



# Tracer VrChat

## Immersive VR+AI Tour in Point-1

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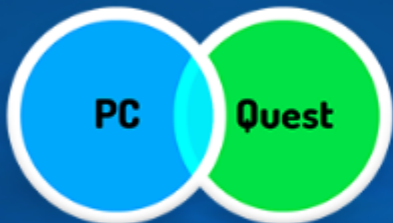
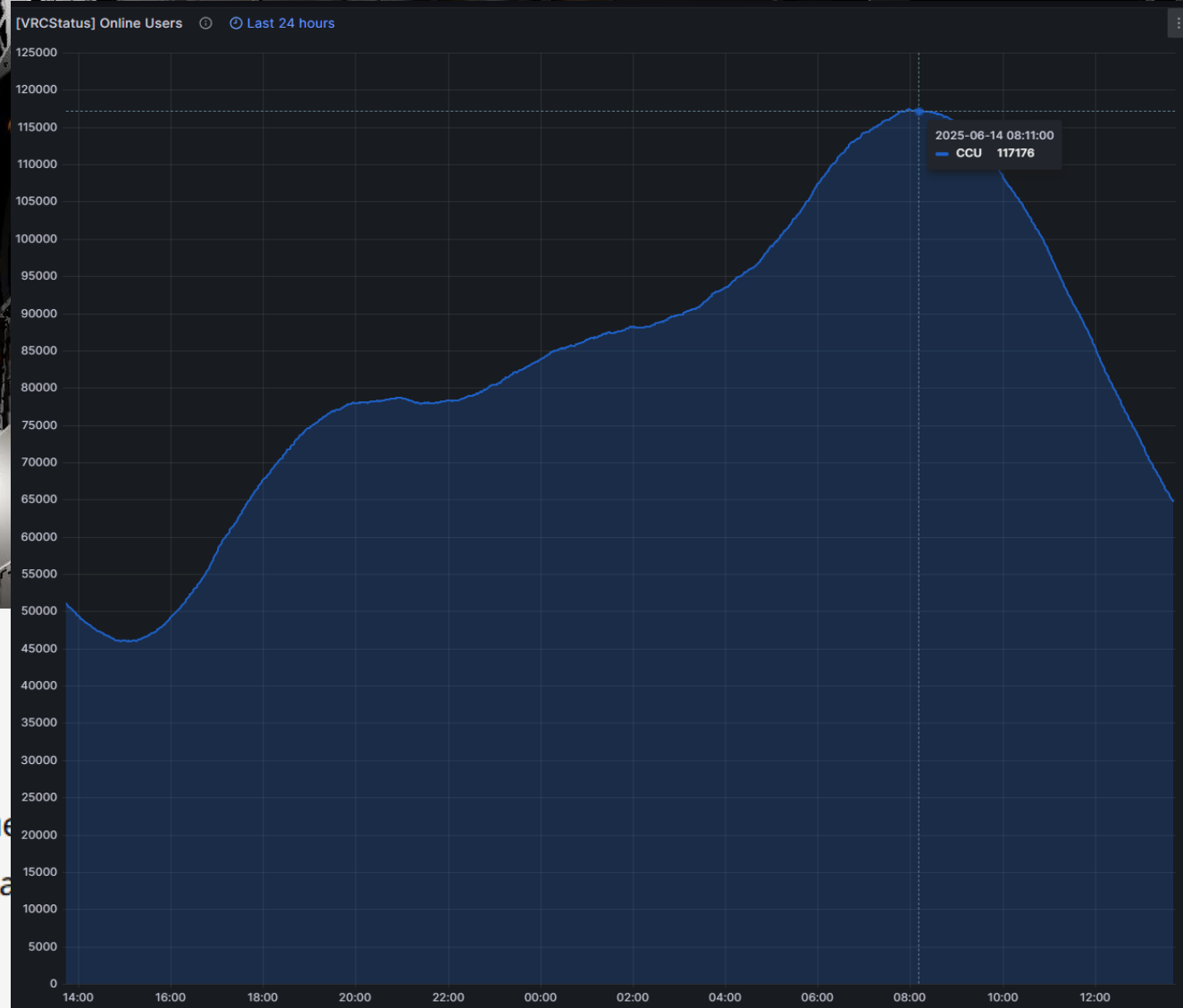
*Tracer*



