Great Pyramid VR Download 100mb

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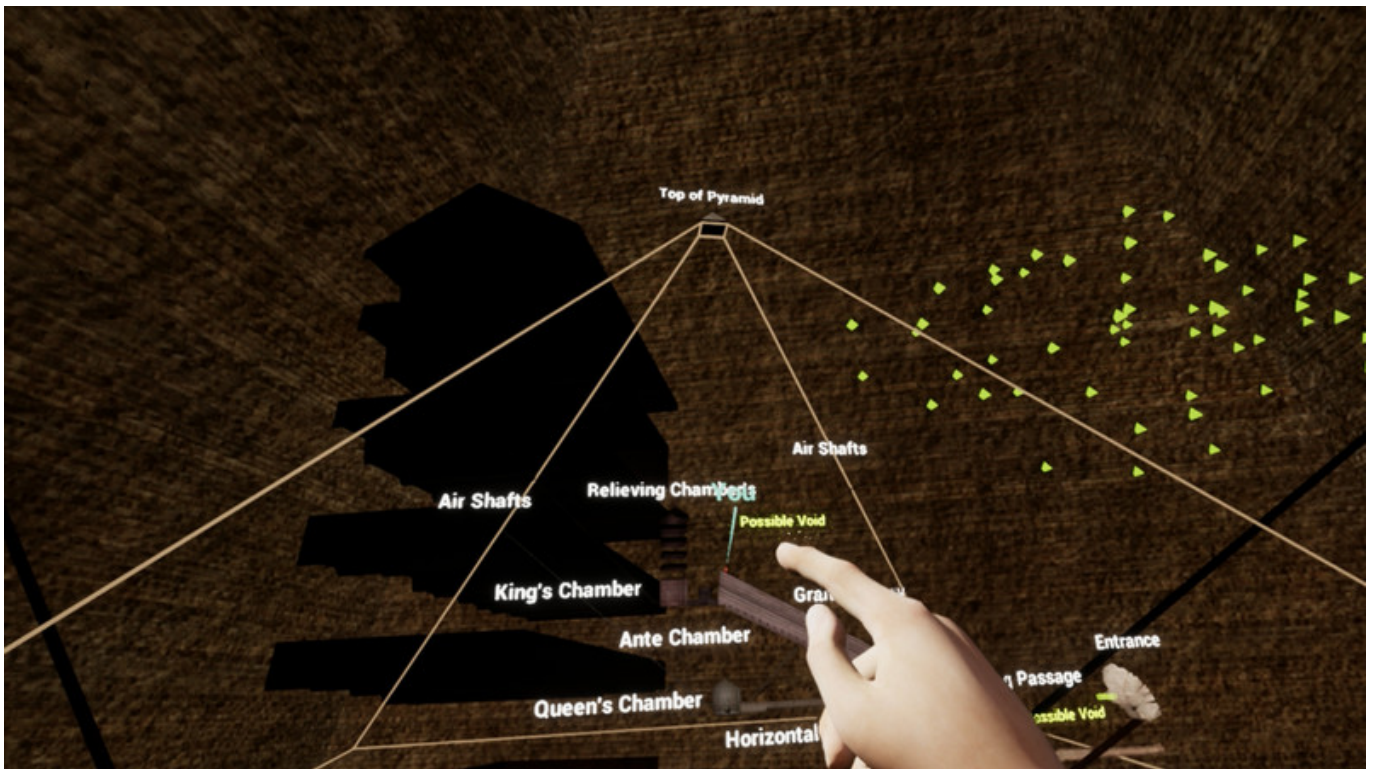
About This Software

Great Pyramid VR

is a virtual 3D walk through The Great Pyramid in Giza, Egypt - the oldest and the last surviving monument of the original 7 Ancient wonders of the World.
3DA invites you to explore and study the realistic reconstruction of this magnificient structure, you can see the pyramid from different perspectives and investigate the 3D interior in real time.
There are many theories about who, when, how and why created this monument, I`m not here to give you the answers, I just want to present you some basic facts and above all to share with you the mysterious feeling of this place.
I hope you will enjoy this virtual adventure and immersive learning experience.
With my educational applications I want to show the benefits of VR technology in studying and preserving cultural heritage and I hope with your support I can share this idea around the world.

Notice: Requires a virtual reality HTC Vive headset

Features:
1. Exploration of Exterior and Interior of the Great Pyramid
2. Voiceover of the Great Pyramid Story
3. Labels
4. Aim Ground Teleport
5. Direct Teleport to Chambers or Passages
6. Free Step, Direction of View

7. Mini 3D Map
8. Layers Toggle
9. Head Light
10. Torch FX Toggle
11. Forced Passages Toggle
12. Audio Toggle
13. Help Toggle
14. Zoom Mini Map
15. Cutaway
16. Four Music Tracks
17. Precise 3D Model in Scale

