Project Motivation:
We wanted anyone to be able to create their own experiences in the virtual realm.

There are currently no solutions for people that are not coders to develop and manipulate their own worlds.

Proposed Solution:
Your creations can be as simple as designing a single room or as complex as an environment that doesn't exist on earth. Building is social, too. Invite your friends and members of the Ubiquity VR community to contribute to your creations. Creating VR experiences is as simple as dragging and dropping. No coding required!

"Create your own VR experience with just a few clicks."

How Does it Work:
We allow the user to enter virtual reality (VR) by using Oculus Rift. User can interact with the virtual world with both traditional controllers and new, more immersive controls, and create their own experience.

Try It:
Hop into the virtual apartment and first explore the environment. Then, try changing the floor and couch colors.

Future Plans:
Implement two different modes, one for Creation and another for Exploration, which includes social interaction.