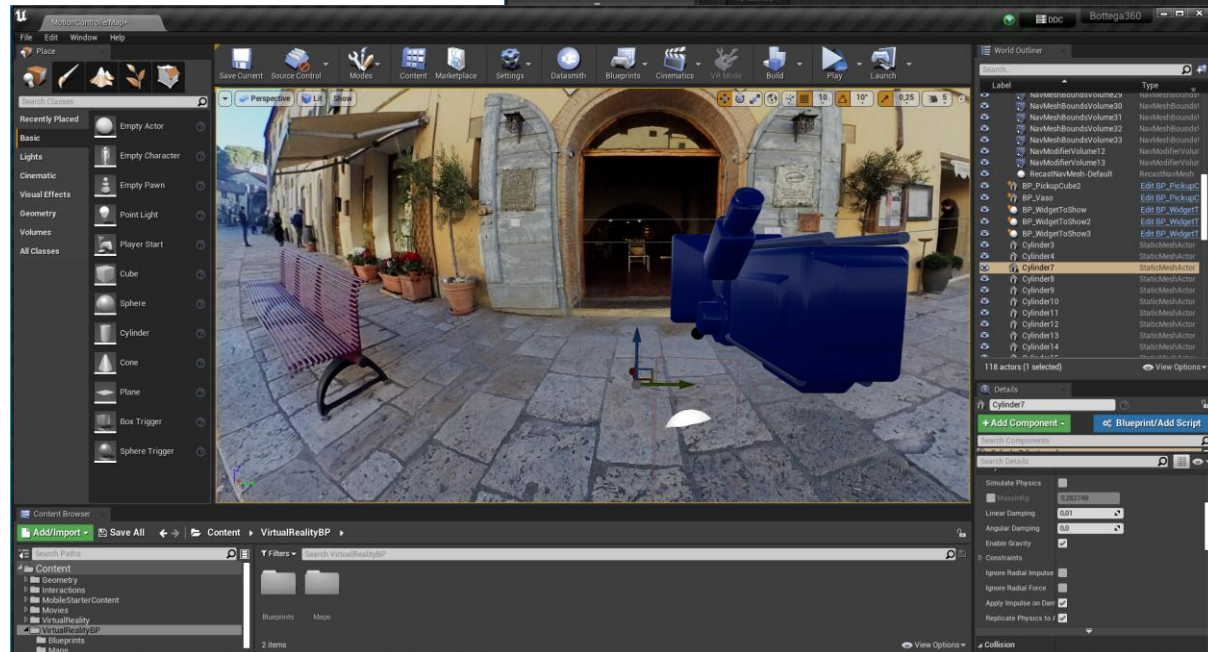
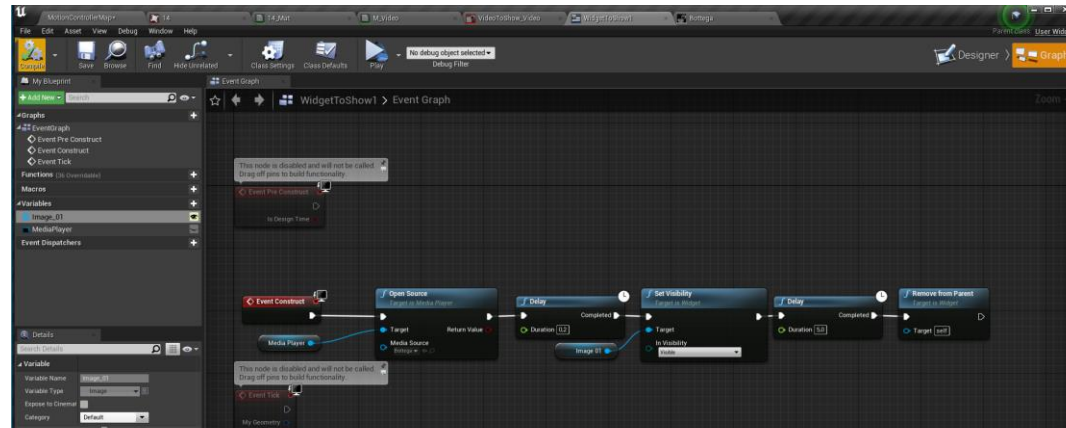


