

An awesome presentation about a ... project

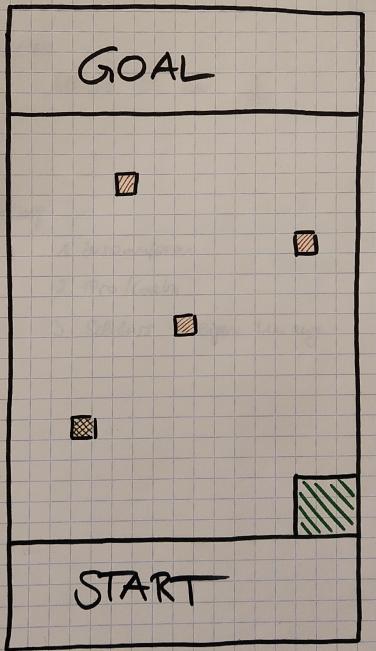
Valerian Tschopp

The task

- to develop a virtual reality game with Unity
- to either use Cardboard, VIVE or the Oculus Quest
- based on the words „mystery“ and „physics“

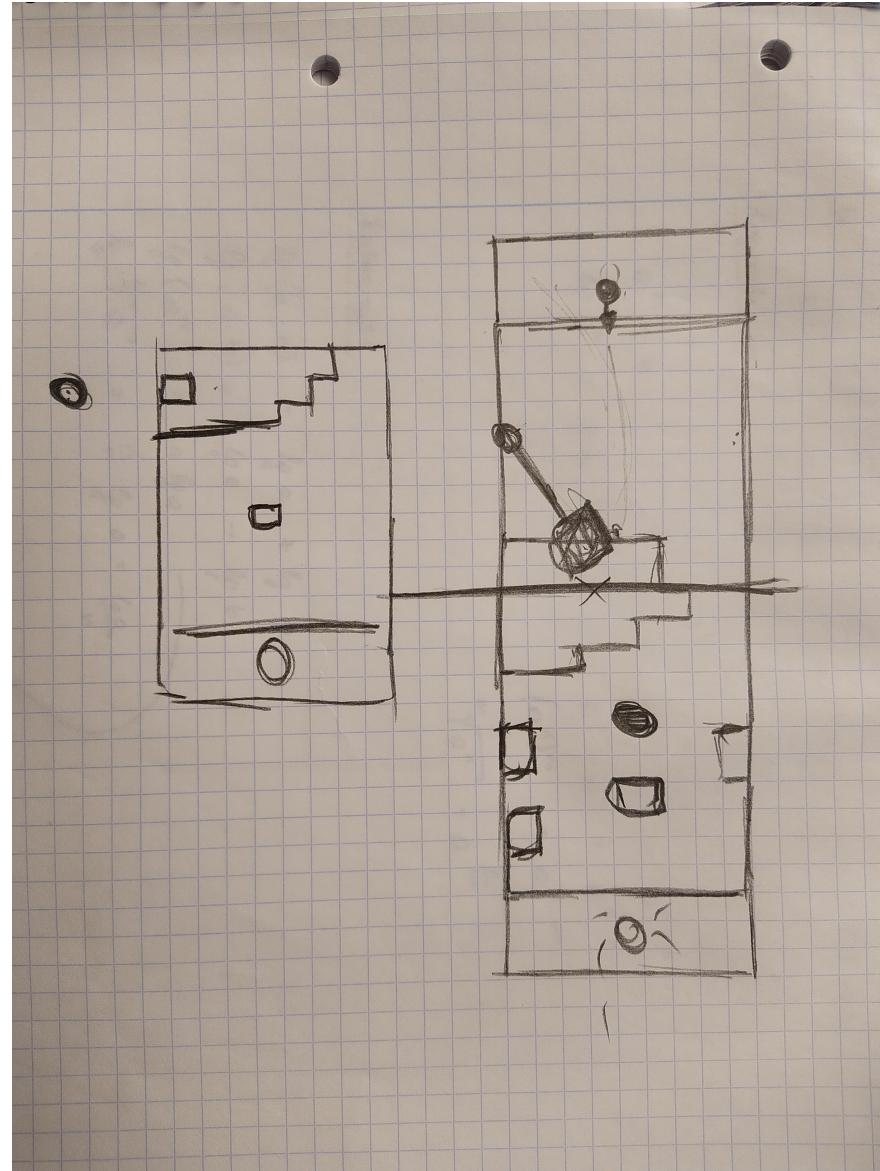
MYSTERY

Physics



■ GRAVITY POD

■ ENERGY CELL



The problems ... part 1

- Oculus Quest
