

Using Virtual Reality Technology (VR) to Realize the 3D Model of Party Building Design and Production

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Abstract

In recent years, VR technology has become increasingly mature, and has been widely used in many technical fields. For China's science and technology, the rise and development of virtual technology is a huge leap, but markets in the future, or lack of VR technology, the development of VR industry is in a fast lane, reasonable use of VR technology, become the key research projects, we use virtual reality (VR) technology to realize the 3 d model design and manufacture of party construction project integration of VR virtual reality technology, To build VR Party building and red education projects to meet the market demand, conform to the theme and positive energy of VR Party building and VR red education content, and drive the transformation and upgrading of local Party building and red theme education. VR+ Party building, open the intelligent learning education mode to exercise the party spirit. With the use of computer generated simulation environment, VR Party building can be immersive, better experience the Party's red culture education, absorb the essence of the Party, improve the Party spirit cultivation, and refine the essence of the Party. Through Juxiang Technology VR Party building, you can return to the history, feel a different learning style, experience a different historical process, and realize immersive learning. Through basic learning to grasp the guidelines, through VR Party construction to improve the practical ability and ideological awareness, improve learning enthusiasm, deepen the training of learning basic literacy and the Party's learning educational significance.

Keywords

VR; Party Construction; Model; Design.

1. The Background

The development of VR is keep up with the demand of The Times, in all countries in the world, VR technology is rapid development of modern technology and superior economic environment has become a fertile ground for VR development, with the support of favorable environment, expanding from the underlying technical support to end users, VR industry chain matures, content production and product distribution node position.

With the gradual maturation of VR technology and the broadening of application fields, more and more VR is being used on the market, and the types are also widely spread on the market. The circuit is in the expansion stage. VR painting is a typical example. As the propaganda front of the new form of party and government media, VR party building technology applies intelligent innovation. In combination with local town government resources and commercial resources, VR party building and VR red education industry are arranged in advance to explore new ideas and directions for traditional party building and red education.

VR party construction, it is based on VR (virtual reality) technology, the immersing deep through immersive visual, auditory immersed and other all-round three-dimensional use, users can things and the party's historical course to build a zero distance contact history immersive, interactive learning experience, and experience to break out the traditional red education space

and time limit, the true red revolutionary scenario, The historical scene and the environment lifelike online in front of us, more intuitive to feel the precipitation of history, experience a deeper level of historical emotion, more rich in the spirit of history, in order to achieve the purpose of deepening the party members' learning and education results.

The five advantages of VR party building are superior to traditional party building. Advanced technological means can make audio-visual immersive and allow experientialists to participate personally, which will be more vivid and shocking than traditional ways and more immersive, so that the red culture can reach people's hearts. In addition, VR Party building has a wide range of application scenarios and is applicable to all fields of society (Party organizations at all levels, government agencies, schools, enterprises and institutions...).

On November 1, 2022, the Ministry of Industry and Information Technology, education, culture and tourism, the state administration of radio, television, five departments jointly issued by the state general administration of sports of the virtual reality and industry application integration development plan of action, among them, the virtual reality + cultural tourism become a virtual reality application landing scenario, one of the VR technology permeate cultural tourism, media, Education training, joint local city features museums and memorial halls, establish scene, visitors can take in the local memorial VR headsets, experience the historical experience, feel the cultural inheritance, at the museum of bayi feel the party fired the first shot, felt the disaster of compatriots and outrage in the nanjing massacre memorial hall, not forget national humiliation, have to the revitalization of the Chinese.

Five years ago, the report of the 19th National Congress highlighted three new ideas in the field of Party building: first, the Party must have a "new atmosphere and new achievements", first, the general requirements for Party building in the new era, and first, "putting the Party's political building in the first place". Be good at using Internet technology and information technology to carry out work. All aspects of the implementation to each place, where the network development to the Party building work is about to cover where. VR technology as a global cutting-edge technology, VR+ Party building, it around, virtual reality technology as the means, virtual reality equipment as the carrier, for party members and cadres nationwide to provide immersive, free from site restrictions and content rich quality learning experience. Twenty large this time, the party's report as "the implementation of the strategy relying on science and education, strengthen modernization talents support", "to promote cultural confident, casting the new brilliance of socialist culture", made a separate technology is the first productive force, talent is the first resources, is the development of science and technology in order to cultivate more talents, the construction of the talents in order to drive the progress of science and technology, The existing VR technology will be integrated into education, science and education to rejuvenate the country, so that students across the country can feel the experience of the new generation of science and education, grow up in learning, understand the culture of the Party in learning, feel the development of the new era, and the step by step journey of the history of the Party

2. Plan Your Thinking

3dmax, ps, C4D and Unity3D are comprehensively used, and VR technology is used to express the core idea of the Party and refine the core content of the Party.

