

3D Simulation of the ATK Định Hóa Revolutionary Relic Site on Unity 3D using C# programming language

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Abstract: This topic aims to create a vivid 3D simulation of the ATK Định Hóa historical site, with the goal of preserving and promoting historical culture. Through theoretical research on 3D models in Unity 3D and the application of C# programming skills, the topic will contribute to building an effective digital education system. The expected result is a digital product capable of enhancing the learning experience for users, while playing an important role in preserving cultural heritage.

Keywords: 3D simulation, Unity 3D, C#, ATK Dinh Hoa relic site, digital education