# VR Chat



# VRChat Players and ways of Play



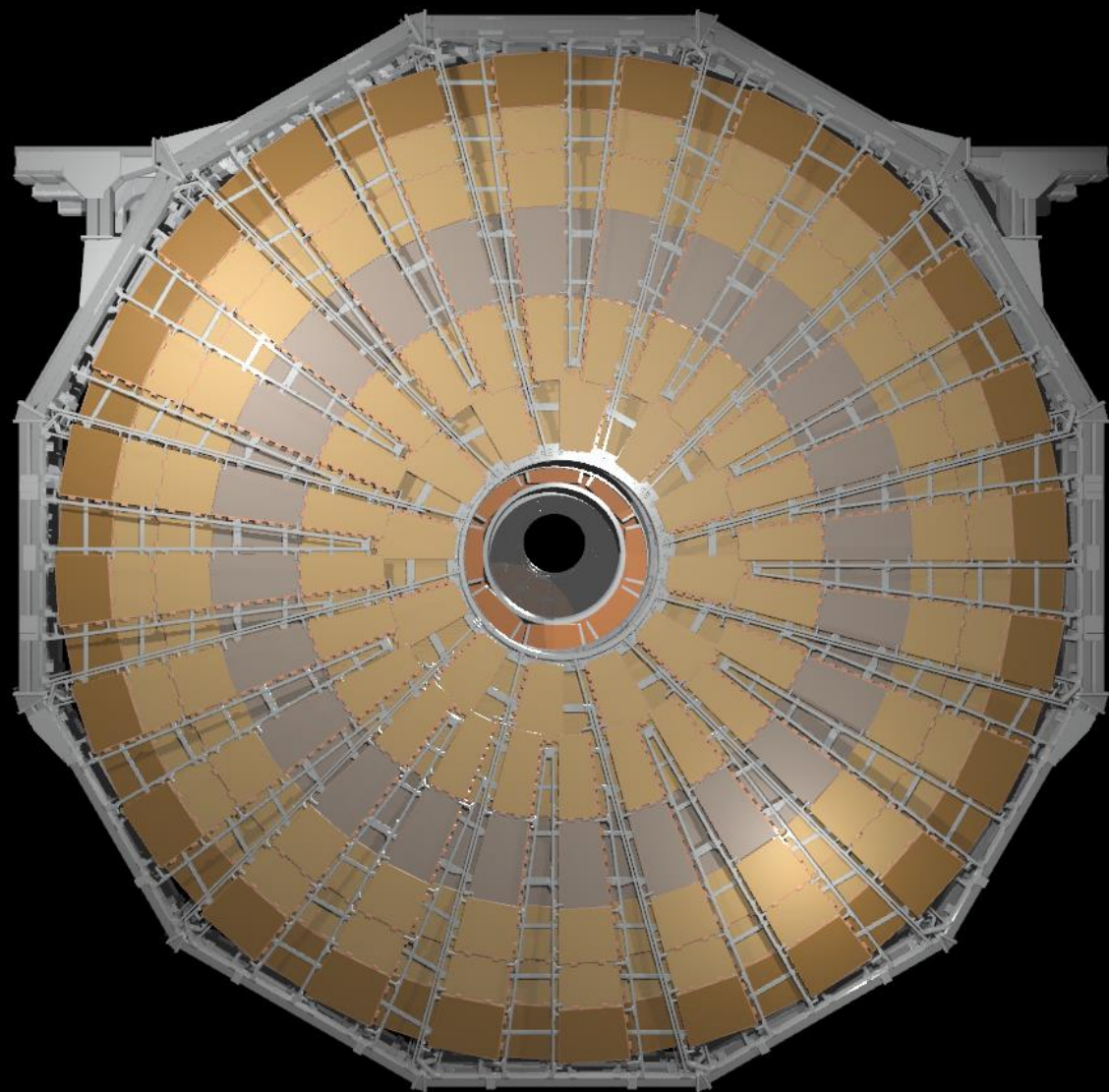
PC + Mobile VR

## Cross-Platform

VRChat is Cross-Platform: Meta Quest  
Google Play and Viveport. Cross-pla

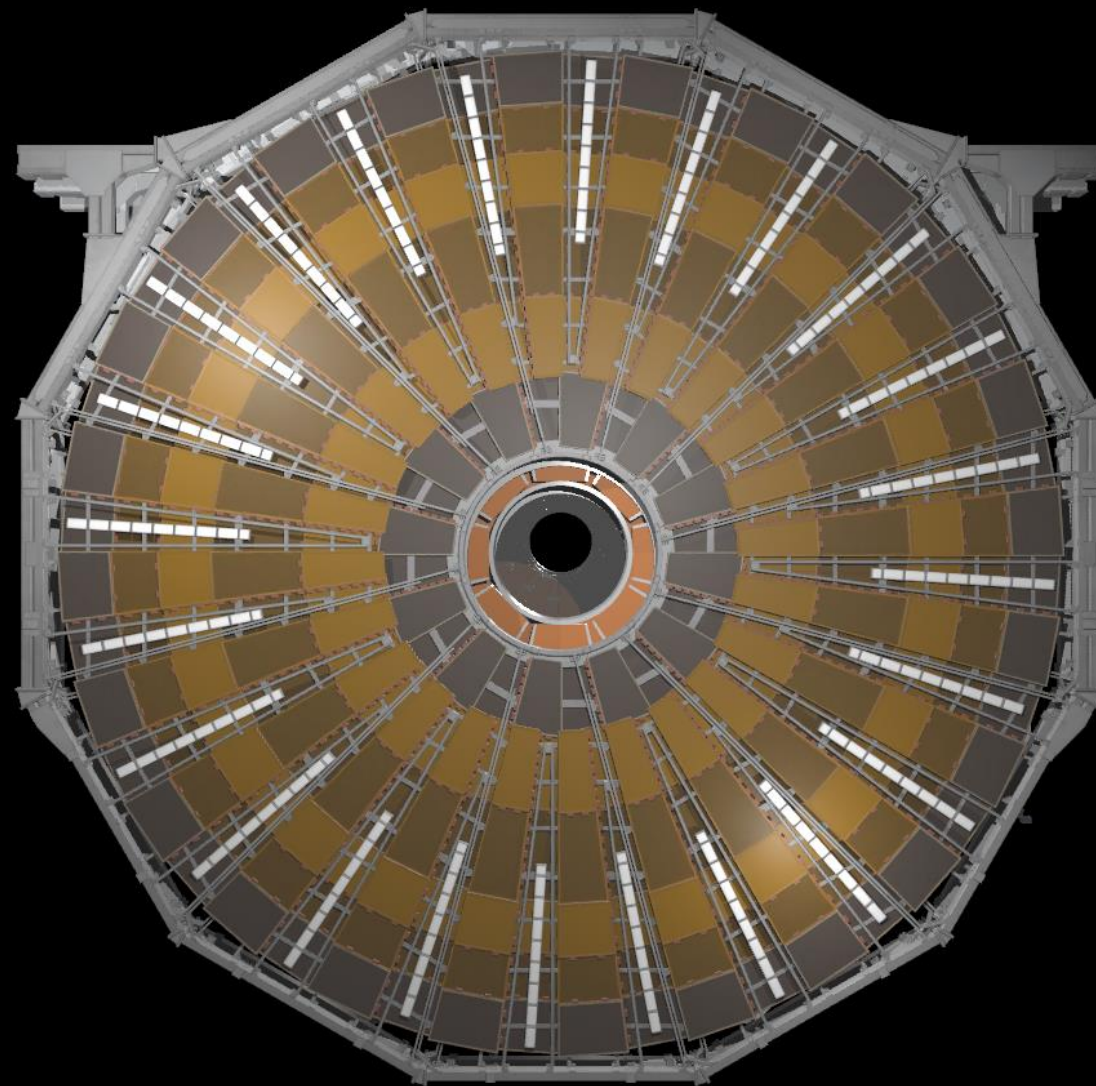


Unoptimized



269.3K

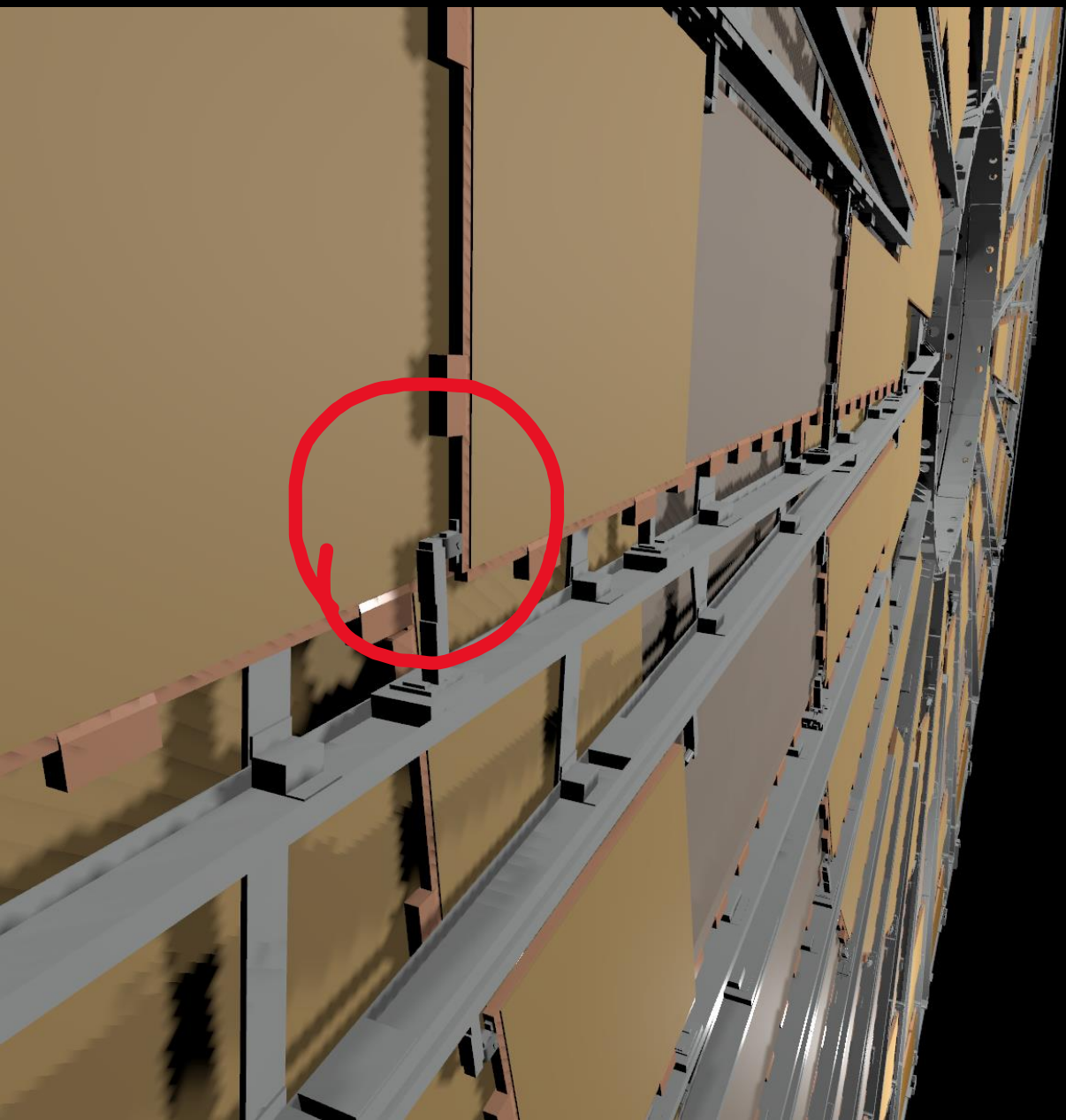
Optimized



