

Building a 3D navigation guide model for students of Thai Nguyen University of Information and Communication Technology using Unity 3D and C#

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Abstract: This topic focuses on building a 3D navigation guidance system specifically for students at Thai Nguyen University of Information and Communication Technology. The research context is set within the modern landscape of virtual reality (VR) and augmented reality (AR) technology, aiming to meet the need for fast, accurate, and efficient navigation information. The objective is to construct an interactive 3D model using Unity 3D and the C# programming language to provide intuitive navigation services for students based on a modern map database. The research methodology combines theoretical aspects of navigation system design with practical application deployment at the university. The expected outcome is a 3D navigation system that can be easily integrated into the university's website and mobile management systems, contributing to improved navigation service quality for students.

Keywords: 3D navigation guide, Unity 3D, C#, Thai Nguyen University of Information and Communication Technology