Chambers and Passages:
1. Original Entrance
2. Mamun's Tunnel
3. Plug Blocks
4. Ascending Passage
5. Grand Gallery
6. Ante Chamber
7. King's Chamber
8. Sarcophagus
9. Horizontal Passage
10. Queen's Chamber
11. Well Shaft
12. Grotto
13. Air Shafts
14. Descending Passage
15. Subterranean Chamber
16. Southern Passage
17. Pit
18. Top of Pyramid

Relieving Chambers:
1. Campbell's Chamber
2. Lady Arbuthnots's Chamber
3. Nelson's Chamber
4. Wellington's Chamber
5. Davison's Chamber

New:
1. Contains new findings from the project "ScanPyramids Mission"

Sources:
1. Smyth, Piazzi (1978). The Great Pyramid. Crown Publishers Inc. ISBN 0-517-26403-X
2. Petrie, Sir William Matthew Flinders (1883). The Pyramids and Temples of Gizeh. Field & Tuer. ISBN 0-7103-0709-8
3.Description de l'Egypt, 1825 , https://en.wikipedia.org/wiki/Description_de_l%27%C3%89gypte
4.Operations carried on at the pyramids of Gizeh in 1837: with an account of a voyage into Upper Egypt, and an appendix by Howard-Vyse, Richard William Howard, 1784-1853; Perring, John Shae, 1813-1869

Title: Great Pyramid VR
Genre: Education
Developer:
Michal Bárta
Publisher:
3DA
Release Date: 14 Apr, 2017

 a09c17d780

Minimum:

OS: W7, W8.1, W10

Processor: i5

Memory: 4 MB RAM

Graphics: NVIDIA® GeForce® GTX 970, AMD Radeon™ R9 290 equivalent or better
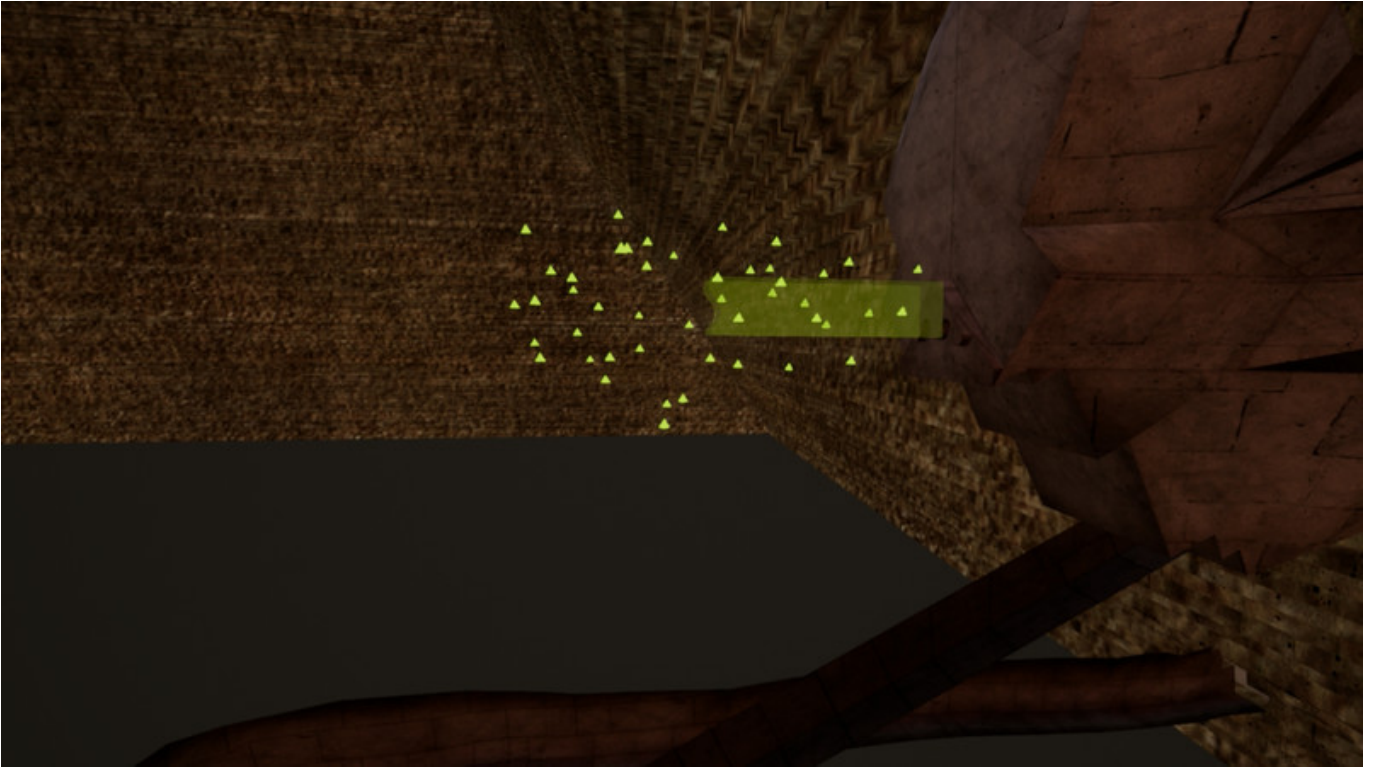
DirectX: Version 10

