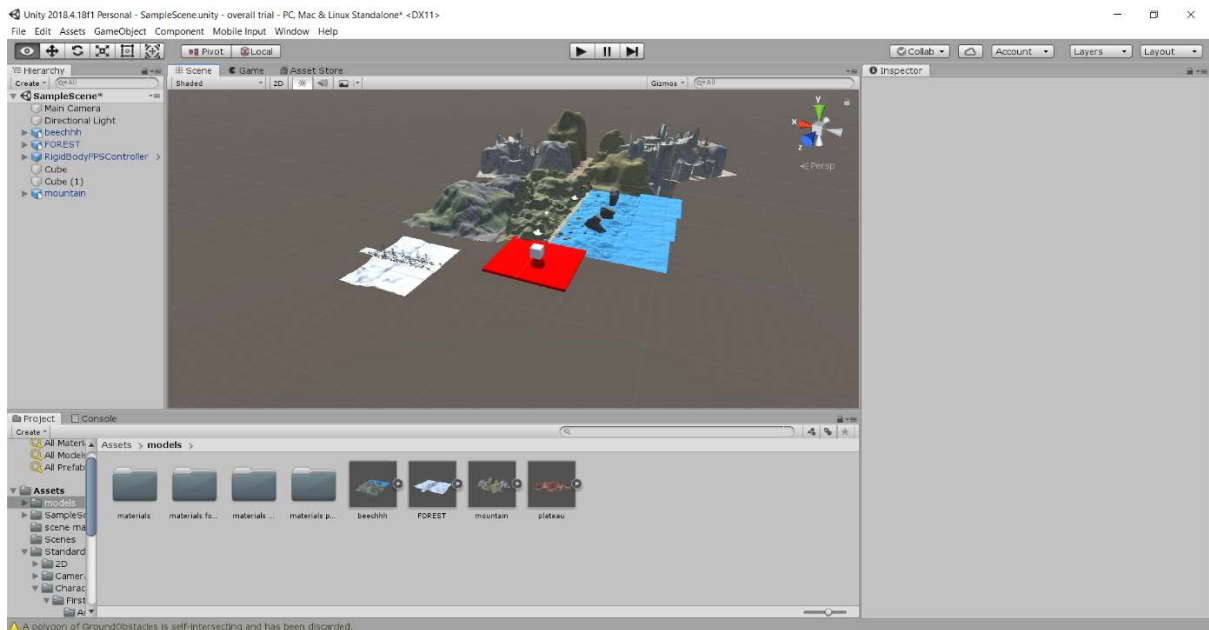
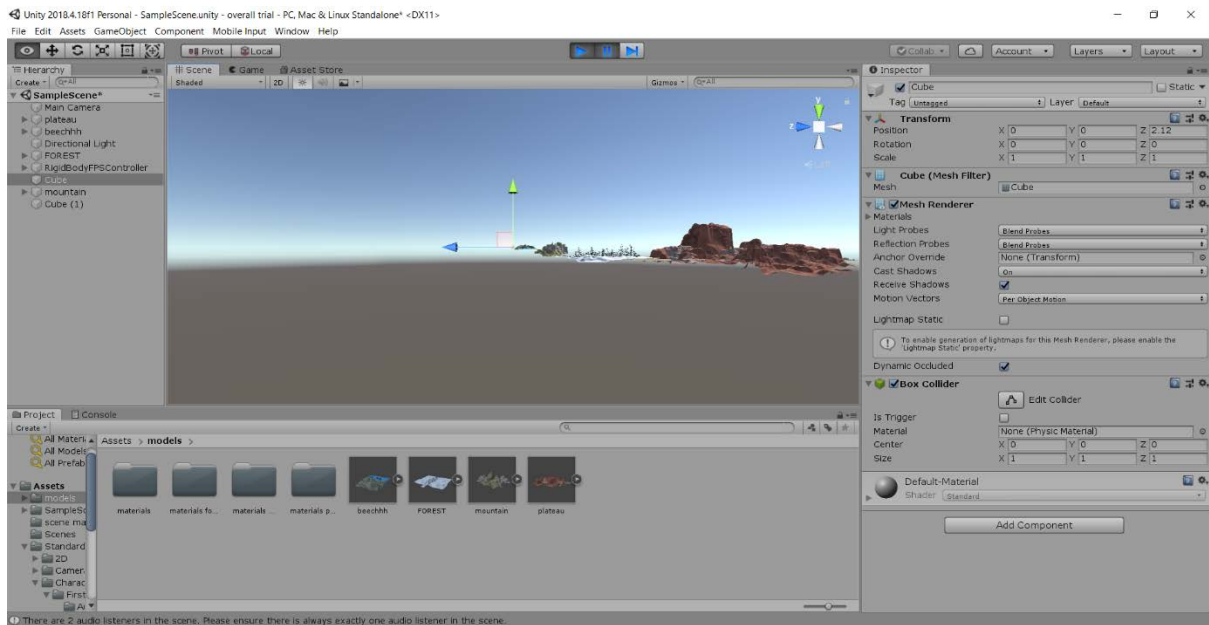


