# THE VIRTUAL EXHIBITION PROJECT

Below is the link to access all the assets designed for this virtual exhibition project. This application will inform the start, and be fully developed as part of the organisation for the End of Year Digital Media Show.

These application assets will be utilized by organisers to take this project to the next stages of working to a consistent standard and be accessed on the Digital Media Website.

The folder also contains the original exhibition floor design (without any interior objects), which is fully editable and adaptable for students in future End of Year Shows. As well as the object and design files to drag into the environment with ease, all editable within the Unreal engine.

## LINK TO ADDITIONAL ASSET FILES

Virtual Exhibition Assets

(**Contents** - Interior Objects **.fbx**/Virtual Space **.pla** & **fbx.**/User Interface Design)

ANY ISSUES ACCESSING OR USING THE CONTENT LISTED ON THIS FORM PLEASE CONTACT ME VIA www.l.hopkins.19@unimail.winchester.ac.uk