

3D Simulation of the outdoor exhibition area of the Museum of Vietnamese Ethnic Cultures on Unity 3D using C# programming language

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Abstract: This topic focuses on simulating the 3D space of the outdoor exhibition area of the Vietnamese Ethnic Cultures Museum, aiming to enhance tourism experiences and community education about the country's diverse culture. Through theoretical research combined with experimentation using the Unity 3D tool and the C# programming language, the project seeks to build a virtual simulation system to serve the above goal, while encouraging the application of technology in preserving traditional culture.

Keywords: 3D simulation, Unity 3D, C#, Cultural museum, Exhibition area