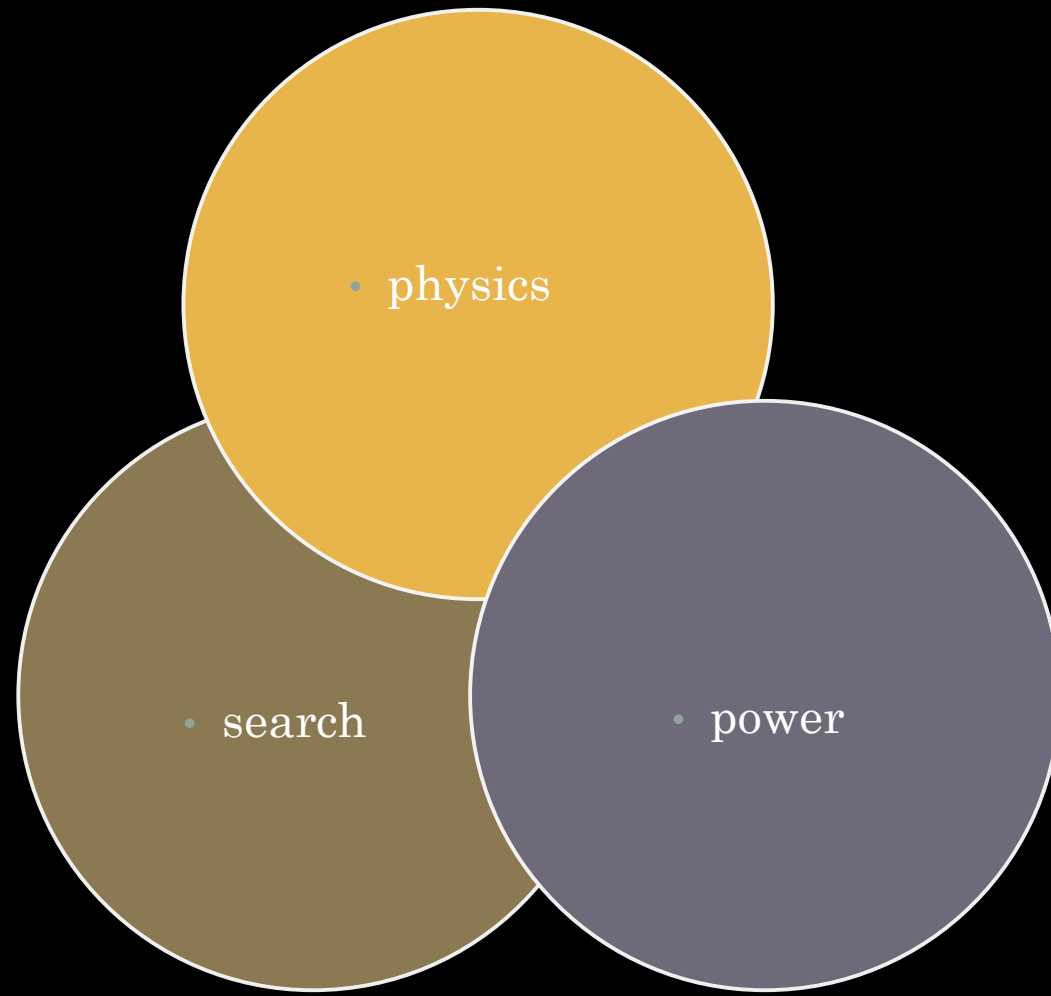


VR-PROJECT

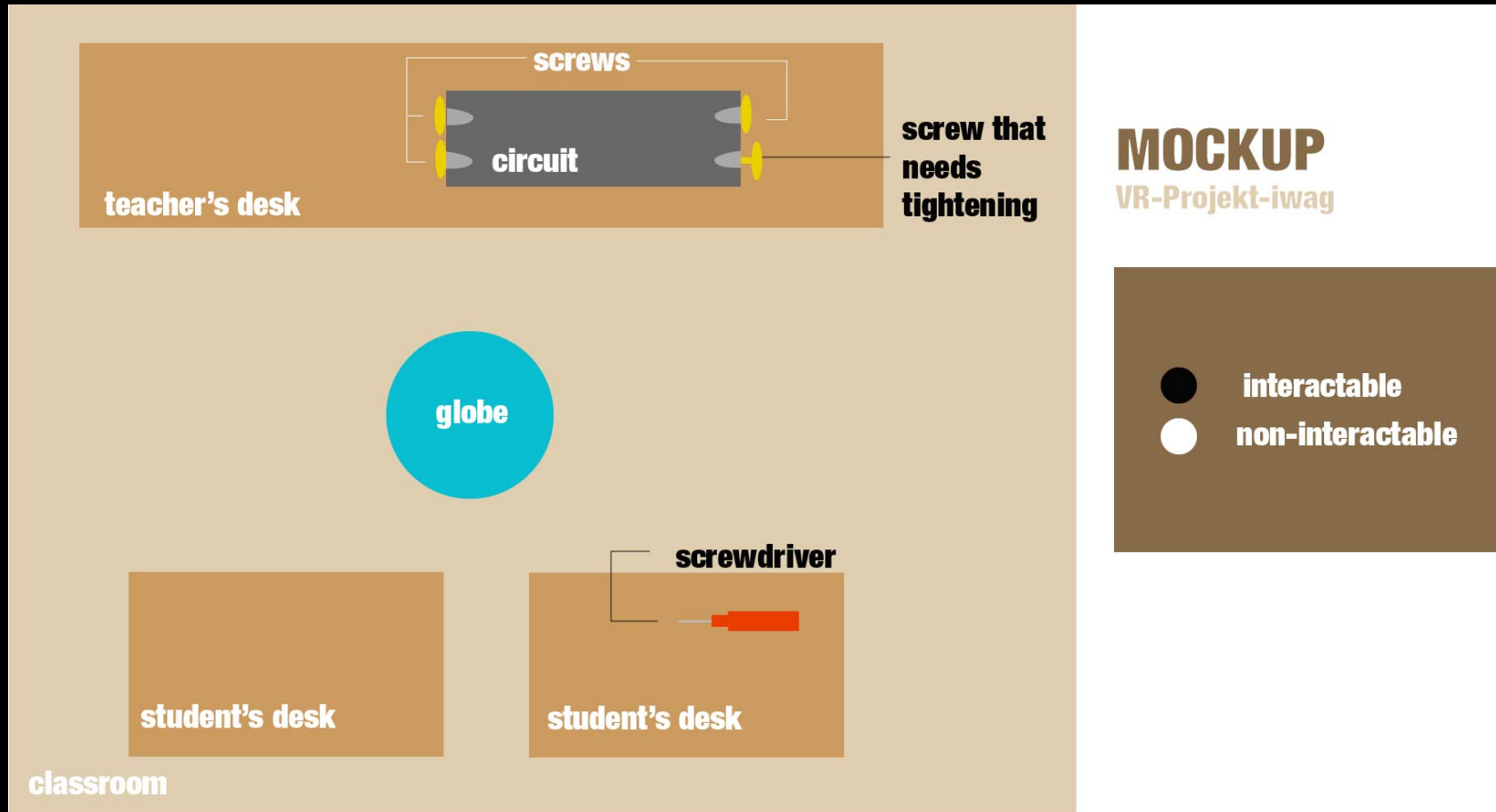
Ida Wagenhofer

REQUIREMENTS

- room
- globe
- riddle to solve
- interact with objects
- animation



THE IDEA



TARGET PLATFORM



WORKFLOW

1. canban
2. readme + Github setup
3. VR setup on Oculus
4. scene setup with whiteboxes
5. movement
6. interaction
7. scripting
8. 3D-model implementation
9. material creation, tags

PLANNING

backlog

+ Add task

(optional) UI (4h)

notifications of what has to be done

success screen

01/09

01/02

...

implementation scripts (3h)

test move control

glow/globe animation

01/09

01/02

...

research (10h)

glow script

build movement control

01/09

01/02

...

up next

+ Add task

apply models (3h)

make grabable

rigidbody

gravity?

implement in scene

01/09

01/04

...

in progress

+ Add task

glow script research (2h)

01/09

01/04

...

done!

+ Add task

look 4-5d models (3h)

Completed by Wagenhofer Ida

01/09

01/08

...

movement (4-4-2h)

Completed by Wagenhofer Ida

01/09

01/01

...

set-up-scene (3h)

Completed by Wagenhofer Ida

01/09

01/02

...

done!

+ Add task

Show completed 13

▼

not to be completed

+ Add task

Show completed 1

▼

✓ ~~set up oculus, look at scene (2h)~~

Completed on 01/16/2020 by you

Assign

Bucket

done!

