

Building a simulation program of building C1 at the University of Information and Communication Technology using 3D graphics design and programming techniques.

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Abstract: This topic focuses on building a simulation system for Building C1 of the University of Information and Communication Technology, aiming to enhance management and operational efficiency. Through the research process, the topic combines theoretical knowledge of 3D graphic design and programming techniques to create a vivid simulation. The project's objective is to develop this system in an experimental direction, in order to verify the accuracy and performance of the model in a real-world environment. The expected result is to provide an effective management tool for Building C1, contributing to digital development within the campus.

Keywords: 3D simulation, graphics programming, house management, University of Information and Communication Technology, experimentation