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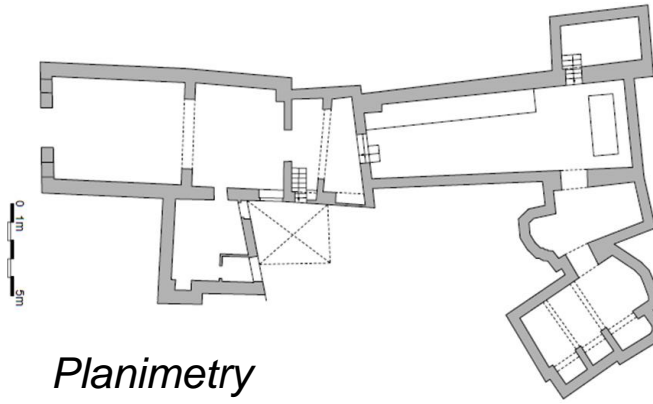
VR experience programming

Development platform and VR device choice



Realization of the VR experience

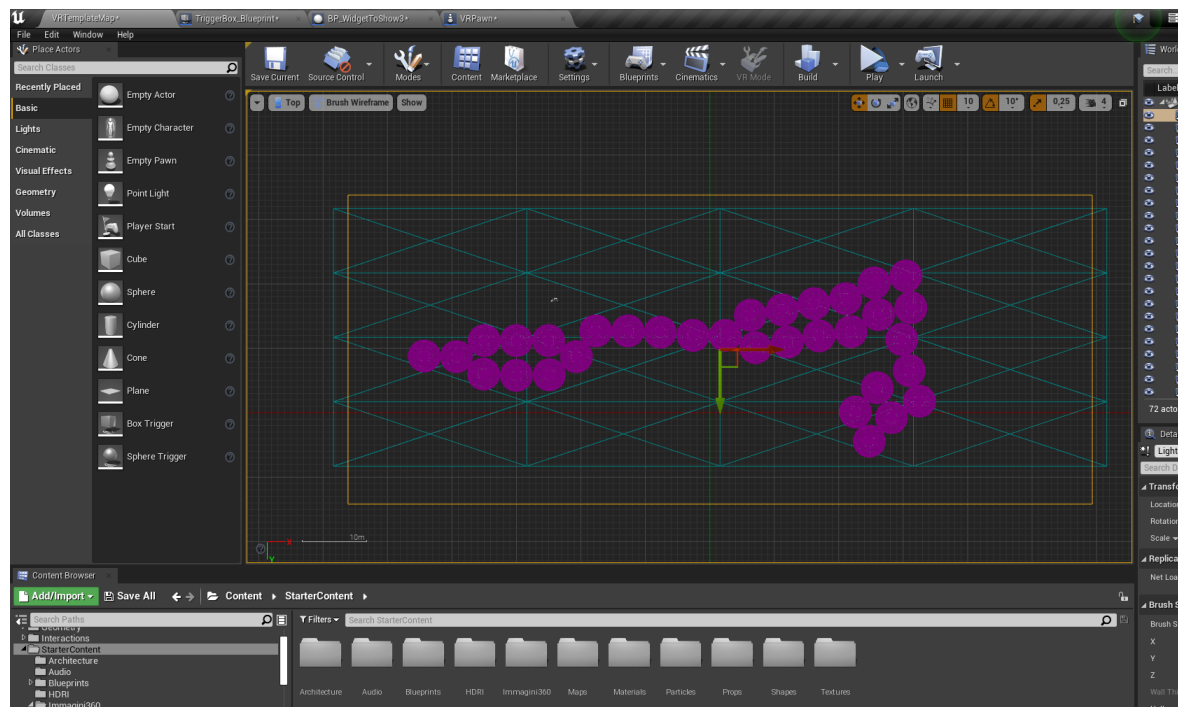
Rebuilding of the shop according to the planimetry