- terrible documentation
- developer account is necessary
 - organisation
 - application
- Android SDK
- USB-C

The problems ... part 2

- switched to the VIVE
- made a successful test in VR
 - SteamVR Plugin
- simple level with cubes
- spawning of energy cells
- added a spinning globe

Wait, this aren't problems?!

This is 100% success story!

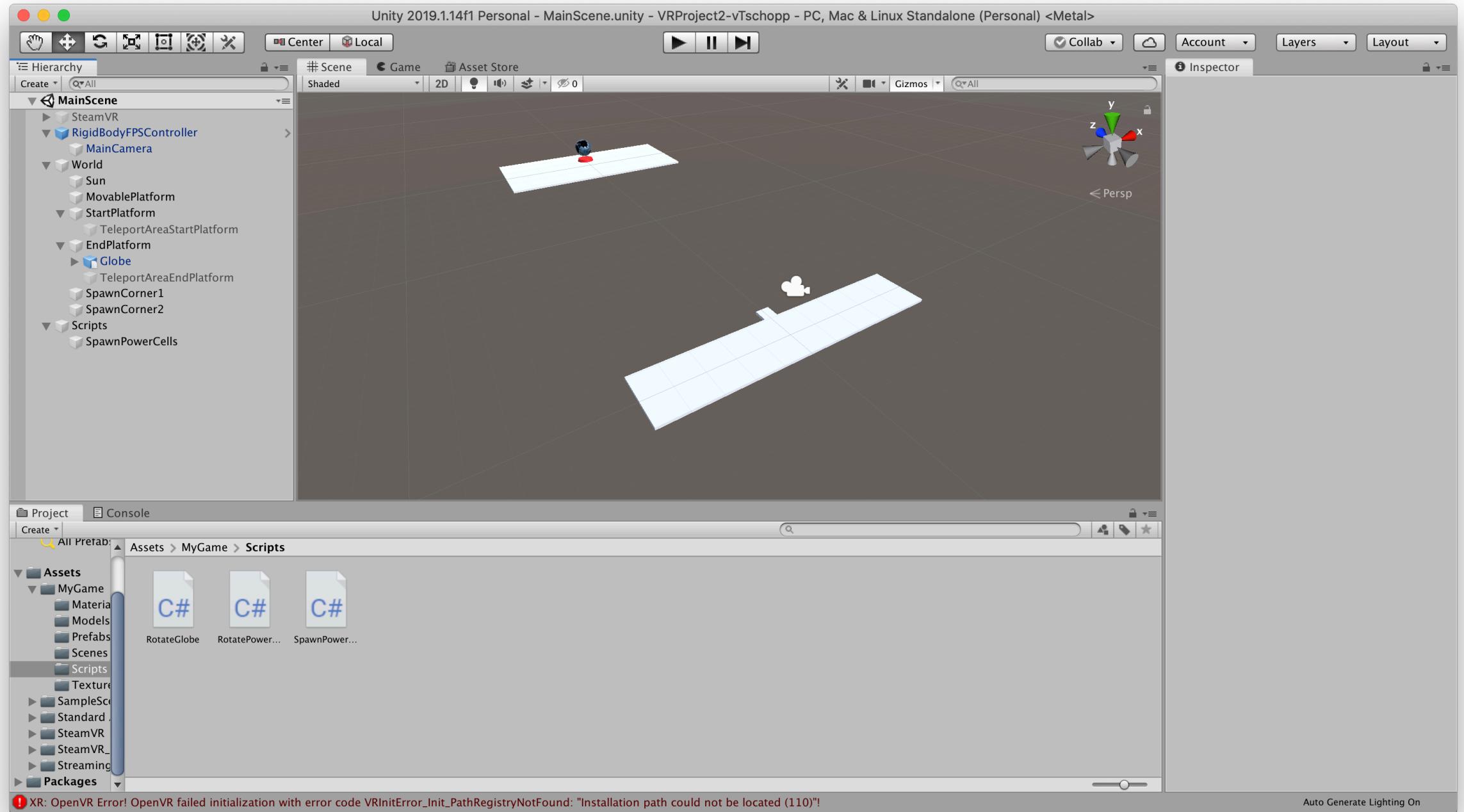
Nope!

