The goal of this project is to create a screen-based, three-dimensional real time virtual environment (3DRTVE) that can be used as a pedagogical tool. Within this 3DRTVE, a user is able to gain knowledge about and participate in a simulation of the Buddhist Kalachakra mandala ritual within the context of virtual historic and sacred Buddhist sites. As s/he does so, the user gets a sense of the ceremonial process, as well as engages in an event that is simultaneously informative and meditative. This virtual environment serves three purposes within its educational focus.

- It acts as a guide to a user throughout the virtual enactment of a mandala ritual, offering the student an immersive method of learning about an unfamiliar ceremony.
- It serves as a virtual heritage simulation, providing a record of both a Buddhist sacred space and ritual performance.
- It provides a virtual gallery setting, where users can activate and view descriptive images that depict important aspects of Kalachakra, the initiation, and mandala building.