Planimetry

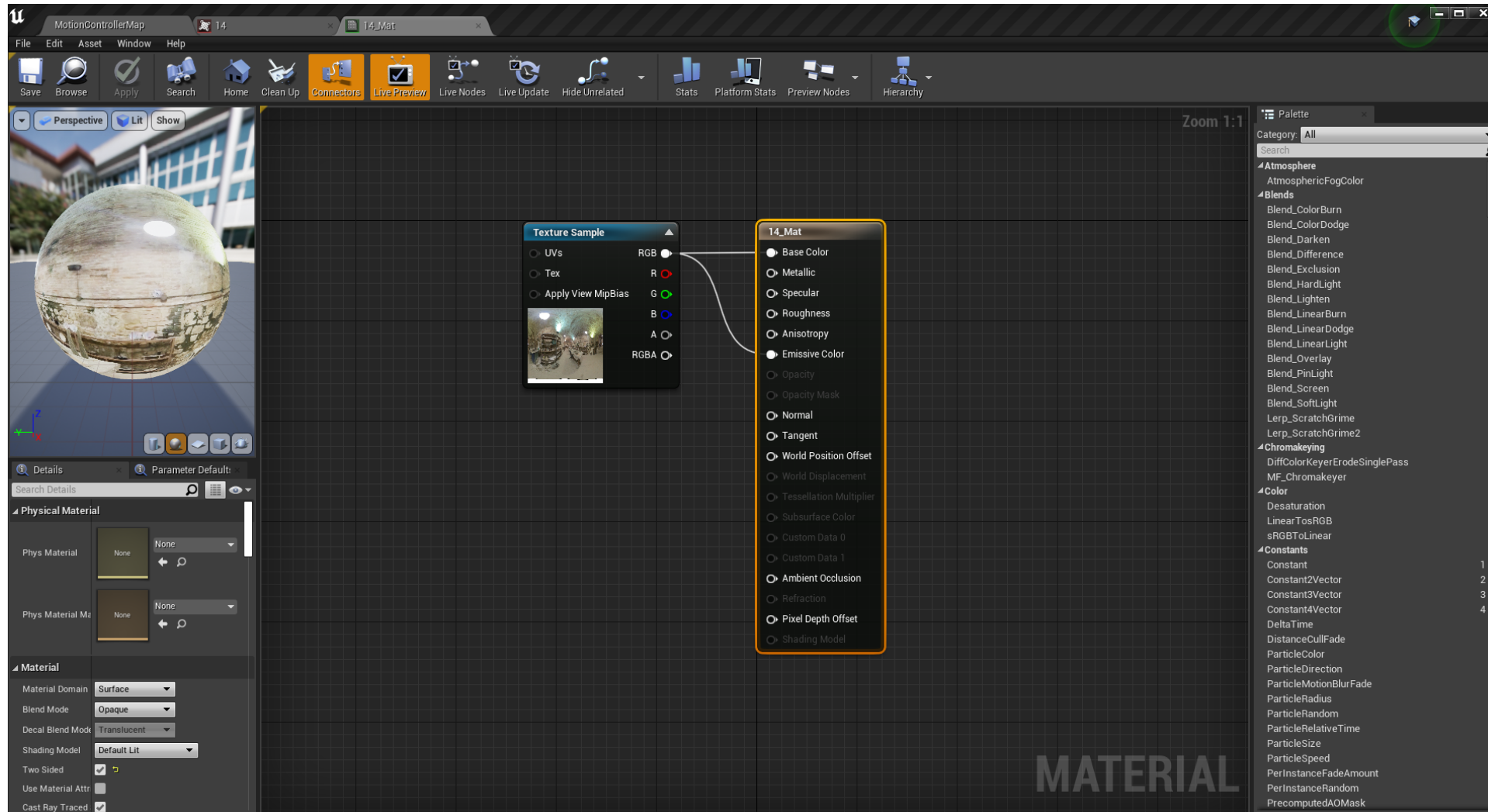
Top view

Perspective view



Realization of the VR experience

360 ° shooting in material



Footage



Material



Sphere



Realization of the VR experience

Teleport programming

The image displays two screenshots of the Unreal Engine 4 interface, specifically focusing on the VRTeleport programming environment.

The top screenshot shows the **VRTeleportVisualizer** class in the **Blueprint Editor**. The **Components** panel on the left lists the components: **Root**, **NS_PlayAreaBounds**, and **NS_TeleportRing**. The **Viewport** shows a 3D view of the **NS_TeleportRing** component, which is a blue, glowing ring on a flat surface. The **Details** panel on the right shows the properties of the **NS_TeleportRing** component, including **Actor Tick**, **Replication**, **Rendering**, **Collision**, **Actor**, and **Input** settings.

The bottom screenshot shows the **Blueprint Editor** for the **VRTeleportVisualizer** class. The **Event Graph** is visible, showing the logic for the **Event BeginPlay** and **Event Tick** events. The **Event BeginPlay** event triggers a **Get Play Area Bounds** node, which returns the **Origin** and **Size** of the play area. These values are then used to set the **NS_PlayAreaBounds** component's **Origin** and **Size** properties. The **Event Tick** event triggers a **Get Player Pawn** node, which returns the **Player Pawn**. This is then used to calculate the **Player's relative camera location** and **rotation**, which are used to move the **NS_PlayAreaBounds** component relative to the player's HMD location.