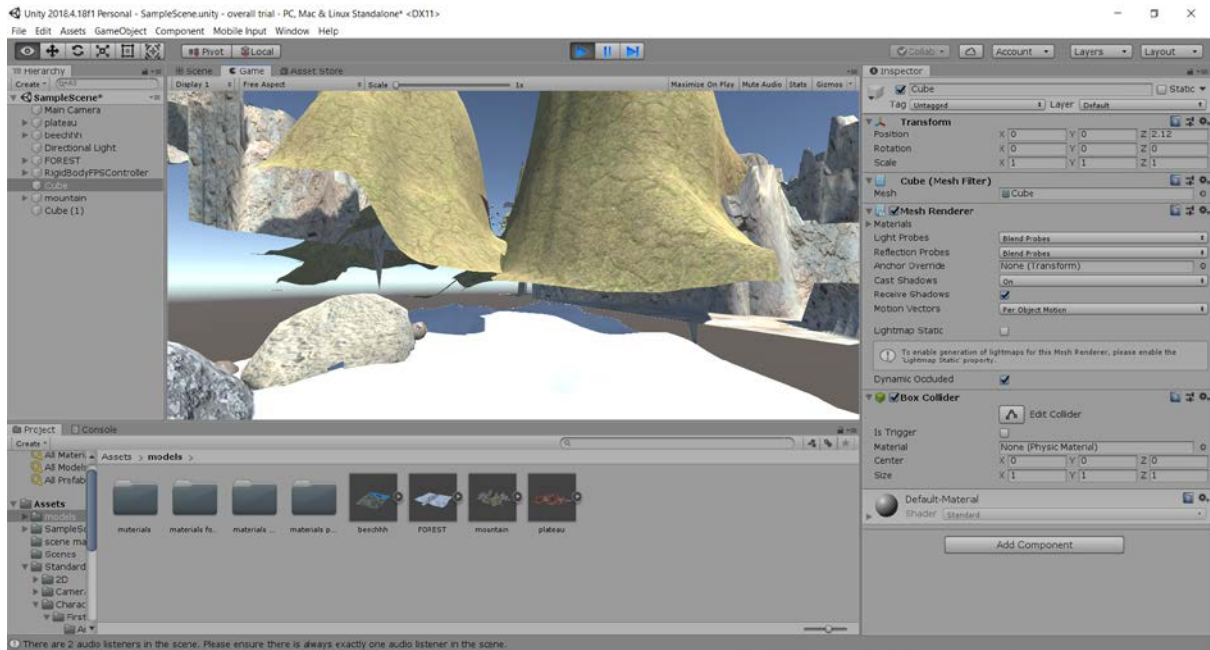
Started with the layout of my models for the simulator in unity.



Initially, I placed the models one below the other and carried out the trial in one layout style. That looked and worked great but I had to drop the layout because it did not give the user the option to go back.



The user can only go forward and not backward so I dropped the layout:



Started working with the new layout of my models and with a bigger scale and settled on this:

