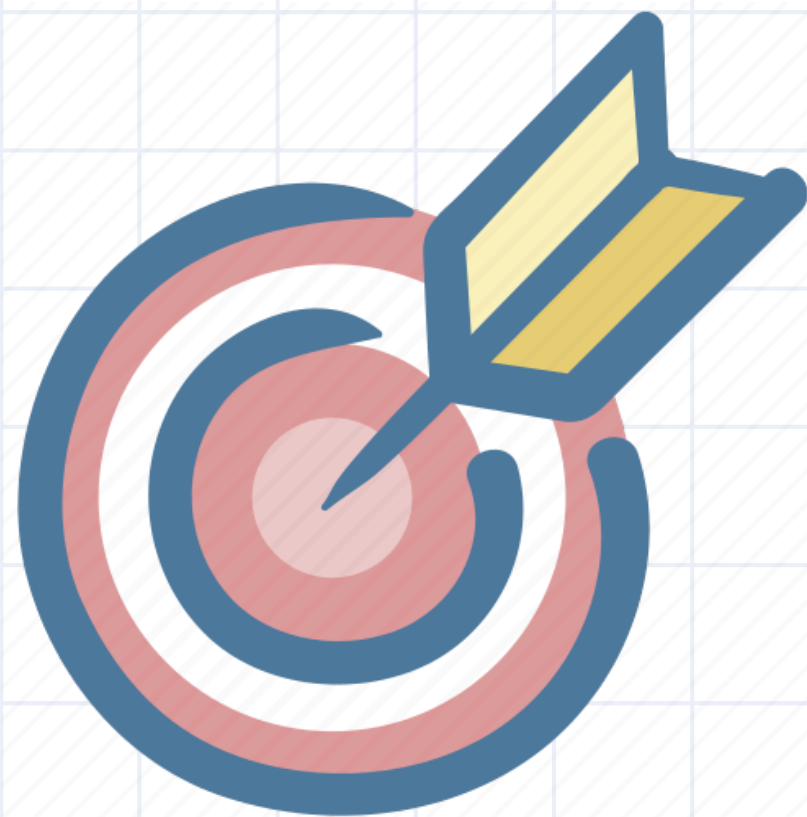


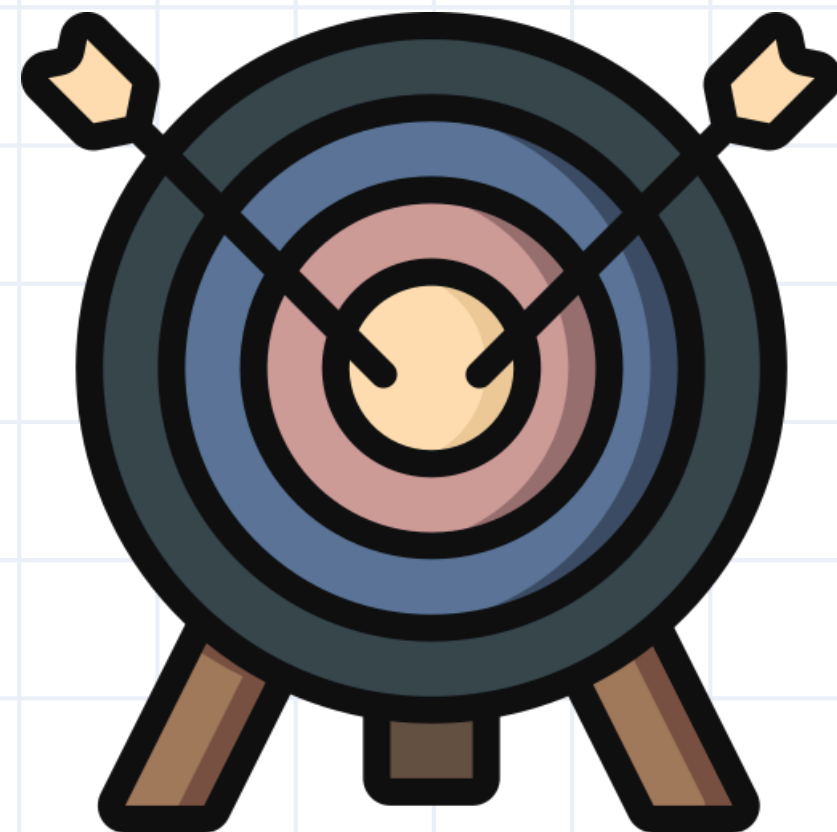
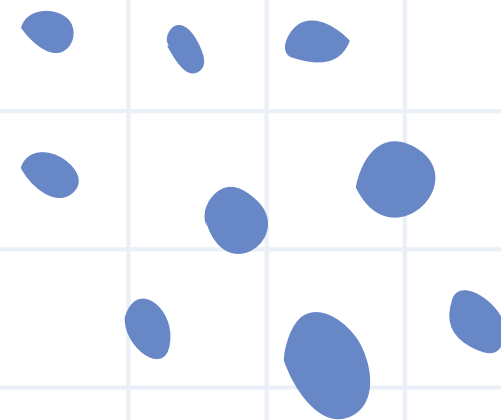
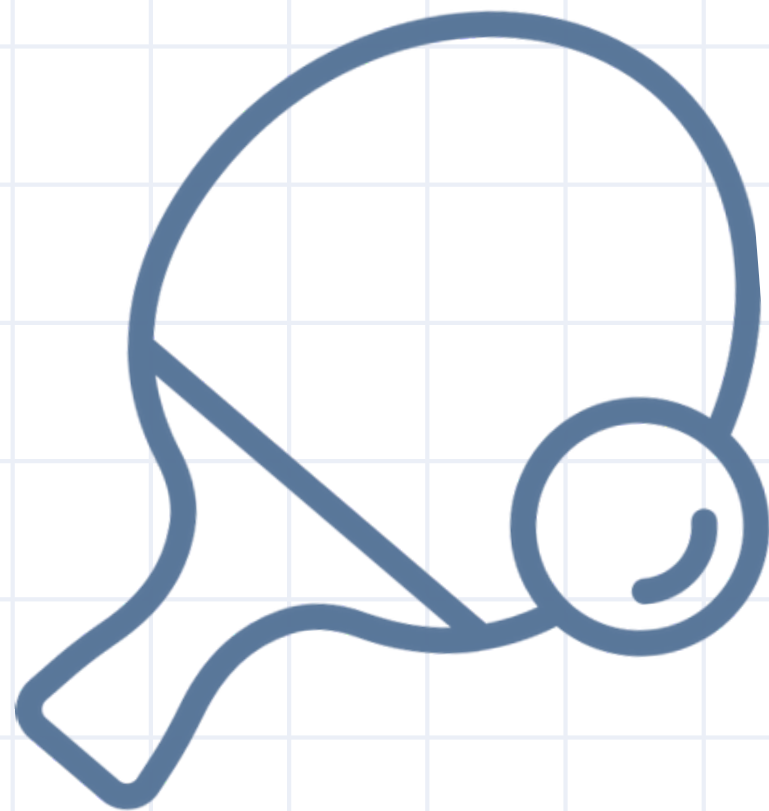
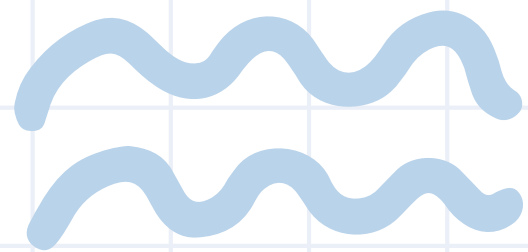


