VR PERSPECTIVES

Louis Ginesy

# THE IDEA: EXPLORE ALTERNATIVE PERSPECTIVES IN VR APPLICATIONS

THE IDEA: EXPLORE ALTERNATIVE PERSPECTIVES IN VR APPLICATIONS

STATE OF THE ART

- 3PP-R: Enabling Natural Movement in 3rd Person Virtual Reality | Inan Evin, Toni Pesola, Maximus D. Kaos, Tuukka M. Takala, Perttu Hämäläinen

- Characterizing first and third person viewpoints and their alternation for embodied interaction in virtual reality | Henrique Galvan Debarba, Sidney Bovet, Roy Salomon, Olaf Blanke, Bruno Herbelin, Ronan

- Characterizing embodied interaction in First and Third Person Perspective viewpoints | Henrique G. Debarba, Eray Molla, Bruno Herbelin, Ronan Boulic

- Keep my head on my shoulders!: why third-person is bad for navigation in VR | Daniel Medeiros, Rafael K. dos Anjos, Daniel Mendes, João Madeiras Pereira, Alberto Raposo, Joaquim Jorge

- First- and Third-Person Perspectives in Immersive Virtual Environments: Presence and Performance Analysis of Embodied Users | Geoffrey Gorisse, Olivier Christmann, Etienne Armand Amato, Simon Richir

CURRENT STATE OF THE PROJECT
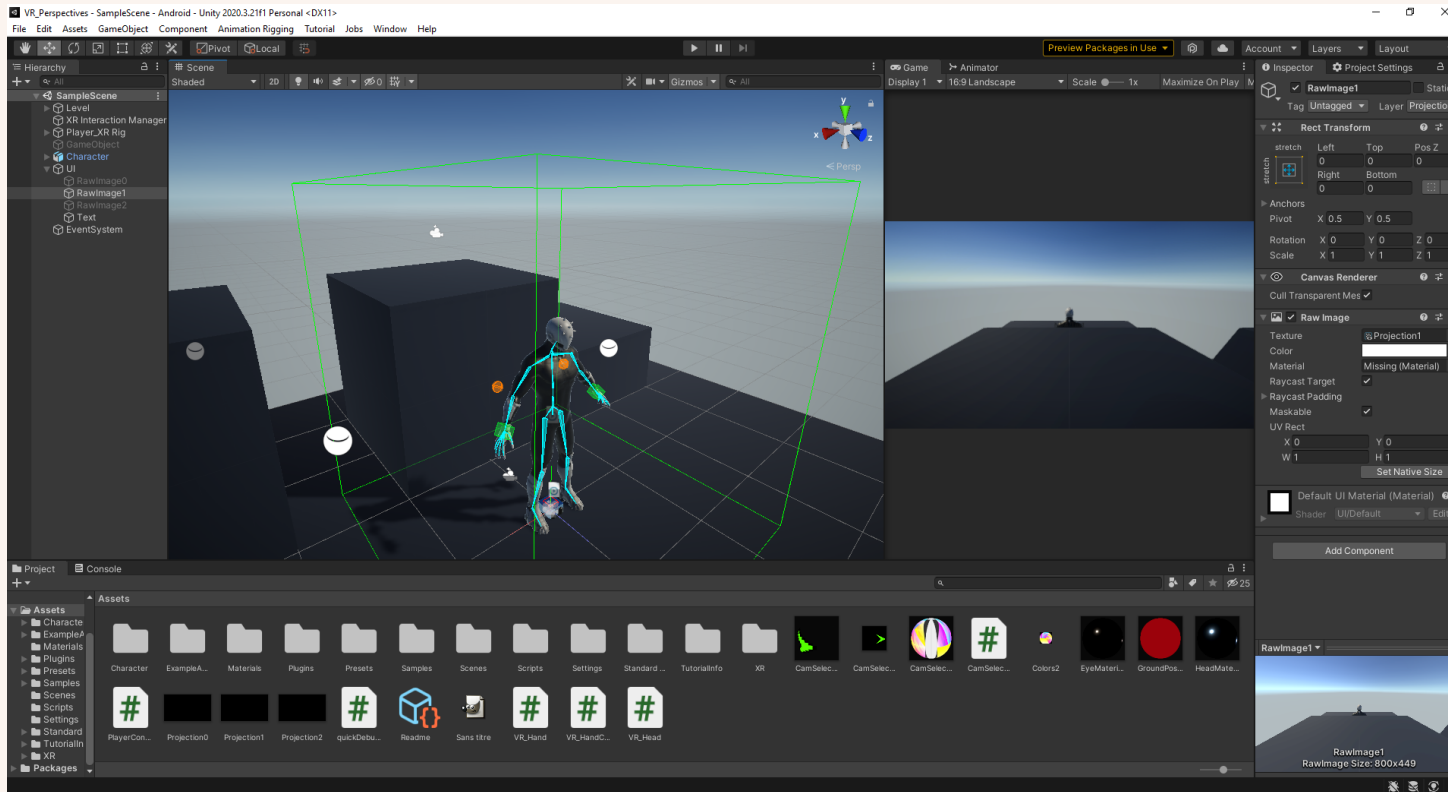
- Camera redirection using a projection plane

- IK for hands and head

- Move and rotation via sticks or movement

- Selection between different cameras in game

WHAT'S NEXT ?

Fix and Improve the existing IKs

Add IK for legs to simulate walking

Add a simple grab system

Add the other cameras planned