Progress

✓ Completed

Priority

• Medium

Start date

Start anytime

Due date

01/08/2020

Notes

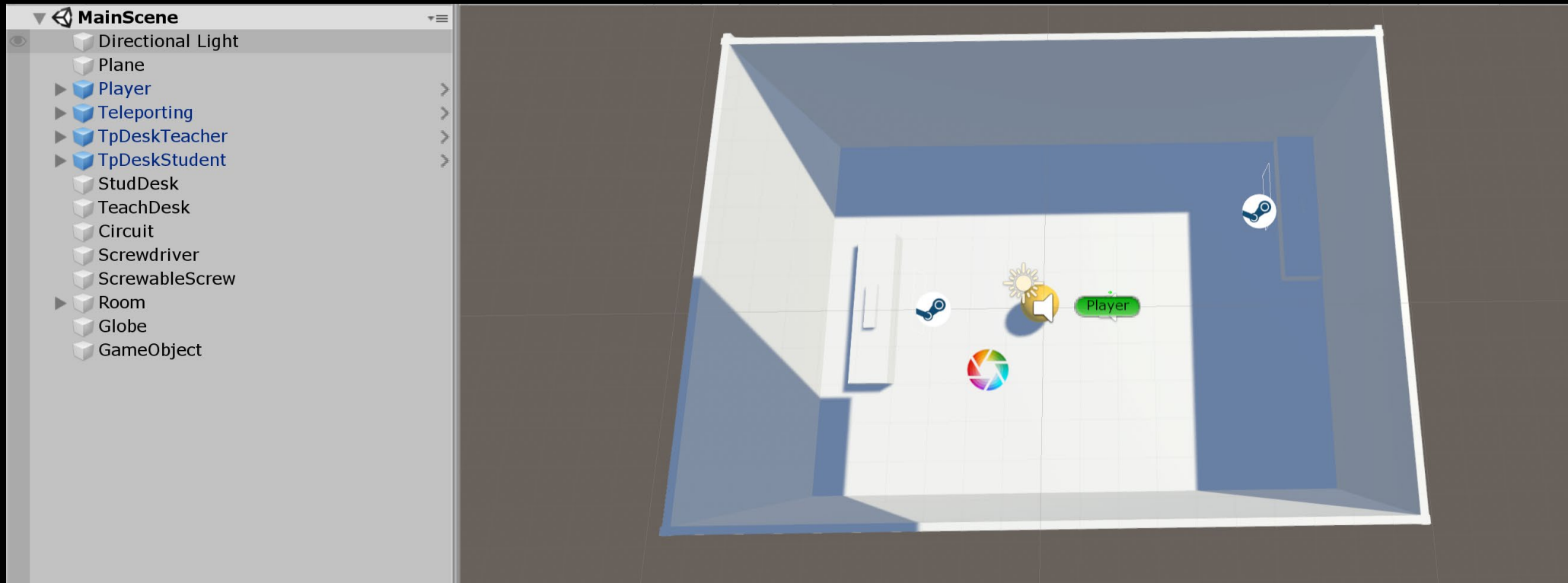
☐ Show on card

took me 2h :-)