ARCHERY TRAINING

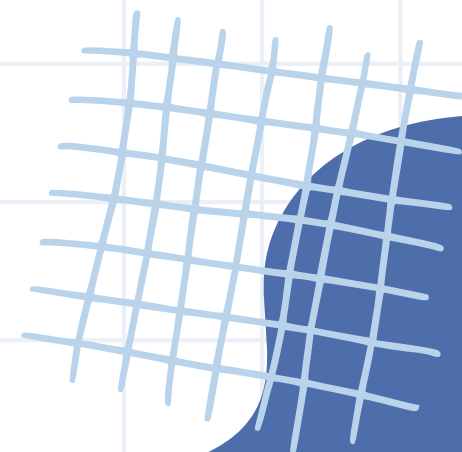
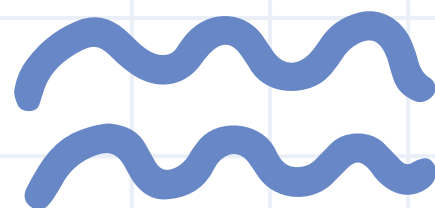


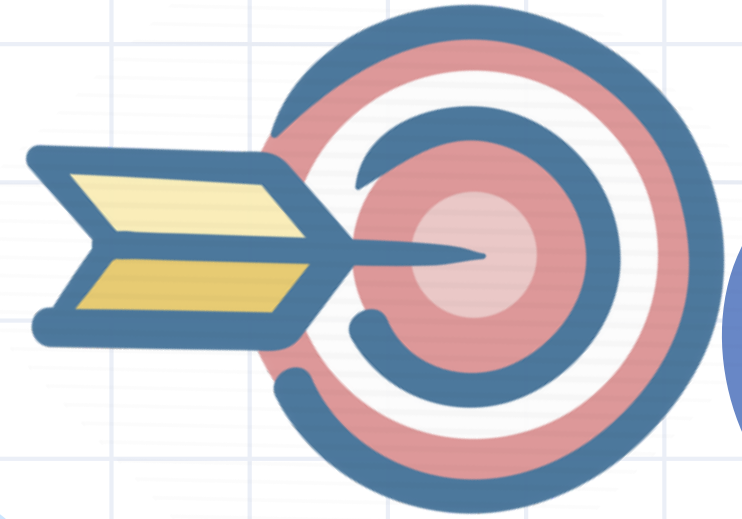
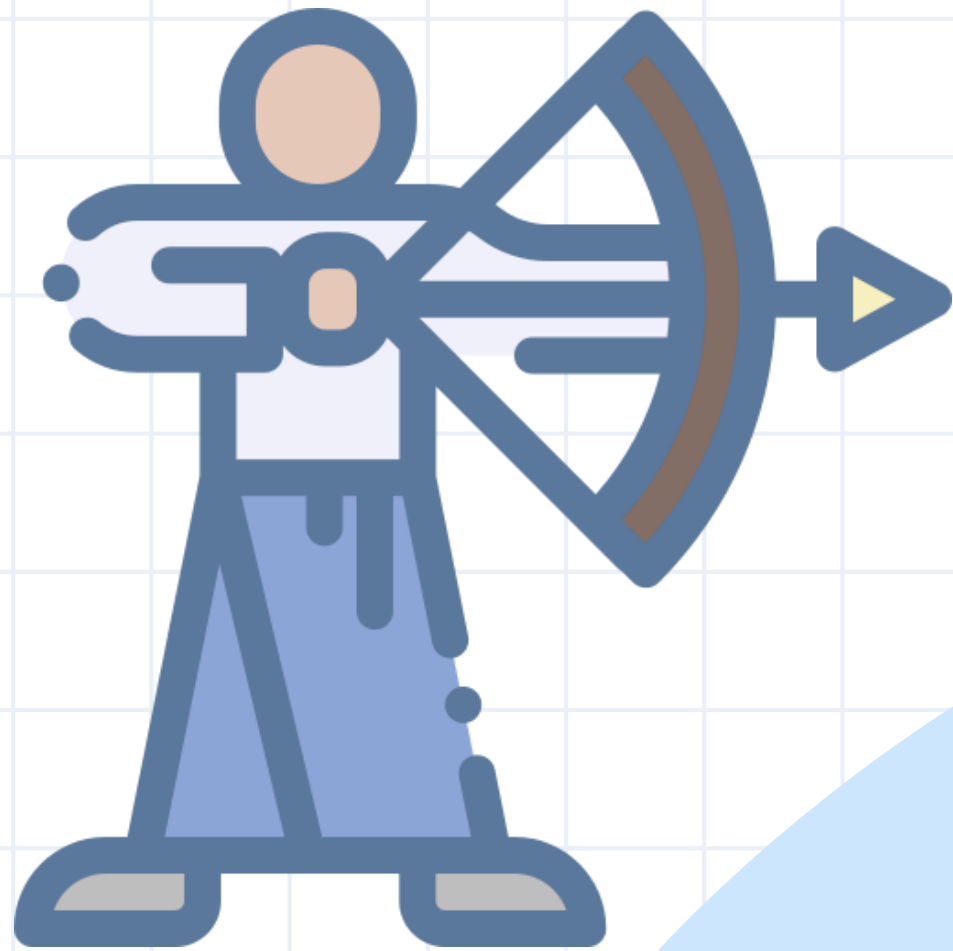
ADVANCED IMMERSIVE
INTERACTIONS