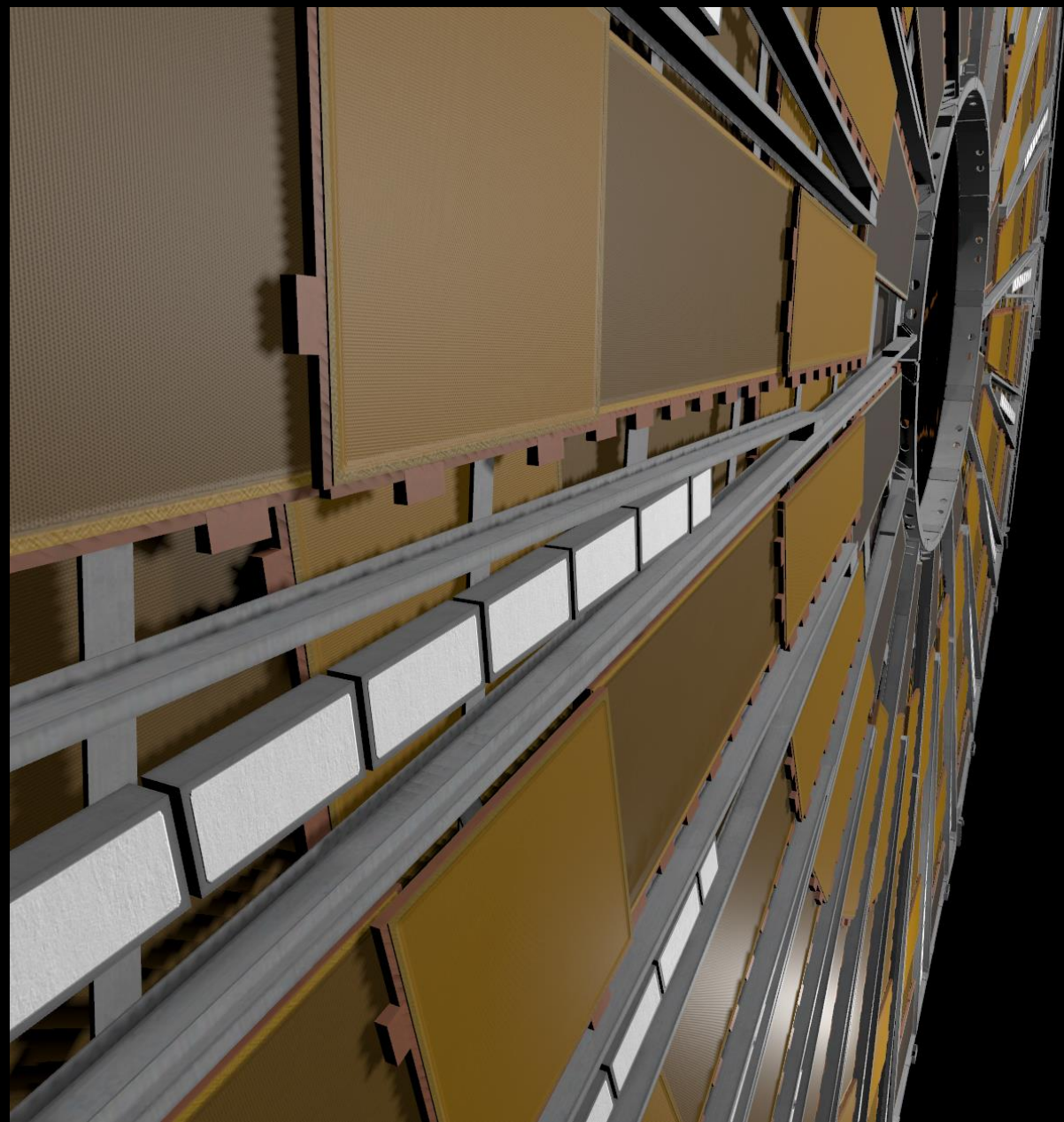
64.1K



269.3K



64.1K

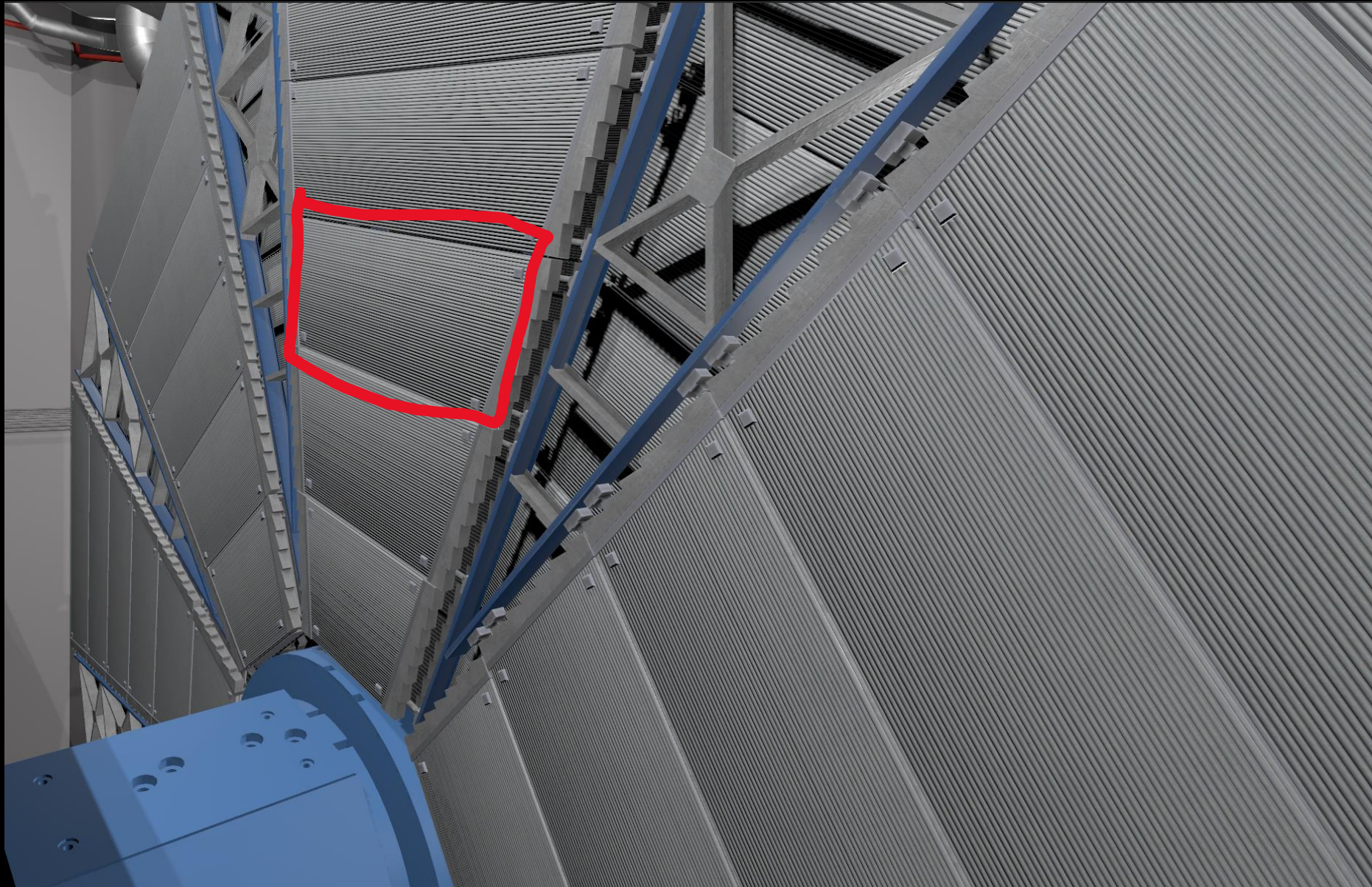


# Textures and Baked Lighting





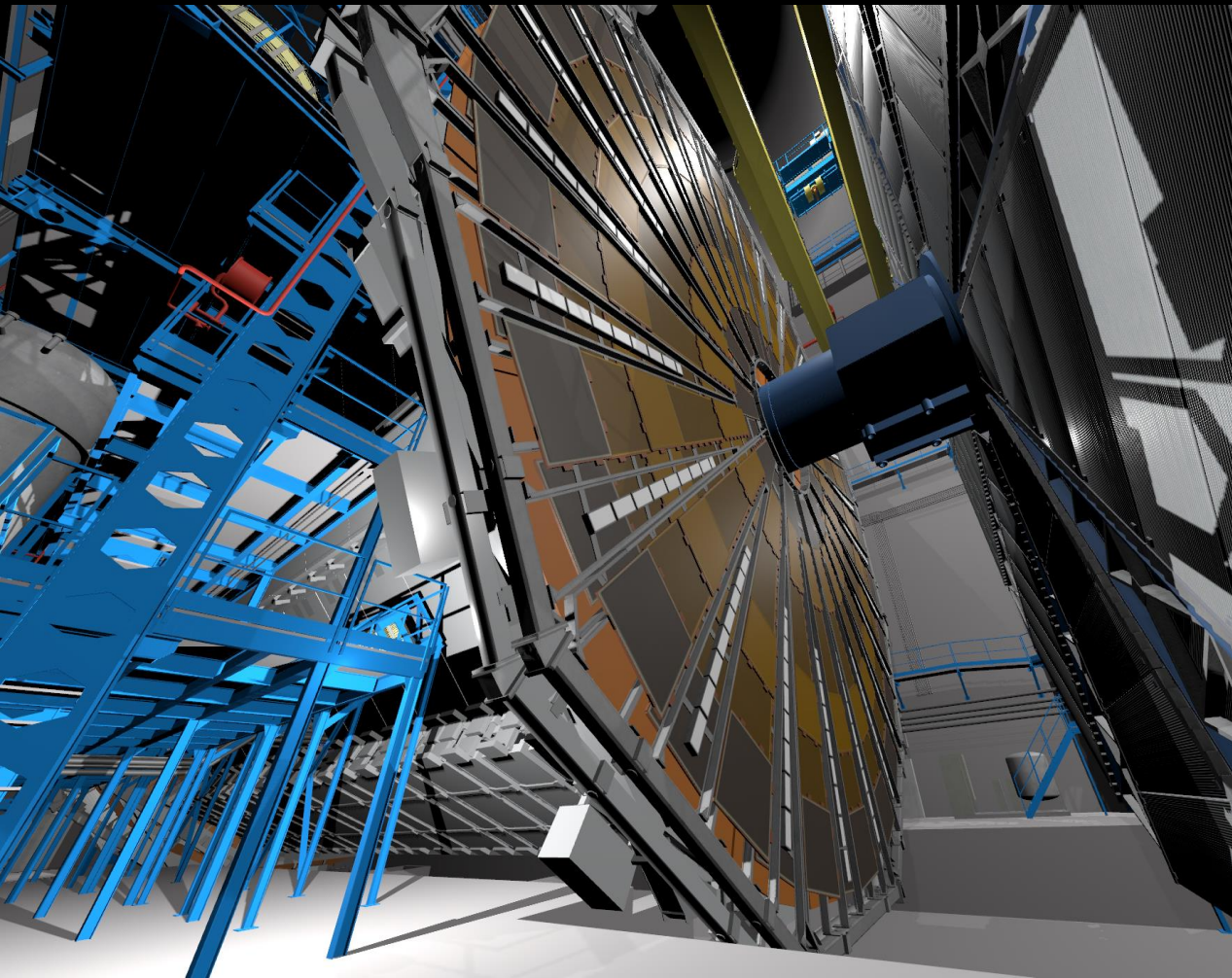
# Textures and Baked Lighting



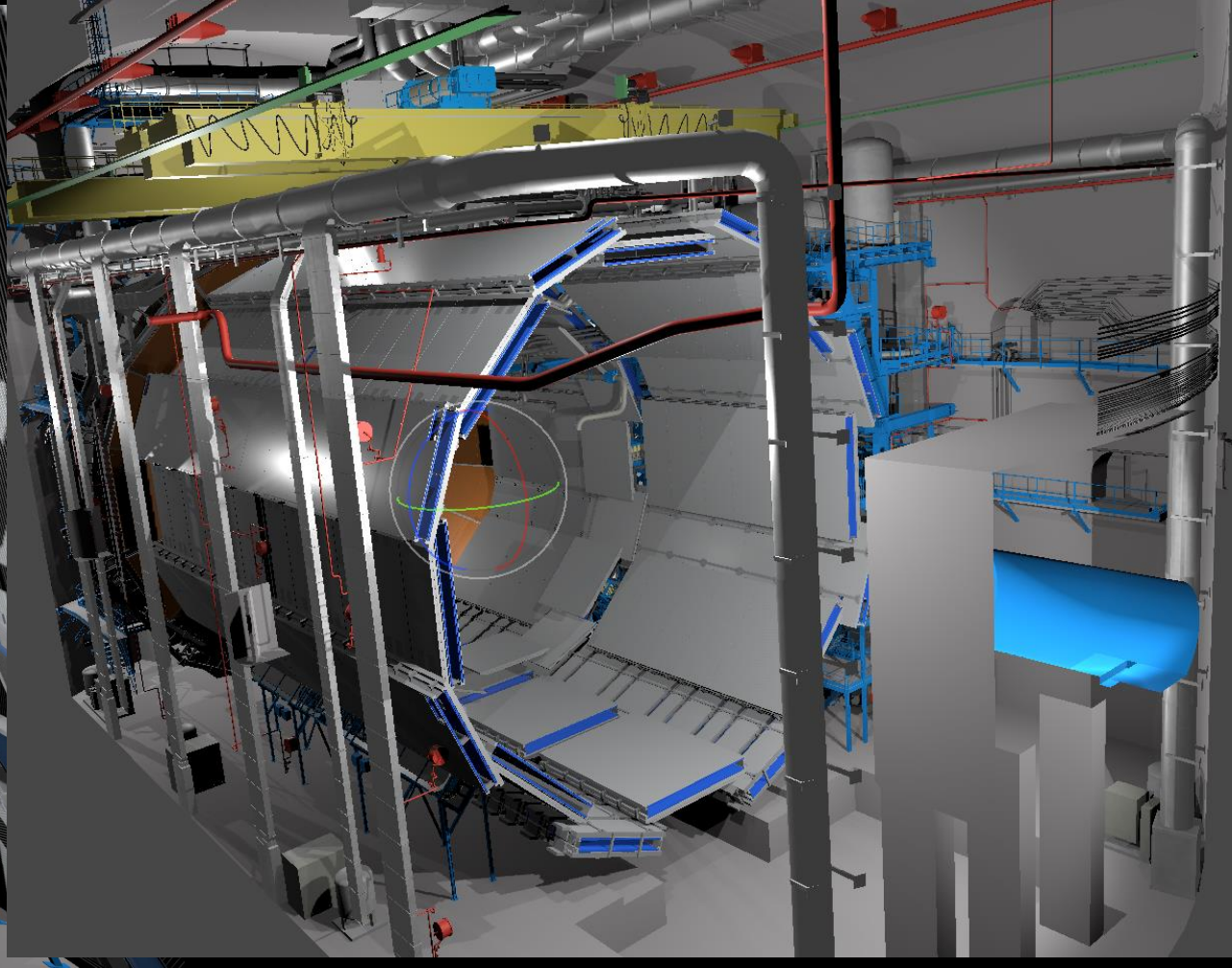


# Occlusion Culling

User's POV