VR SETUP

- Steam VR plugin according to tutorial

SCENE SETUP



MOVEMENT

- ~~• teleport area~~
- teleport points

INTERACTION

- ~~grabbable~~
- throwable

SCRIPTING

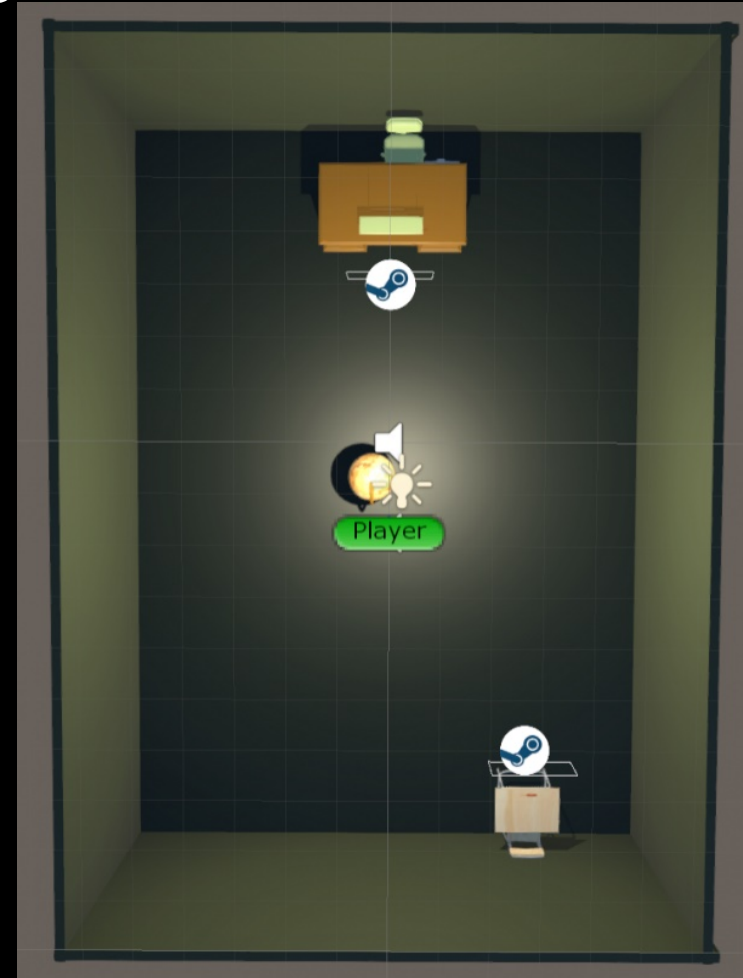
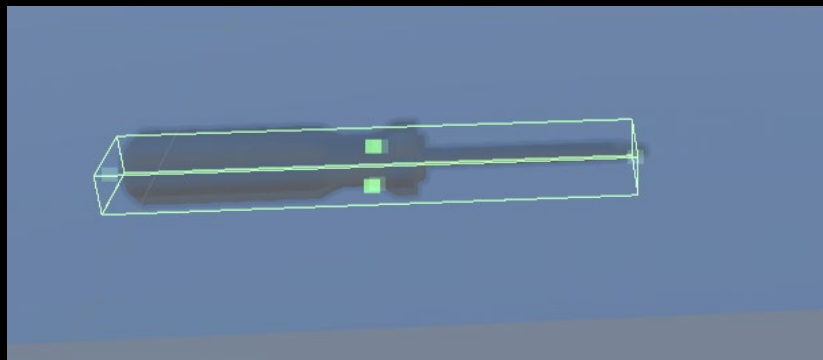
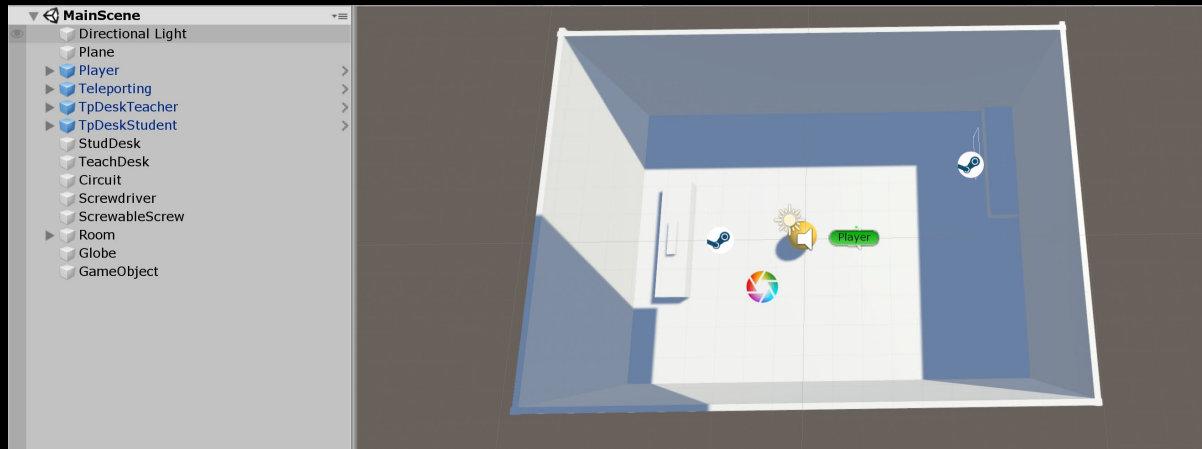
- “glow”
- ~~• post processing volume~~
- ~~• render pipeline~~
- material change

CODE

- Array
- Collision Method

```
1  using UnityEngine;
2
3  0 references
4  public class ChangeMaterialScript : MonoBehaviour
5  {
6      public Material[] material;
7      public MeshRenderer rend;
8
9      // Start is called before the first frame update
10     0 references
11     void Start()
12     {
13         rend.sharedMaterial = material[0];
14     }
15
16     0 references
17     void OnCollisionEnter (Collision col)
18     {
19         if (col.collider.CompareTag("screwable"))
20         {
21             rend.sharedMaterial = material[1];
22         }
23     }
24 }
```

SCENE + 3D Models



PROBLEMS

- throwable
- post processing

CONCLUSION

- plan for things idk



