

**California State University San Bernardino  
School of Computer Science & Engineering  
Internship Presentation**

**Date/Time**

**June 16, 2020**

**Location**

**<https://youtu.be/hJg5Dy8VkVY>**

**Topic**

**ATI VR Lab – Project Ambrosia**

**Candidate**

**Daniel Meyer**

**Advisor**

**Dr. Arturo Concepcion**

**Committee Members**

**Abstract**

Project Ambrosia is a virtual reality learning experience developed for the CSUSB Archaeology Department. It is designed as a supplemental lab that will allow archaeology students to visit virtual archaeological dig sites and determine whether there are potential artifacts present and examine them. The experience is designed for room-scale virtual reality using either an Oculus Rift or HTC Vive VR headset with head and hand tracking. The experience was developed using Unreal Engine 4, Visual Studio 2017, Blender, Substance by Adobe, Adobe Creative Cloud, and GitHub. The custom Unreal Engine VR and Multiplayer were developed using C++ and Unreal Engine Blueprint.