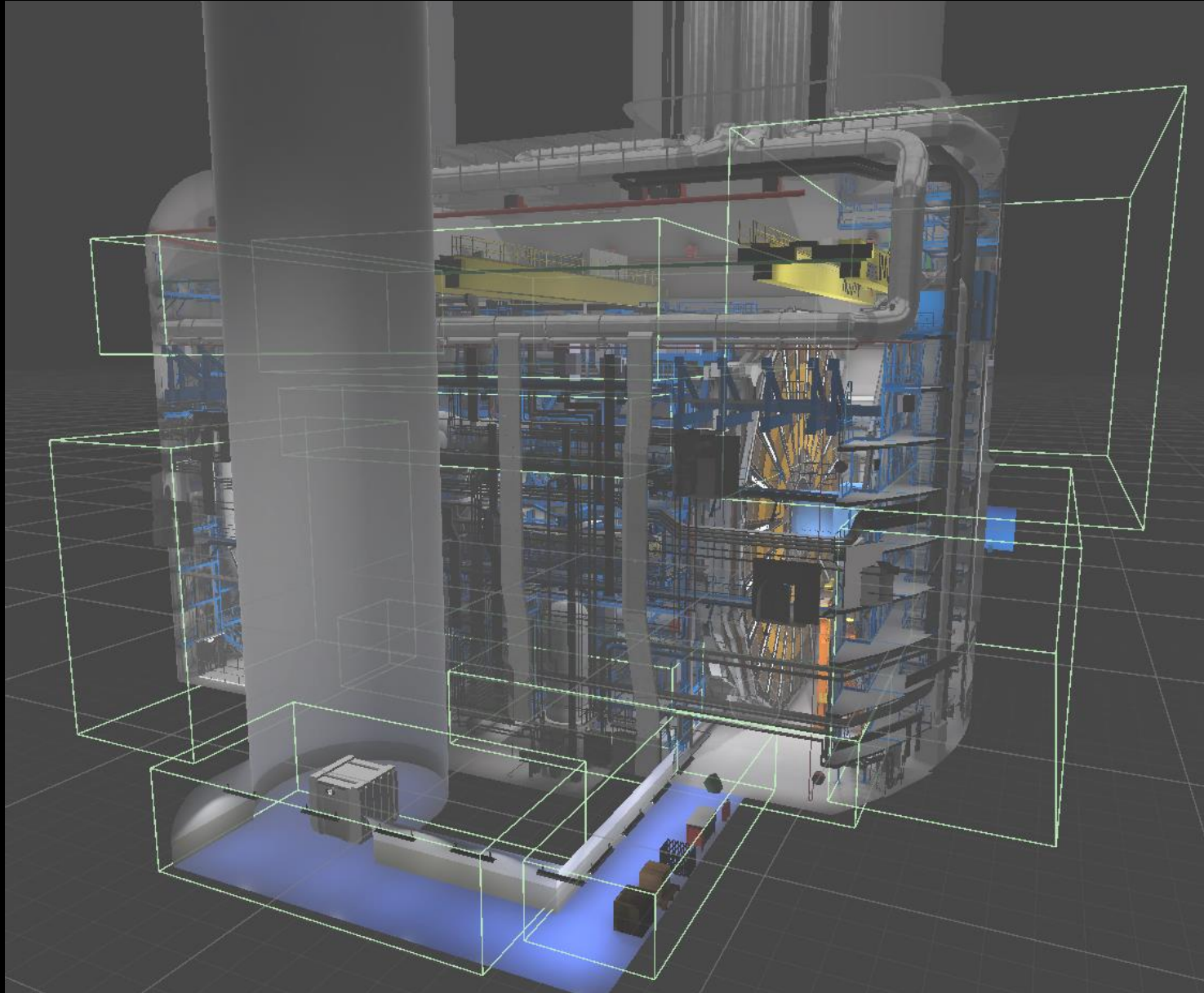


The other side



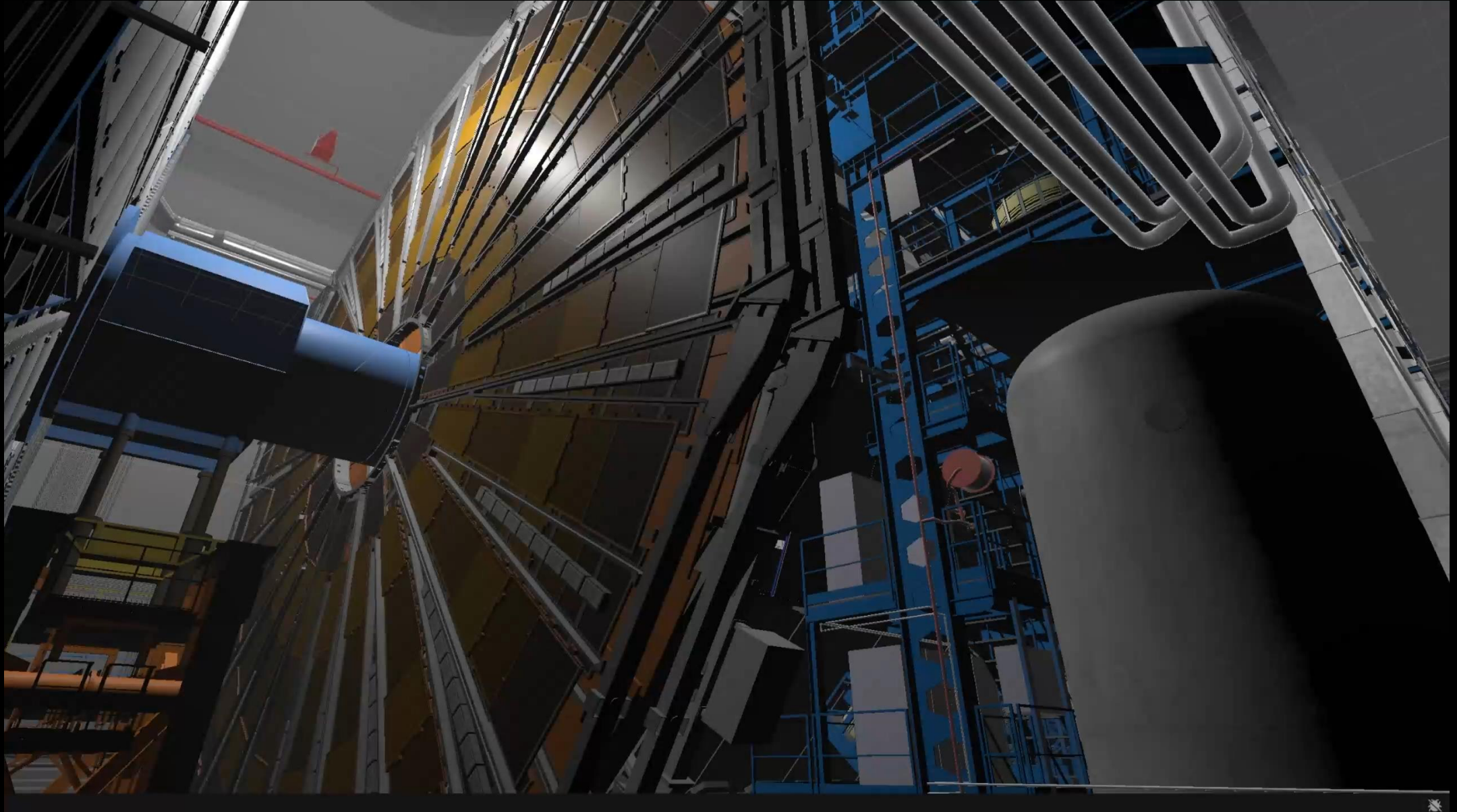


# Occlusion Culling



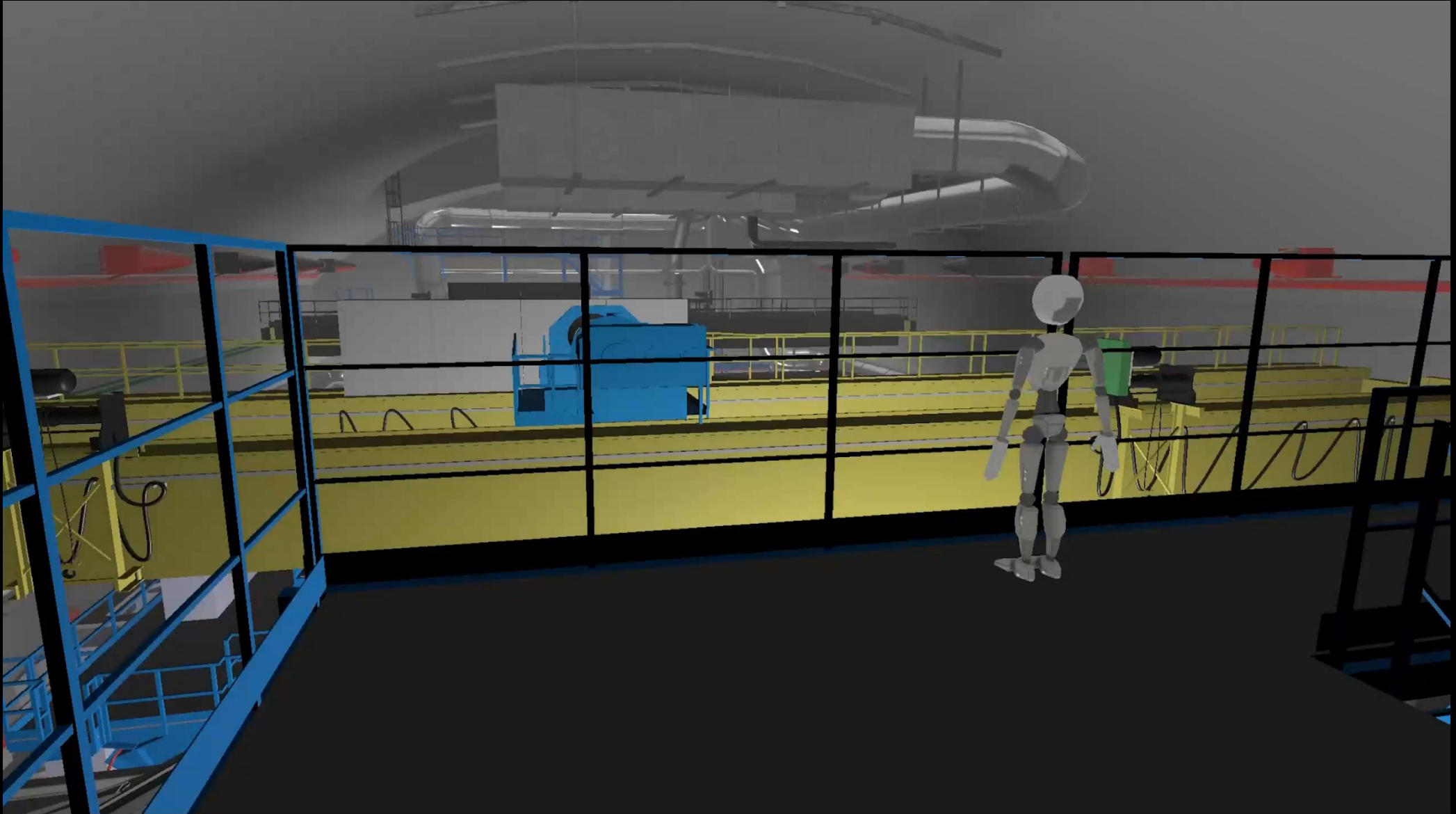


# Occlusion Culling

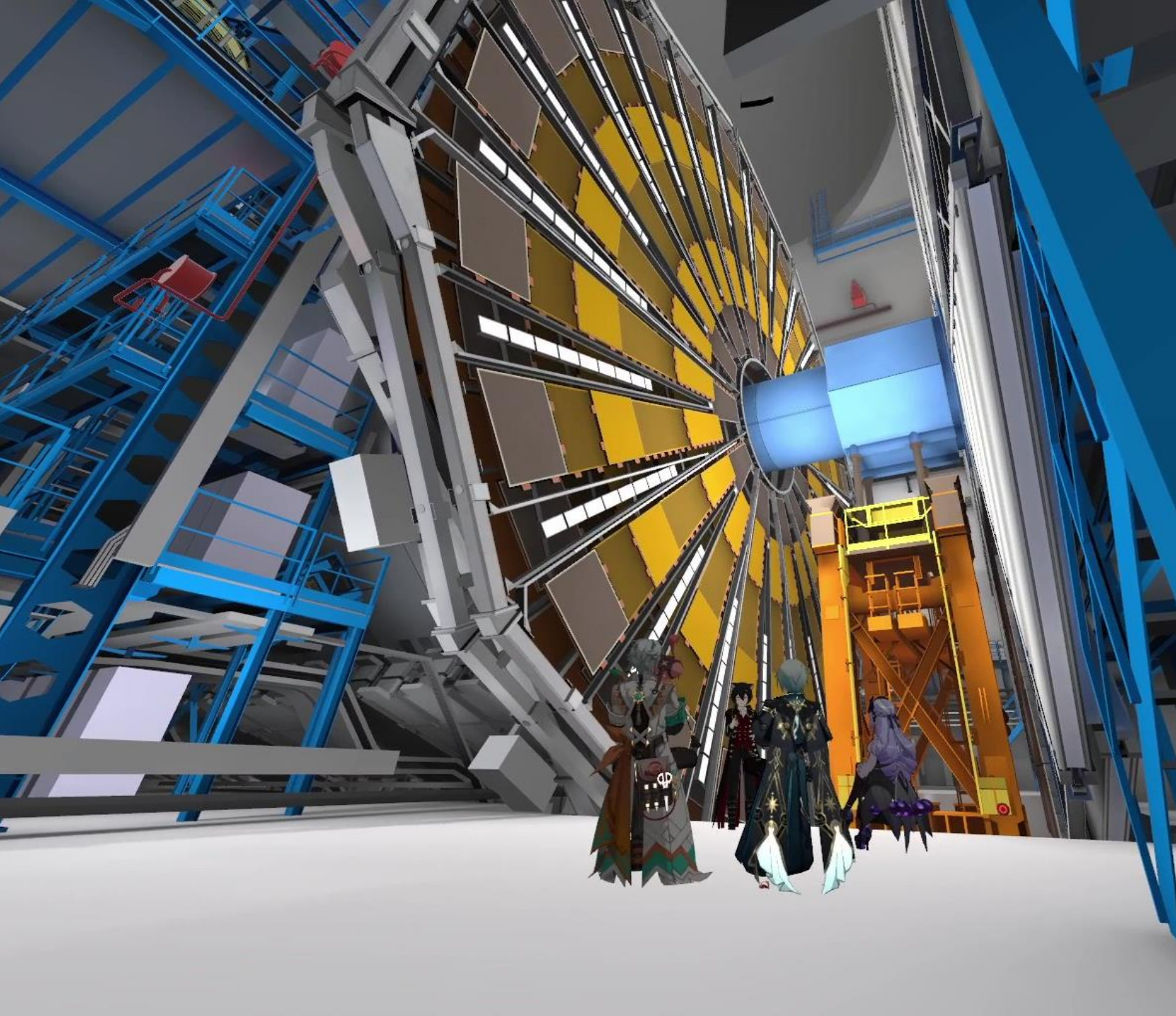




# Occlusion Culling







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## Virtual Tours with Real People