SAMOYAUT BAPTISTE
MOUGEL ALIX

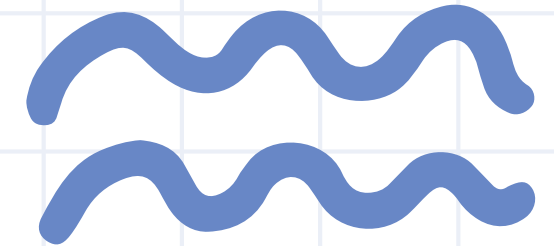
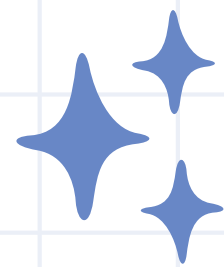


INTRODUCTION





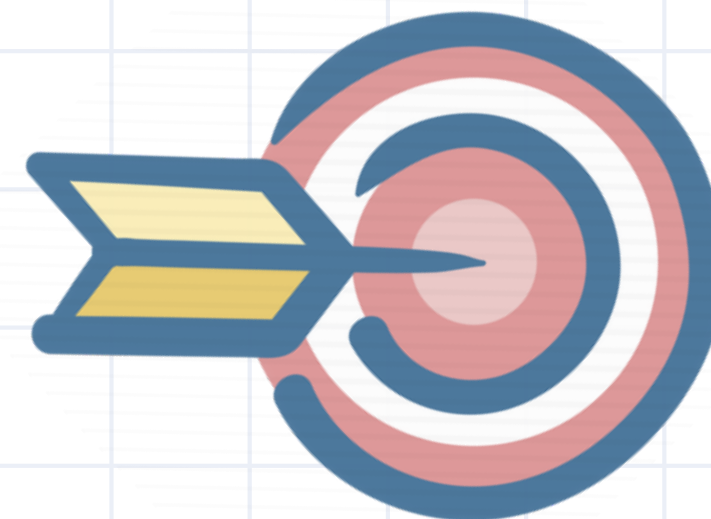
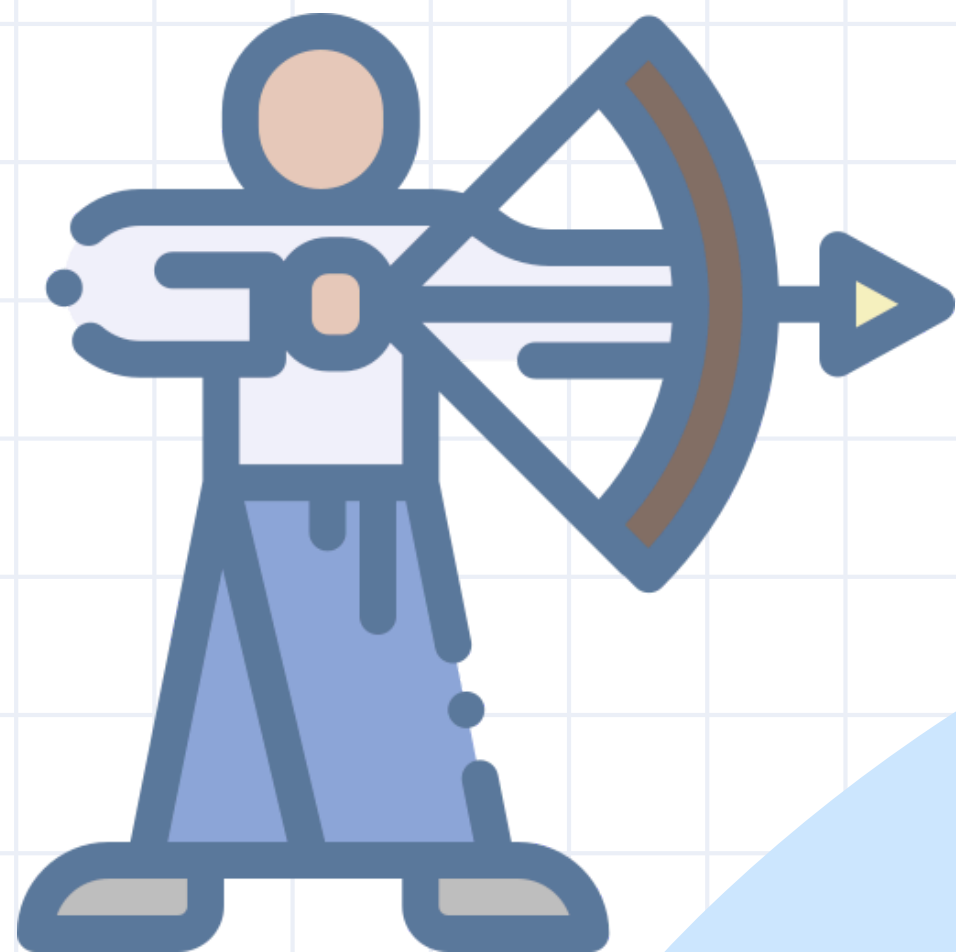
PROJECT GOALS



