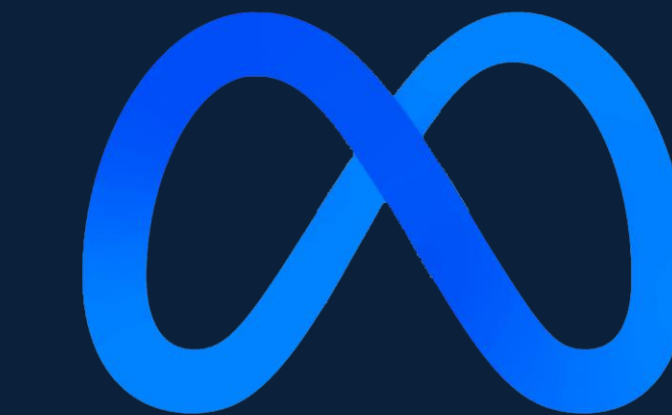


Langscape 3.0

Students: Muhammad Taha, Sahil Sethi, Carlos Lopez, Jordan Fernandez, Alexis Loriga
Mentor: *Steven Luis (Product Owner)*
Instructor/Faculty: Dr. Masoud Sadjadi, Florida International University



SUMMARY

Langscape 3.0 is an interactive VR player-controlled experience. The player is immersed in their own environment in which they are in control of the world around them. Through the use of various hand gestures, voice commands, and the power of a locally hosted LLM – the player can create their own customized virtual space.

INDIVIDUAL CONTRIBUTIONS

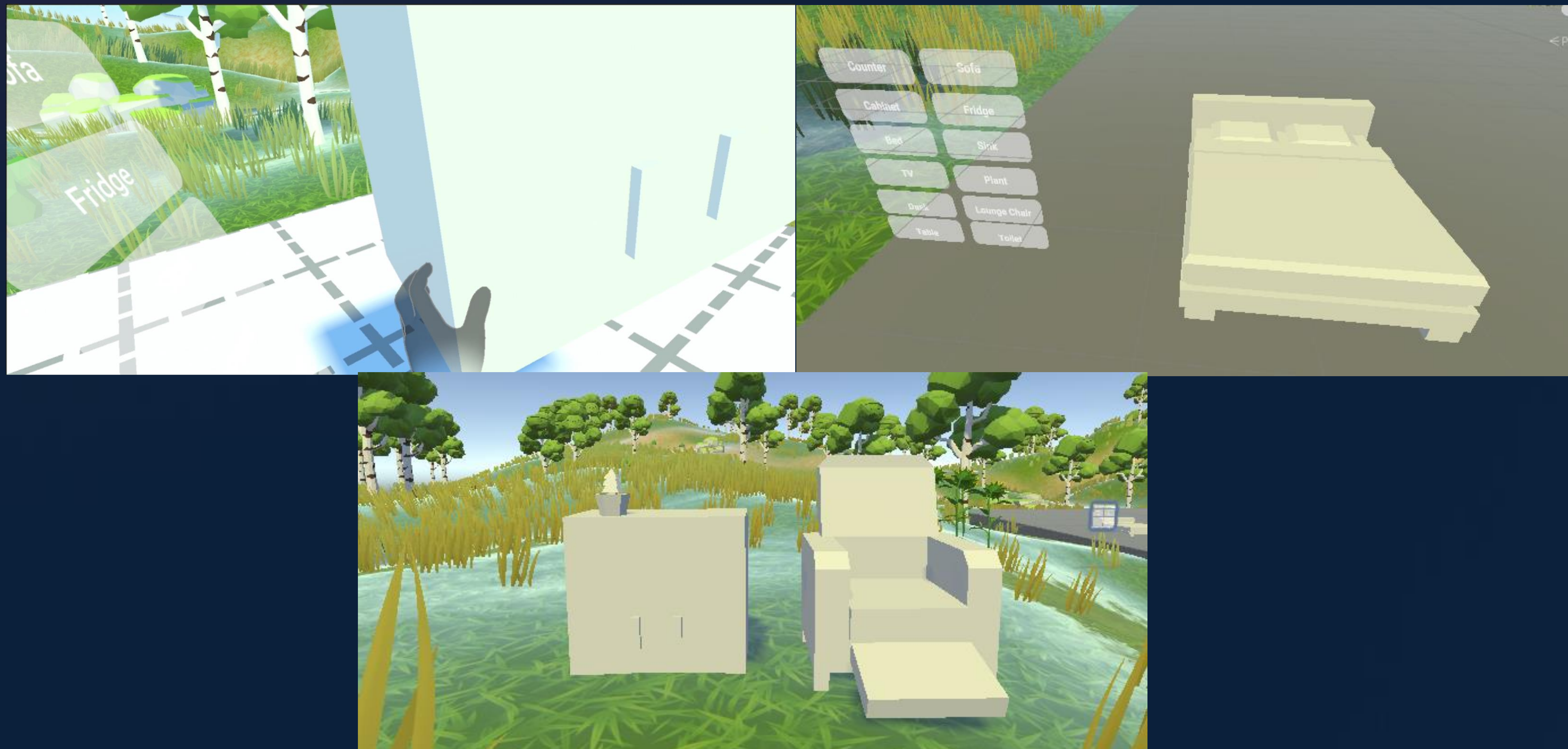
- Created custom hand gestures that the player is able to invoke to spawn UI elements
- Created a UI element that allows the player to spawn interactable assets at runtime
- Created a code for future teams that allows the conversion of STL files to usable unity assets
- Modified an existing asset library to be interactable for VR Space

TEAM CONTRIBUTIONS

- Migrated the existing OpenAI LLM that was connect to the AI assistant to a Mistral
- Hosted the aforementioned Mistral AI on a locally hosted FIU quartz server
- Fined tuned the assistant prompting to working seamlessly under the new LLM
- Expanded on the functionality of the build Area

FUTURE WORK

- Expand on the number of assets the player has available to them by connecting it to an API or online library
- Connect the spawning of assets to voice commands
- Potentially have an AI generate 3d models at run time that then the player can spawn.



ACKNOWLEDGEMENT

The material presented in this poster is based upon the work supported by XXXXX (name of the project sponsor: federal, state or local government, or corporate partners, where applicable). We/I thank XXXX for his/her/their assistance and mentorship that I/we received throughout the senior design project.