



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 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](#)