See VR content, listen to the audio, interactive, from a realistic area, take the VR devices can experience the VR red culture at any time, to listen to the voice, for the party and government organizations and grass-roots party organization of party members to provide the high quality learning experience, rich in content update, immersed in the construction of the party's interpretation and, more understanding of the party, Focus on supporting and building the

Party. Combine history, seek truth from facts, keep pace with The Times, and think with the party.

Under the guidance of the Party's theory, VR technology is used to recover important events in the history of the Communist Party of China, so that learners can feel and participate in the event personally through the VR headset, so as to improve learners' interest, strengthen learning efforts, and focus on learning vision and effect. The immersive interactive experience breaks the limitations of traditional learning methods, makes the party more clear and close to our side, and makes it easier for people to understand and start to complete the party building and learning. The result of Party history culture and emerging science and technology intersection is refreshing, attracting more people to join and experience. Let the Party members more deeply understand the Party's difficult course, condense the heart and force, temper the Party spirit to improve the quality.

3. Project Process Design

Combining the resources of the local history is glorious, and red, the static, cultural relics and historical data of pictures and audio content, and by drawing shape, video editing, sound effects and VR virtual reality technology, reduction to reproduce the historical scene, let people through the new technology, new form again into the history, feel the glory days. Rather than destroying history or distorting cultural content, the party can help people understand history and the party. In terms of VR content, glorious history and red resource content will be loaded into the fusion media platform, and presented with video and graphic content. Whenever and wherever you want, you can read and learn as much as you want. Local Party building work, Party building activities, and Party building achievements will be loaded into the "Party Building Zone", so that more people will feel that the Party is close to them. Enrich the content of the financial media platform and build the propaganda position of the financial media terminal.

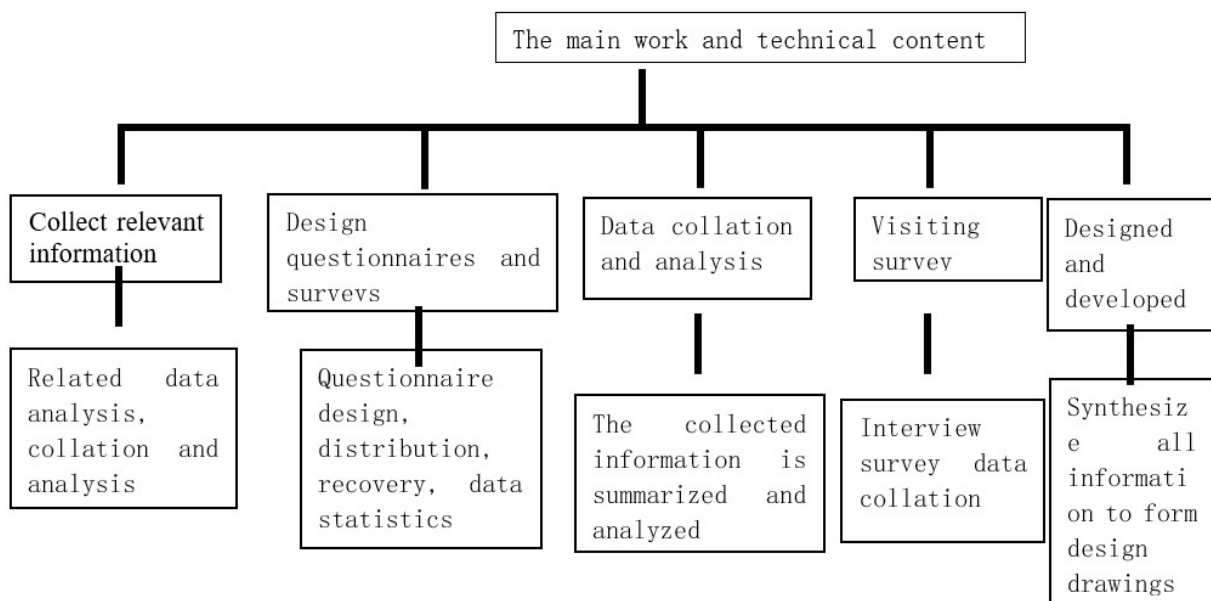


Figure 1. Project flow design drawing

4. Existing Foundations

The project team locates at 5F and 805 Mingde Building of Wenzhou Vocational and Technical College. Has all kinds of advanced digital media required equipment, such as VR equipment, servers, computers and other intelligent equipment. Project implementation only basic computer and tools required for the number of media, so the team can fully meet the demand of the objective of the existing equipment conditions, and the team of instructors with more than ten years of design and production and marketing experience, has the rich experience and successful entrepreneurial experience, this is also the implementation of the project shall meet the one of the important basis.