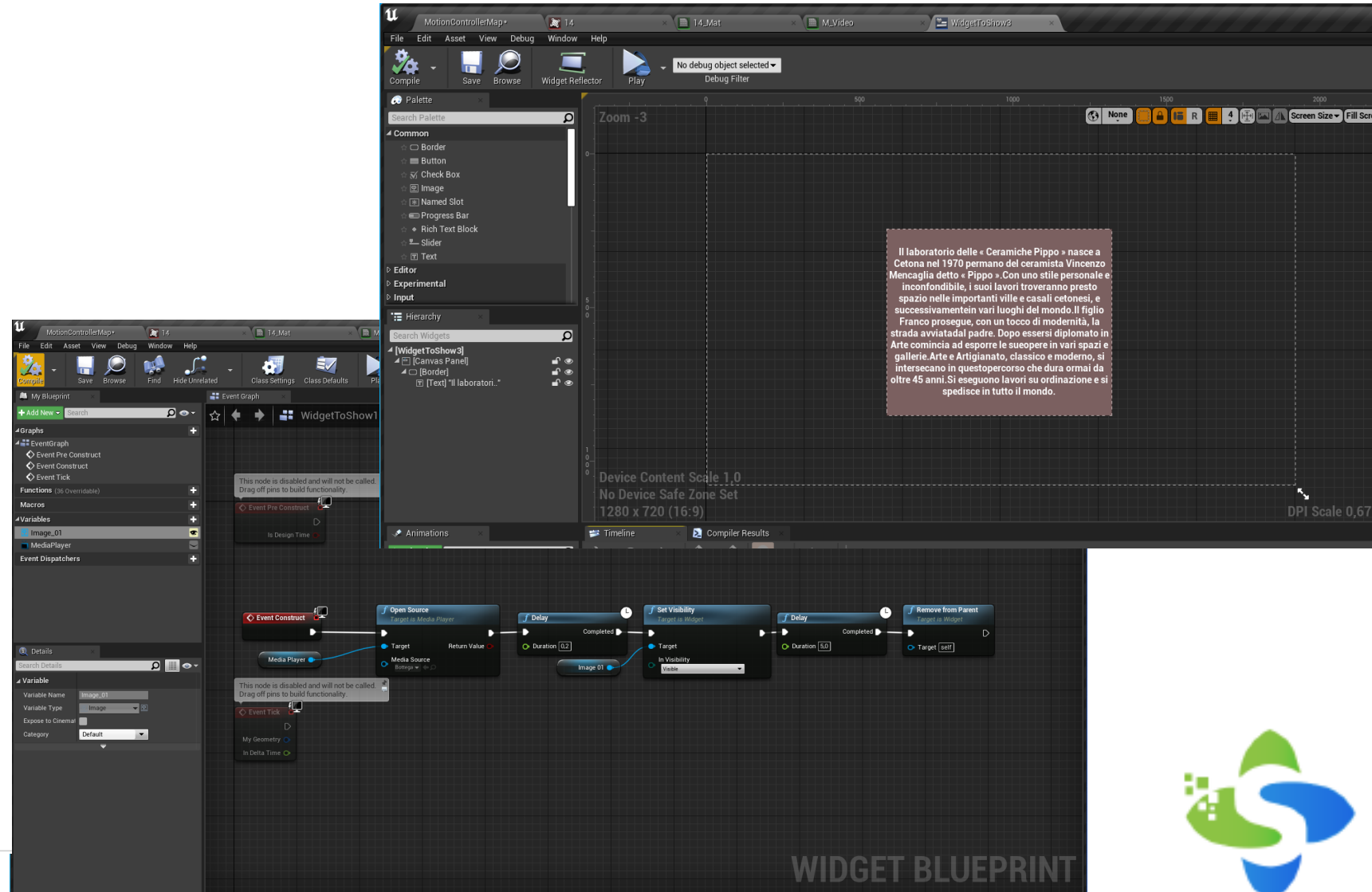
Realization of the VR experience

Info points and interactions programming



1 - collezione calamite
2 - collezione vuoti pieni
3 - semisfere

6 - Nome Collezione
7 - Nome Collezione



WIDGET BLUEPRINT

THANK YOU ! ! !



PhD Stud. Ing. **Sara Aquino**

VR / AR Specialist

Mail: sara.aquino@smartoperations.it

Mobile: 333 189 70 73



Sede legale ed operativa: Via Madonna del Piano, 6 - 50019 - Sesto Fiorentino (FI)

CF - P.IVA: 06498400487

PEC: smartoperations@pec.it

