

# Interactions In VR

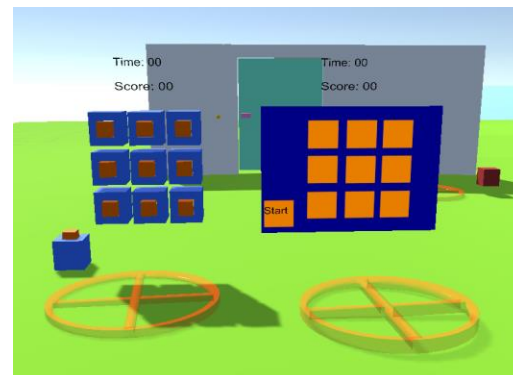
Aoife Powders

## Introduction

My aim for this project is a study on Interactions in VR. I intend to develop a demo that uses the HTC Vive, and will teach the user about all the different ways in which you can interact with your environment in VR. The user is given the opportunity to play around with some different interactions before moving on to some fun minigames centred around some other interactions.

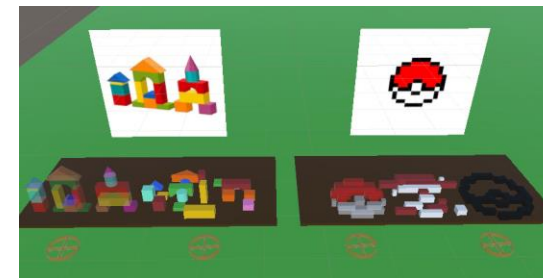
## Methods

I will use the Unity Engine To create this demo. I will Be using Unity's own VR Plugin called Unity XR along With OpenVR. I did some Research into interactions And found what many Interactions I could make Minigames around and Also some that I thought Seemed interesting and Decided to implement also.



## Results

The finished product is a demo of some of the many interactions that can be had in VR. The user can teleport around the environment, interact with all the objects available allowing them to become immersed. They can play around with the objects and get a feel for the interactions or Have fun with the Minigames.



## Conclusions

In conclusion I am very Pleased with the finished Project. I had many Problems with my initial Project proposal, Unity, Hardware etc. Looking back Now I would have done Some things differently but In the end I am incredibly Proud of what I was able To create.