The project advantage lies in (1) resource advantage. The project team relies on various research and development institutions and platforms of the school, and provides all-round support for team operation, technology and funds. High feasibility (2) technical advantages. This project is a technical promotion project, with broad and capable creative design ideas and real-time promotion ability. At the same time, all members of the project team are equipped with creative design and production technology. (3) School influence. Wenzhou Vocational and Technical College is a national model higher vocational college. The strength of the team members is strong, and they are all students with excellent professional skills and excellent character. Core members have a solid foundation of professional design and relatively rich experience in competition, have a strong sense of innovation; (4) Key members. Members are students with active thinking, strong learning and innovation ability, strong teamwork ability, practical and realistic style, hard-working spirit, truth-seeking and pragmatic quality. At the same time, professional designers from relevant enterprises will be invited to participate, and according to the results of the survey report, the design will be completed and sold. In addition to sample design, students majoring in computer and marketing will be required to participate. Other members do not adhere to the division of labor, each of them will apply their strengths and complete the task together.

The risk of this project is extremely low, and the main risk lies in the interaction effect. The natural interaction between virtual reality technology and human is insufficient.

5. Innovation of the Project

With VR immersive experience effect, the party VR repository design a lot of fun interactive function, witnessing way five strong men firmness unyielding national integrity, and patriotism, experience FeiDuo luding bridge of Anti-Japanese War, realized that the soldier's unyielding spirit, feelings, the strategic importance of crossing chishui the fourth times and hard-earned victory, To give learners immersive VR party building education audio-visual experience.

VR learning libraries do not take up space reality, managing and integrating the resources, reduce unnecessary waste, along with the development of the era, tends to reduce paper culture, popular more and more intuitive VR display, according to different requirements, VR party members can be set the year's experience learning plans, systemic study the content of the VR party set, Has more clear learning objectives, reduce the waste of time, by reading with VR immersive experience deeper human senses, makes a person impressive, reduction, memory, experience more convenient by VR technology combining experiential education and conventional education, build more perfect party member education and examination system, enrich the diversity of the assessment of party members, Combined with VR technology, it can realize the simulation of shooting assessment in the virtual environment, reduce the consumption of resources, but also targeted proposition, really realize the new reform of the Party building learning way, new breakthrough.

With virtual reality technology as the means and virtual reality equipment as the carrier, centering on the core ideas of the Party and refining the core content, the Party members and cadres across the country are provided with an immersive, unrestricted and extremely rich quality learning experience. History and innovation will be combined, through the continuous rich update content, seeking truth from facts, advancing with The Times, and the Party peer.

VR Party building is a new model of party building education with civilization, advancement and benchmarking throughout the country. Party building education has never only aimed at the majority of party members and cadres at all levels, it also faces the majority of the social masses, such a high interactive, high participation, high experience of the new Party building education platform, so that usually influenced by the party spirit very little social masses can easily learn to understand the party building knowledge. Let Party building be carried out in the people's lives, and we will indeed go from the masses to the masses.

6. Conclusion

With the in-depth implementation of VR industry, the popularization and realization of VR technology will surely bring further prosperity to the market. VR technology will also step into people's attention and be known and recognized by the public. The implementation of the project results will contribute to the development of society and economy. In view of the current employment situation, it is of great practical significance to carry out innovation and entrepreneurship among college students, for college students to establish correct career ideal and career choice concept, develop innovative thinking, exercise innovative ability, improve comprehensive quality and practical ability, and actively participate in social competition. Practice has proved that innovation and entrepreneurship is one of the ideal ways to solve the employment problem of college graduates, and at the same time, it is also the requirement of The Times to create a harmonious society and a harmonious employment environment. Through the implementation of this project, can also provide our family poor students work-study jobs, for students to bring certain economic income, reduce poverty family expenses is difficult, can let the poor students in school also reduce employment burden, moreover, strengthen students and social ties, let the student feel in exercise preliminary society, the rich work experience, It can also provide a platform for students to experience and practice in a disguised way, improve students' ability and enhance the popularity of the school, and promote the construction of brand universities.

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