

**METHOD FOR PRODUCING AND REPLAYING COURSES BASED
ON VIRTUAL REALITY AND SYSTEM THEREOF**

ABSTRACT

A method for producing and replaying courses based on virtual reality is
5 provided. The method is used in an electronic device and the method includes steps of:
receiving a 3D model; generating a model data package corresponding to the 3D
model according to the 3D model, wherein the model data package at least includes
several objects applied to the 3D model; recording, by several virtual cameras, actions
of a user who manipulates the objects in virtual reality, and generating action videos
10 corresponding to the objects; and generating a course data package, wherein the
course data package includes the model data package and an animation package
including action videos.

FIG. 1A