- Various Events can be scheduled at specific date and time.
- Physicists and Engineers can go in VRChat and conduct Lectures virtually.
- Experiments can be visualized in 3D Environment.





# AI NPC Integration

- AI Powered NPC that can walk and talk alongside the player.
- Context aware answers.
- AI Virtual tour hosting.
- AI can talk on different languages



# AI NPC Integration





# BTU- Business and Technology University Tbilisi, Georgia





# Conclusion

1. Tracer/VRChat allows to experience ATLAS detector geometry from anywhere in the world.
2. It helps to Engage with Real Audience and have authentic interaction with people from all over the world regarding science topics.
3. It provides the Sense of presence and understanding of the Detector's scale and the vast knowledge base provided with AI NPC.

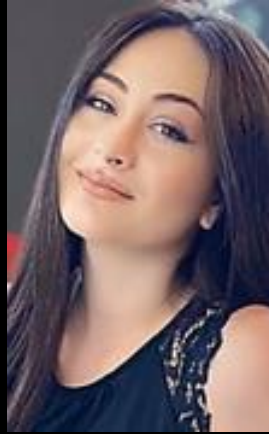
# OUR TEAM



**Alexandre Sharmazanashvili**  
Concept,  
Project Manager



**Aleksandr Alikhanov**  
3D Scene Designer



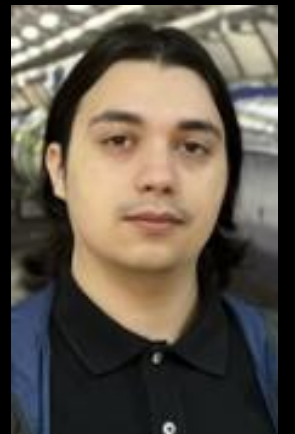
**Ela Abramovi**  
Geometry Designer



**Giorgi Bokhochadze**  
Unity Developer



**Giorgi Mirziashvili**  
Geometry Designer



**Vladimir Dolinski**  
Texture Design,  
Rendering





Thank you.

We can move to Q&A Session now.