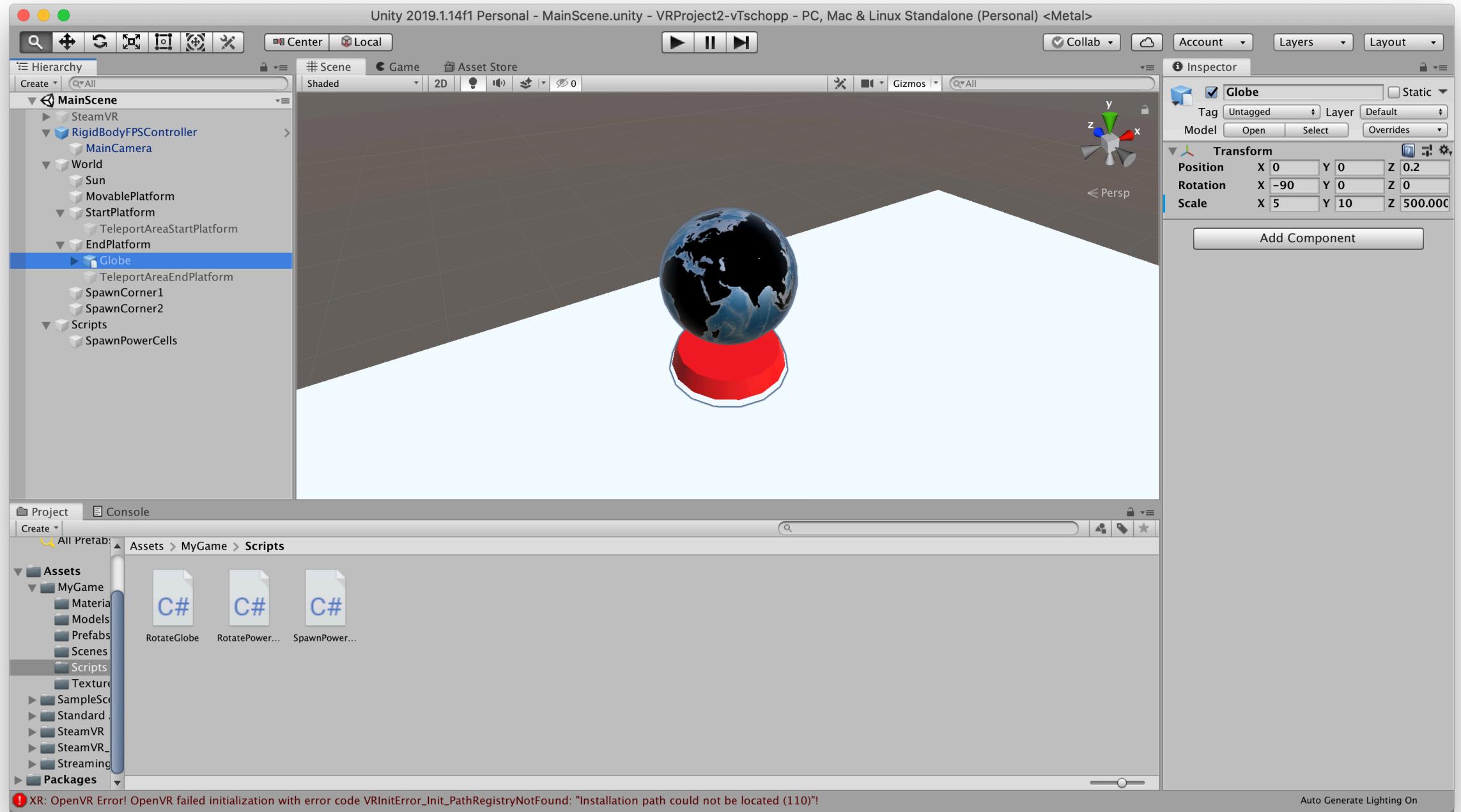
Thats where you're wrong, kiddo!



