Assets for MATE ROV COMPETITION VR WORLD workstations

Teams advancing and competing in the 2021 MATE World Championship in either the In-Person or the Telepresence category can receive up to 25 points for populating their workstations in VR with the following assets:

- Company logo
- Company name, organization/school name, home state and/or country, and tagline
- 3 photos for the photo wall
- Slideshow of images
- 3D CAD or photo of ROV
- Marketing display “commercial” (video or slideshow)

The following are the 2 options for populating your team workstation.

**OPTION 1:**
*Already feeling underwater just preparing your ROV for the competition?* You submit your team’s assets to MATE and our World Builder populates your workstation. If your team selects this option, please submit your assets via this [GOOGLE FORM](#). This [Option 1 - Tutorial](#) will provide you with additional information.

**DEADLINE:** July 15th

**OPTION 2:**
*Aspiring AltSpaceVR World Builders - this is your opportunity to dive in!* You create your own “corporate headquarters” world in AltSpace and share the world’s access code with us via [jzande@marinetech.org](mailto:jzande@marinetech.org) and we will create a portal from the MATE VR World to access it. How you design and populate your world is up to you! The only requirement is to include a portal from your world to the MATE Welcome Center so that visitors can return to MATE VR.

**DEADLINE:** July 15th

The following are resources for teams selecting either Option 2:

- See the 2021 MATE ROV Competition Resources section of the [MATE ROV COMPETITION VR WORLD](#)
- [AltSpaceVR World Building with Unity](#)