

Interdisciplinary Project



Porting an interactive gaming environment to Apple Vision Pro

The institute of forest management at the TUM School of Life Sciences manages digital twins of forest patches in an online accessible geospatial database. The data is visualised with help of the Unreal Engine.

The goal of this interdisciplinary project is to port one of our interactive projects to Apple Vision Pro.

After phase one, an 1:1 port of the original game is up and running. After phase two, the app will be enhanced in order to be used as Argmented Reality app On-Site.



Software and Programming Environment

Unreal Engine 5.6, C++, Blueprint

Apple Vision Pro, Apple Mac Studio

Optional: ArcGIS Online, ArcGIS Pro, Python, PostgreSQL, PostGIS

Associated Classes (Selection)

Einführung in GIS

Introduction to GIS

Angewandte Geoinformatik

Grundlagen der Waldinventur

Contact

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