Storage: 500 MB available space

Additional Notes: HTC VIVE Headset

English

great pyramid vr. great pyramid of giza vr

Wow!! I just visited the great pyramid of Giza in the comfort of my own home! This VR experience is simple and straight forward yet offers a significant array of options- perhaps more than I expected. The experience is memorable and as advertised you get to explore the inside of the great pyramid with narration, cool map and torch to light your path. In my opinion, it's worth the price of admission at the introductory rate. Names of specific locales as well as their dimensions are clearly marked within the pyramid. Interface is well done and controls are easily available. Settings offer several ways for you to customize the experience. The narration is good but rather short and left me wanting more. One nice feature is being able to teleport to any given area of the pyramid at any time. This is useful because it can get claustrophobic traversing through the dark narrow shafts into the various chambers. Many times, I found myself coming up for air! The app is thoughtfully designed and well polished although it's not without its flaws. It would be nice to call up the narration like an audio tour- perhaps on specific nodes in each area. Also adding surrounding environment or buildings in the distance would improve immersion- I missed not being able to see the Sphinx... Lastly, better resolution options would be nice. (Audio worked fine). Thank you developers for this app.. I have an oculus rift... apparently unlike most VR apps this one doesn't translate at all.
Is it possible to have a refund?. I completely agree with nrosco and I apologize that I stole most of his pros and cons:

Cons:

1.No audio -- why not add some ambient music or sounds? Even the crackling fire of the torch would be appreciated.
2.No educational descriptions in audio or text -- this is a huge missed opportunity. There should be some narration or text to provide information on what we see in the pyramid.
3.Teleport only -- should also include walking controls.
4.The 3d structure -- It kinda sucks that the structure disappears when you walk through tunnels.
5.Textures are not great -- a little more detail would be nice. I'm certain there must have been paintings on the walls?
6.The area surrounding the great pyramid looks even more ugly even from a distance.

Pros:

1. The 3d map with cutaway was well done.
2. You get to explore a pyramid!!!

I agree with nrosco that this is a lazy effort. This seems to be alpha. No music, sounds, etc, and the outside area \/ inside area really needs more detail. Text & narration would also be a good addition.

I really hope that this is a work and progress and not a finished version because in this state, it is worth $1 - $3 at the very most.

I won't refund as I like to support education efforts, but please, update this program and add a little more depth. It is not immersive without sound, text, or narration.

Unfortunately, I can't recommend this experience in its current state.. Gday all :)
I just bought and dived into the Great Pyramid VR, and here is my quick review.

Pros :

- A good experience overall - I found myself crouching and crawling and exploring around in a fairly realistic space that is famous and atmospheric. Crawling out into the Grand Gallery was quite a thrill.

- I had two light sources - a torch in one hand (a burning wooden stick, not a flashlight) and a head-lamp (a flashlight or torch :) - and real shadows to enjoy.

- The interface seems a little complex at first, but it's not hard to pick up, and is actually full-featured and well designed. The left hand holds a 3D map of the pyramid, and the right hand trigger can point a finger to where-ever you want to go. It is an excellent interface model for moving around a complex space.

- This is a good example of serious VR that should interest people who are not into games, and would be a good VR introduction experience to show your friends and family.Cons :

  - The model is rather low in detail, and (almost) everything is sharp-edged and perfectly smooth, e.g. the floors of the relieving chambers, the top of the pyramid, even al-Mamoun's forced tunnel. The sarcophagus has all corners looking newly crafted, and the main entrance shows no sense of violence done to huge stones. There are no chunks of stone anywhere.

  - The ancient grafiti in the relieving chambers is not accurate.

  - It's an idealised modern model that shows no modern features like ladders, lights, ventilation, stains or grafiti (no Belzoni.)

  - Poking one's head through the walls\/roof exposes the whole interior.

  - I could find no way to climb to the top of the Grand Gallery to crawl up into the relieving chambers.

  - Thumb-wheel top is the 'move' button (becoming a standard), but the trigger is just the map toggle - poor choice.
    Summary :
    A good introduction to the Great Pyramid, but if you know it well you will be a little disappointed at the inaccuracies.
    It's still early days for VR, and this is a first generation 'game' (we'll need a new word methinks.)

    Kapyong
    . I'm really interested in this sort of historical VR experience so thought i would give this a go. For the record i ran this on a high spec pc & ramped up the Pd to 2.0.

    Overal I can not recomend this product. It's a shame, a real opertunity missed that could have been amazing.

    I will list the reasons below.
    1.No audio at all.
    2.No educational descriptions in audio or text.
    3.Teleport only.
    4.The 3d structure\/polygones are mostly very basic rectangles.
    5.Textures are not great.
    6.The are surrounding the great pyramid looks even more ugly even from a distance.
    7.3d map is too big even when scaled down.
    What does work.
    1.The 3d map with cutaway is really useful.
    2.Concept is good you get a good idea of the scale & structure & everything seems to be in the right place.

    Overal i think its a lazy effort, I don't think its good value & i hope somebody else has a better go at it.

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