# TREK VR ROOM

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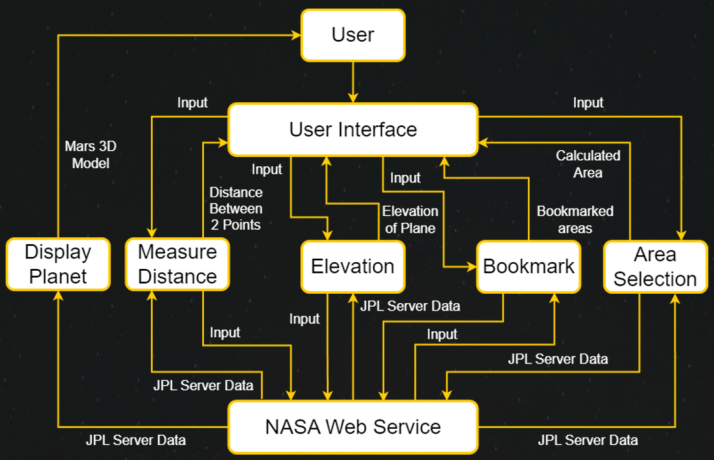
## Background

The JPL Trek VR Room is a Virtual Reality application that utilizes open standards for VR headsets. By accessing scientific data from the Jet Propulsion Laboratory database, users can explore and interact with these celestial bodies in an innovative way. Through the incorporation of VR technology, users can experience not only ground-level perspectives of these details, but also a 3D stereoscopic view that enhances their understanding and visualization of the unique features of each celestial body.

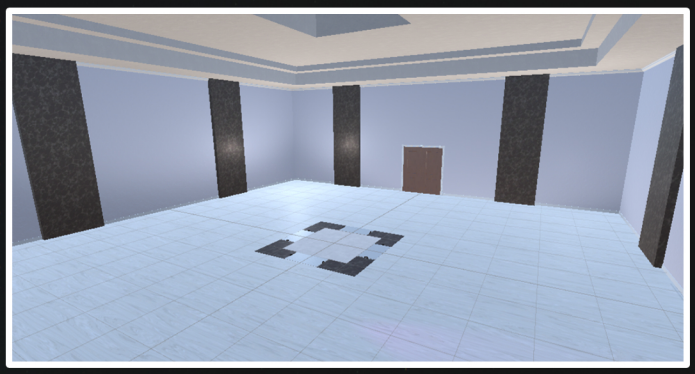
## Objective

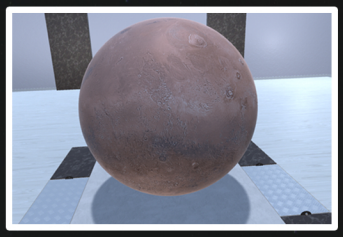
The objective of the JPL Trek VR Room is to implement a VR user interface that enables users to select points of interest (POIs) on celestial bodies and view data related to those POIs. Additionally, users will be able to observe data on paths through the celestial body, giving them a comprehensive understanding of the terrain. The ultimate goal of the project is to provide an educational and entertaining tool for users to explore the terrain of celestial bodies in a unique and engaging way.

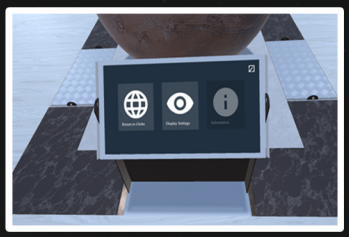
## Data Flow




## Trek VR Room







## Technologies

## More Info