Beta Presentation
Virtual Reality Network Monitoring
The Capstone Experience

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Project Overview

• Our goal is to create a way to monitor networks in Virtual Reality

• Current network monitoring software is clunky, unintuitive, and unnatural feeling from a user’s perspective

• Virtual Reality can solve that
System Architecture

- Back End: MySQL, Data Processing
- Front End: VR Hardware, Display & Data Handling
- User: Network Engineer
Welcome Screen
Menus
Node Screen
Graph Screen
What’s left to do?

• Stretch Goals
  – Grabbable prefabs for groups of objects

• Other Tasks
  – Integrate functionalities for settings menu into project in UE5
  – Optimizations for VR
  – Closing/removing sites
  – Animate globe
Questions?