The real problems ... part 2

- I have no virtual reality system at home
- VR is using a smaller scale then the classical approach
- I have no virtual reality system at home





The screenshot shows the Unity Editor interface with the following details:

- Top Bar:** Shows project status: "Projektmappe geladen" (Project loaded) and search bar: "Drücken Sie für die Suche '%.'".
- Project Explorer:** Shows the project structure under "VRProject2-vTschoff (master)". The "Scripts" folder contains three files: RotateGlobe.cs, RotatePowerCell.cs, and the currently selected file, SpawnPowerCells.cs.
- Code Editor:** Displays the C# code for "SpawnPowerCells.cs". The code defines a class with methods for calculating spawn areas based on two corner transforms.
- Toolbars and Panels:** On the right side, there are several panels: "Toolbox", "Eigenschaften" (Properties), "Dokumentgliederung" (Document Structure), and "Komponententests" (Component Tests). The "Toolbox" panel is currently active.

```
new Vector3(Random.Range(minPosX, maxPosX), 0, Random.Range(minPosZ, maxPosZ)),  
Quaternion.identity);  
}  
  
void calculateSpawnArea()  
{  
    float posX1 = spawnCorner1.transform.position.x;  
    float posZ1 = spawnCorner1.transform.position.z;  
  
    float posX2 = spawnCorner2.transform.position.x;  
    float posZ2 = spawnCorner2.transform.position.z;  
  
    switch(posX1 < posX2)  
    {  
        case true:  
            minPosX = posX1;  
            maxPosX = posX2;  
            break;  
  
        case false:  
            minPosX = posX2;  
            maxPosX = posX1;  
            break;  
    }  
  
    switch (posZ1 < posZ2)  
    {  
        case true:  
            minPosZ = posZ1;  
            maxPosZ = posZ2;  
            break;  
  
        case false:  
            minPosZ = posZ2;  
            maxPosZ = posZ1;  
            break;  
    }  
}
```

At the bottom, tabs for "Quelle" (Source), "Autoren" (Authors), "Protokoll" (Log), "Zusammenführen" (Combine), and "Änderungen" (Changes) are visible. The status bar at the bottom right shows "Fehler" (Errors) and "Aufgaben" (Tasks).

5ahmnm1920-mep3-G2/VRPro X E-Mail – Tschopp Valerian-Lean X in a VR project of a friend, just use an if X

https://www.reddit.com/r/programminghorror/comments/ezrngo/in_a_vr_project_of_a_friend_just_use_an_if/

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in a VR project of a friend, just use an if statement please

1.0k r/programminghorror · Posted by u/leonhard_robin 12 days ago

in a VR project of a friend, just use an if statement please

```
switch(posX1 < posX2)
{
    case true:
        minPosX = posX1;
        maxPosX = posX2;
        break;

    case false:
        minPosX = posX2;
        maxPosX = posX1;
        break;
}

switch (posZ1 < posZ2)
{
    case true:
        minPosZ = posZ1;
        maxPosZ = posZ2;
        break;

    case false:
        minPosZ = posZ2;
        maxPosZ = posZ1;
        break;
}
```

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