

# Metaverse Crime Investigation for Training New Employees from the Forensics Department

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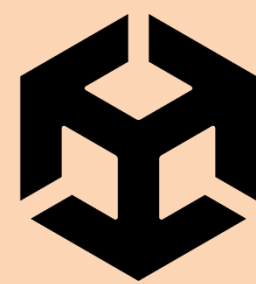
Supervisor: Professor Dusit Niyato



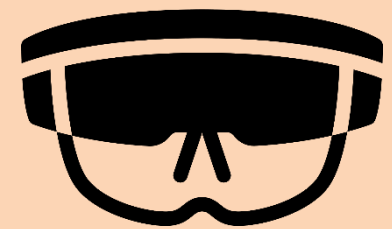
## Project Objectives:

The purpose of this project is to provide a suitable platform for the new employees in the forensics department to virtually interact with a pseudo crime scene. This application will help those that are newly employed by teaching them what to do in a practical situation rather than simply theory.

## System Flow:



[Flash In]



Development

Application Launch

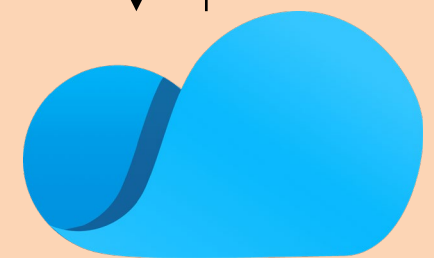
Platform - **UNITY**

- **HoloLens 2.**

## Object Rendering:

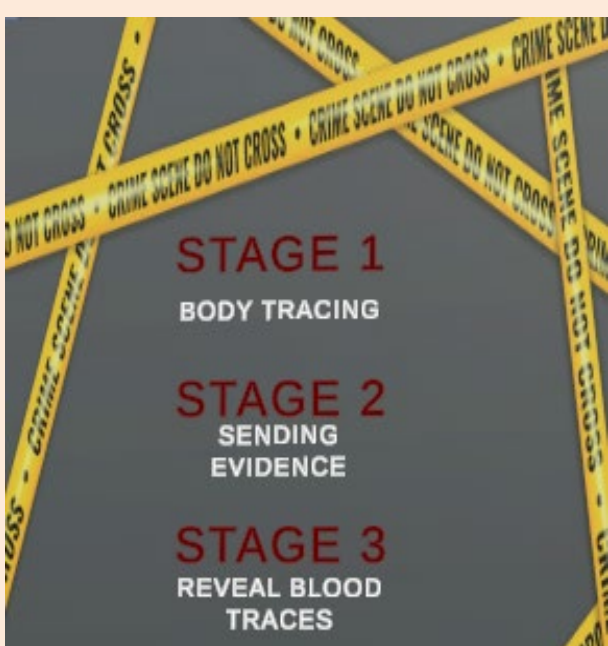
Cloud Rendering used to prevent the possible drop in frames when rendering assets.

[Calls API]



[Returns Asset]

Cloud Rendering - **Echo3D**



## Stages:

**Stage 1** : Body Tracing – Tracing the dead body before relocation

**Stage 2** : Sending Evidence – Collecting objects that are important to be sent to the forensics lab for further analysis.

**Stage 3** : Reveal Blood Traces - Revealing hidden blood splatter by using luminol spray.



## UI/UX Design:

**Improved Interface Design** : Additional assets were used to provide players with the atmosphere of it being a type of forensics virtual training.

**Improved Experience** : A character with voiceover implemented was added to act as a guide for players.