Wednesday, April 21, 2021

designing for movements in VR would make it nice to not trigger, exasterbate, or begin eroding the spacial and orientational internal, and individually unique, muscular, nervous system, and tactile sense calibration and control. Typically, the nature of most rooms tends to not be a closed polygon.

After generations of relying on "trust falls" to build human bond and comradery, we must not exhaust them in virtual worlds without having made plans, and early bidding, to practice again next weekend. But in all seriousness: fighter jet pilots probably can speak to it better but the HUD, tactile interfaces, and alerts already cause so much of concern until the autonomy they provide the pilot is able to enhance the synergy between the guider - pilot - and intellegence in real time in form of guages, controls, and lots of highly intentional UX design choices.

Even having spent the greater of my time in tech, i too can marvel at the field that also inspires the aero, performance, and standards for cars (C8 designers talk about this; austronauts drive Corvettes historically).

Driving point: let's consider the deliberation in the space as indication that maybe the safety and long term autonomy of users is key here. So yeah, that made me think of a circle room you drop into so you don't trip out if you want to bump into stuff. It invites it! You can't really fall out into anywhere....Anyway: I could also be completely wrong and lead the direction and early itsration astray...so consider it a simple heuristic for considering the problem setting (get it? ha!)

the segments missing are called doors

doors, by design, have a tendency to l lead into known or unknown environments, experiences, and unknowns

while scary, the possibility that one section of the open circuit / room might be open and therefore an unintended leap into arms that won't quite complete into a closed figure...a bear hug