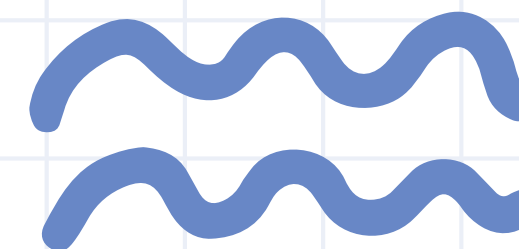
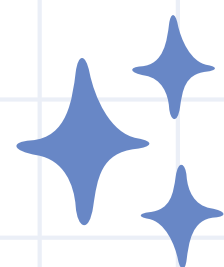
KEY OBJECTIVES

Designing an intuitive and engaging app that integrates with the Vive Cosmos.

Incorporating multiple fun and interactive training modes to target various aspects of archery skills, such as accuracy and strategy.



DESIGN



KEY ELEMENTS

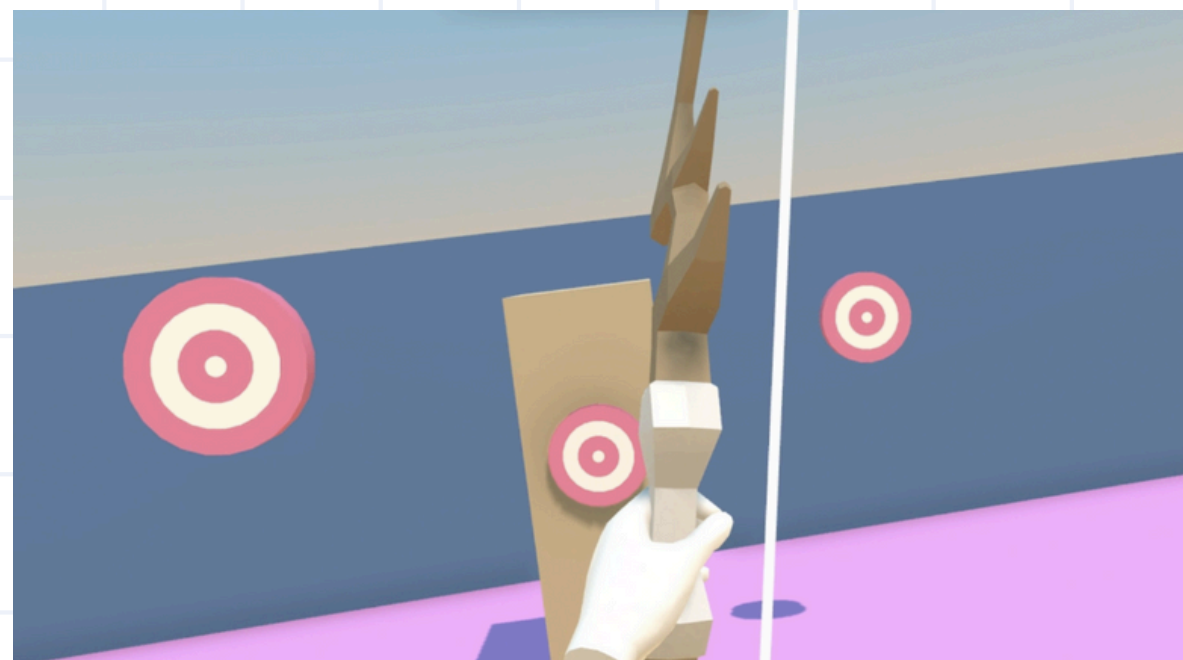
- A bow & arrow:

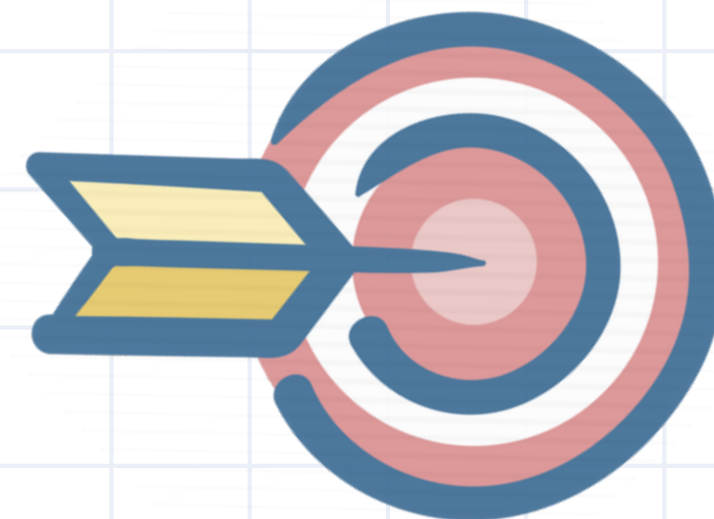
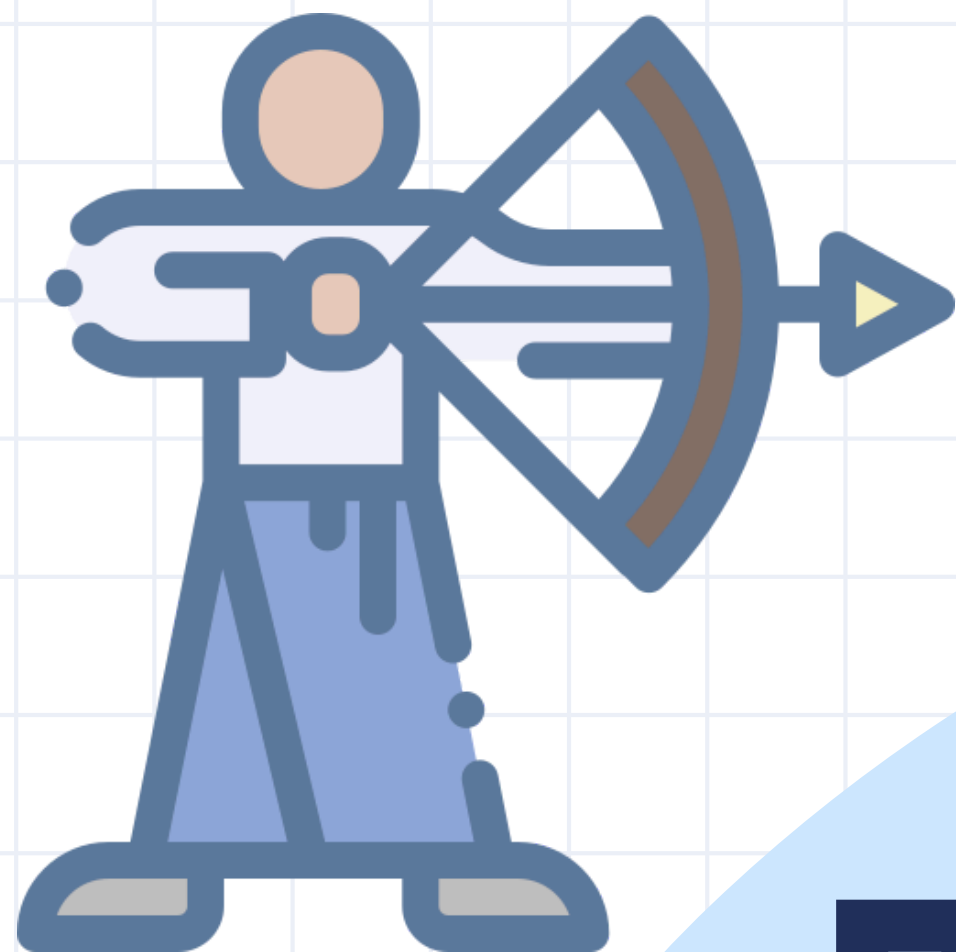


- Targets:

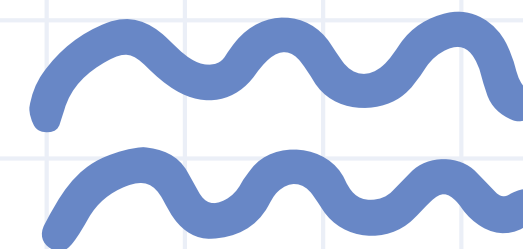
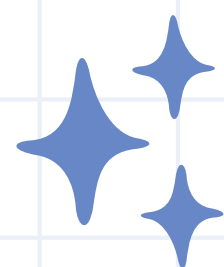


- Ground:





PROTOTYPING

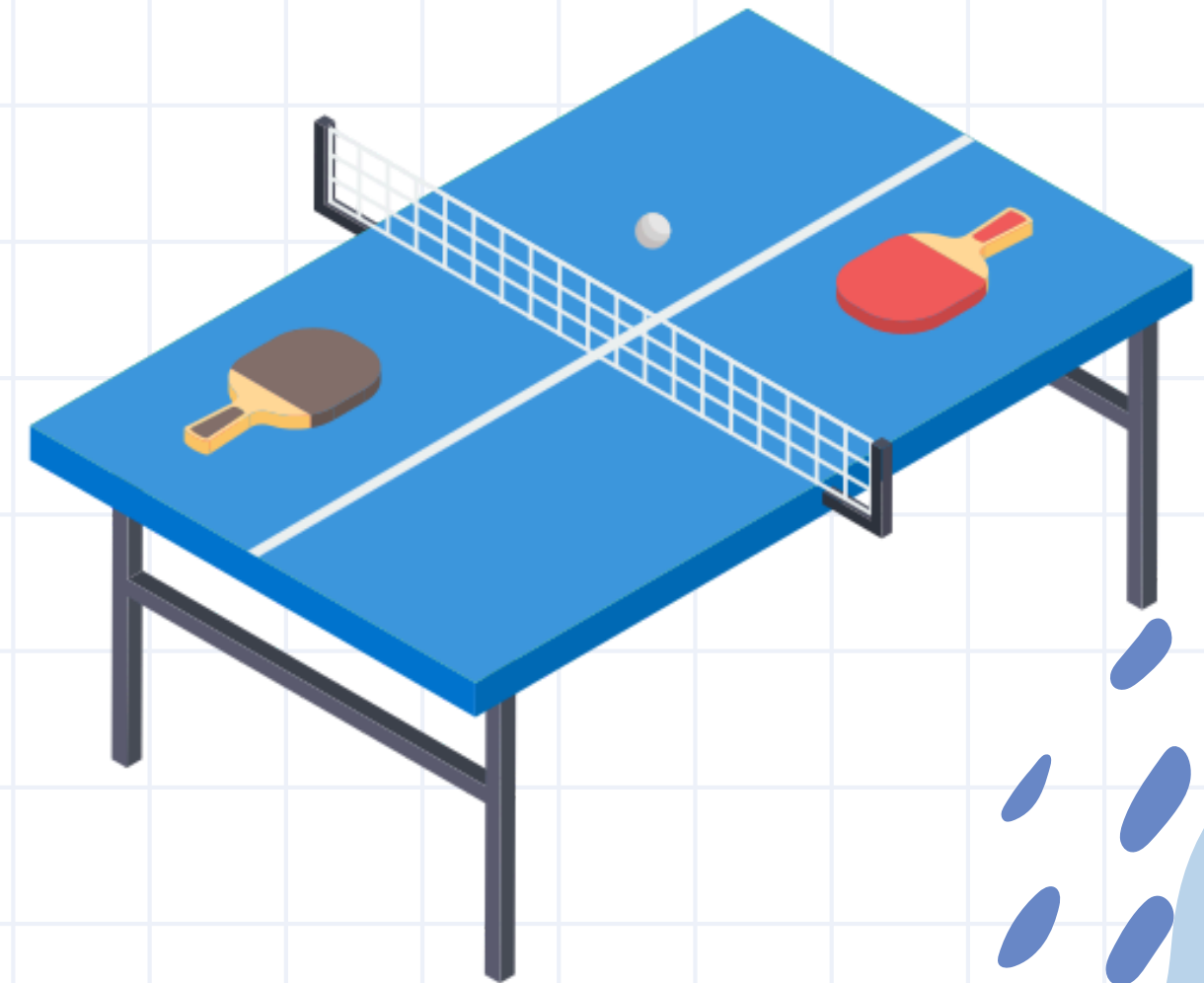


FIRST PROJECT

TABLE TENNIS WITH AR

- Main issues:

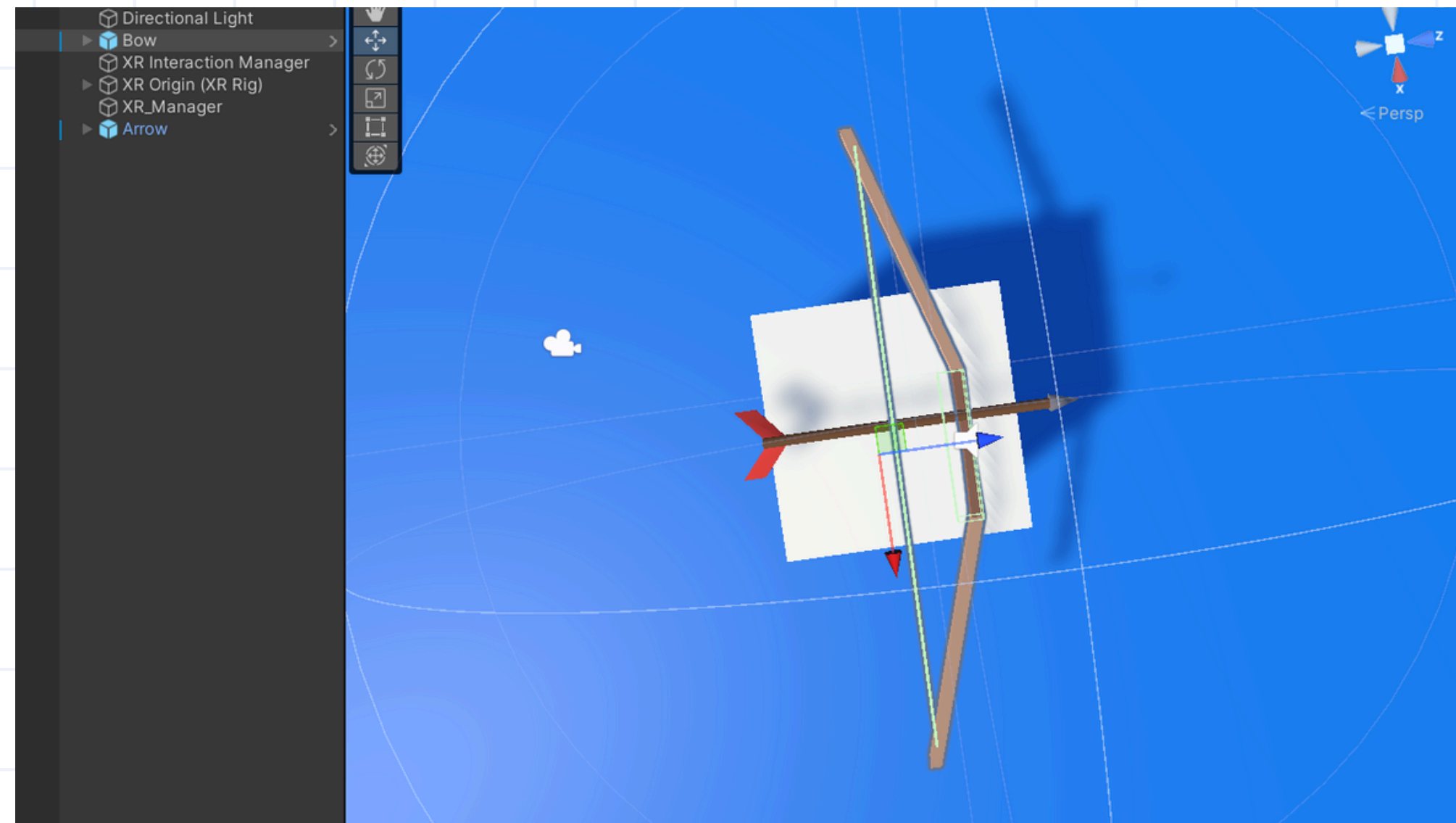
- Vuforia
- MRTK
- Unity version compatibility
- Tracking with the headset itself



SECOND PROJECT

ARCHERY WITH VR

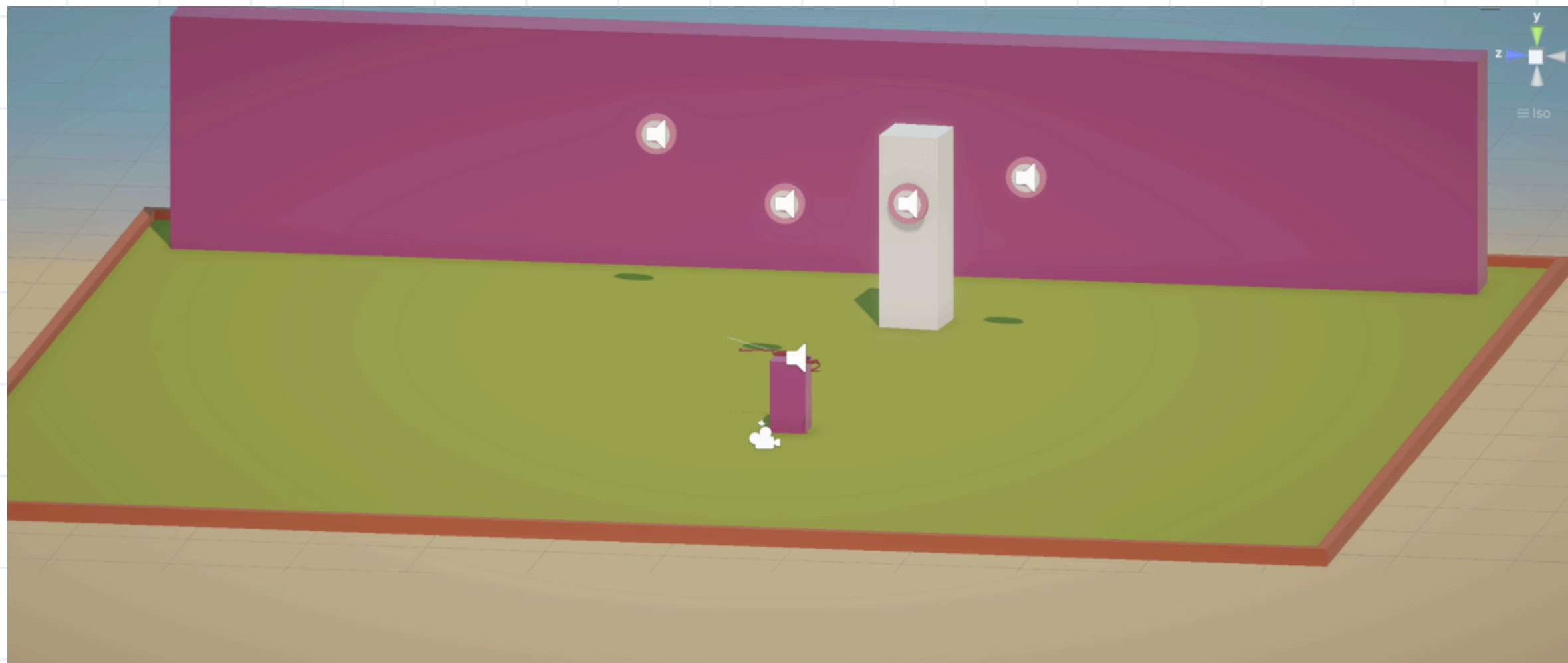
First iteration:

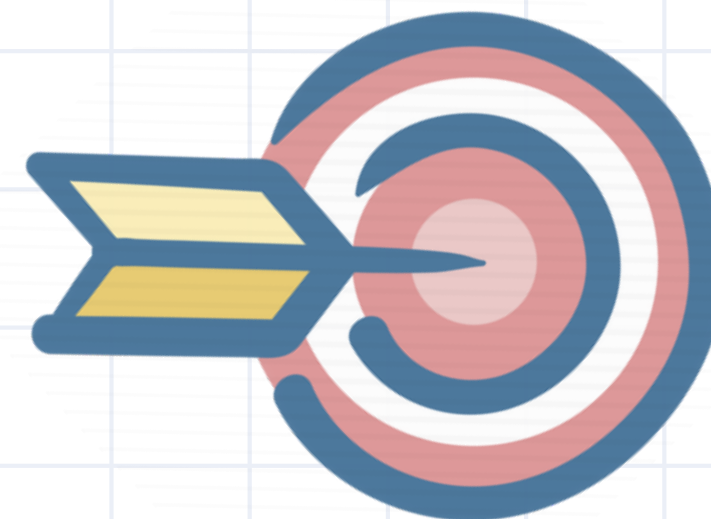
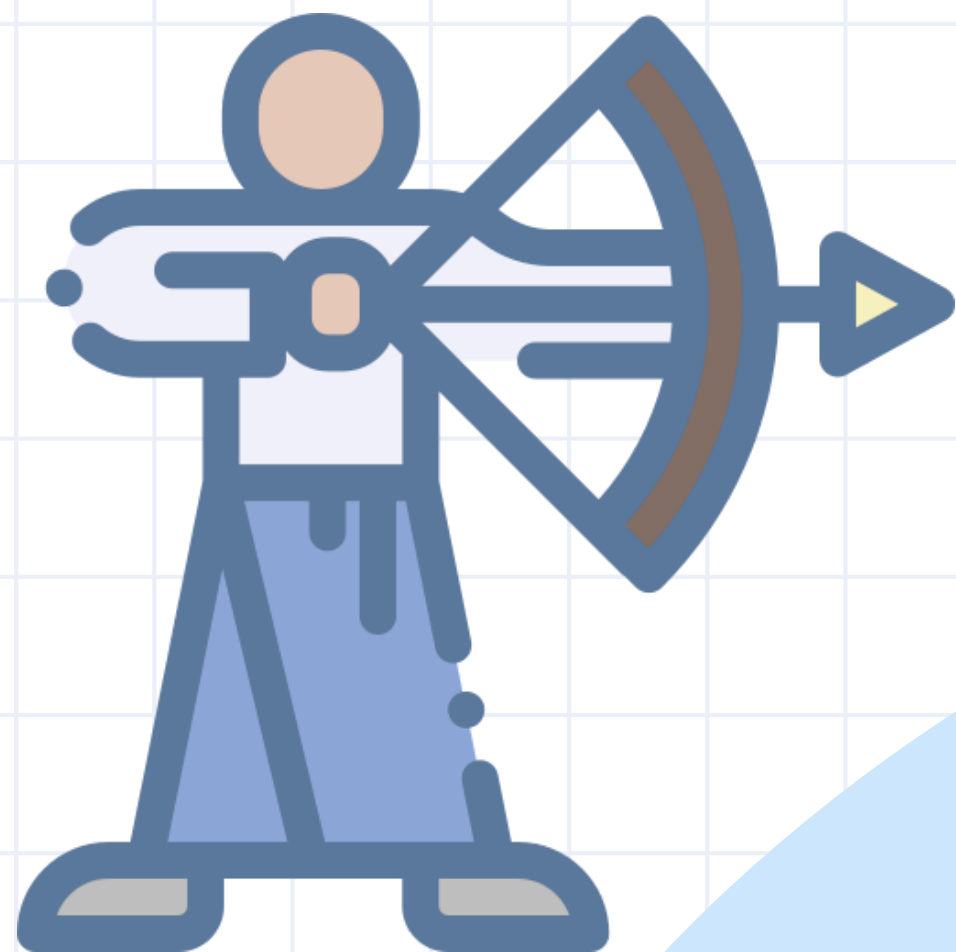


SECOND PROJECT

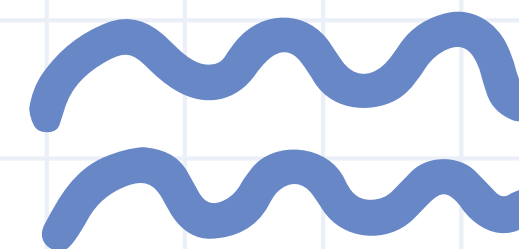
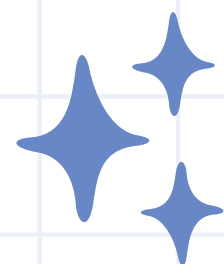
ARCHERY WITH VR

Second iteration:



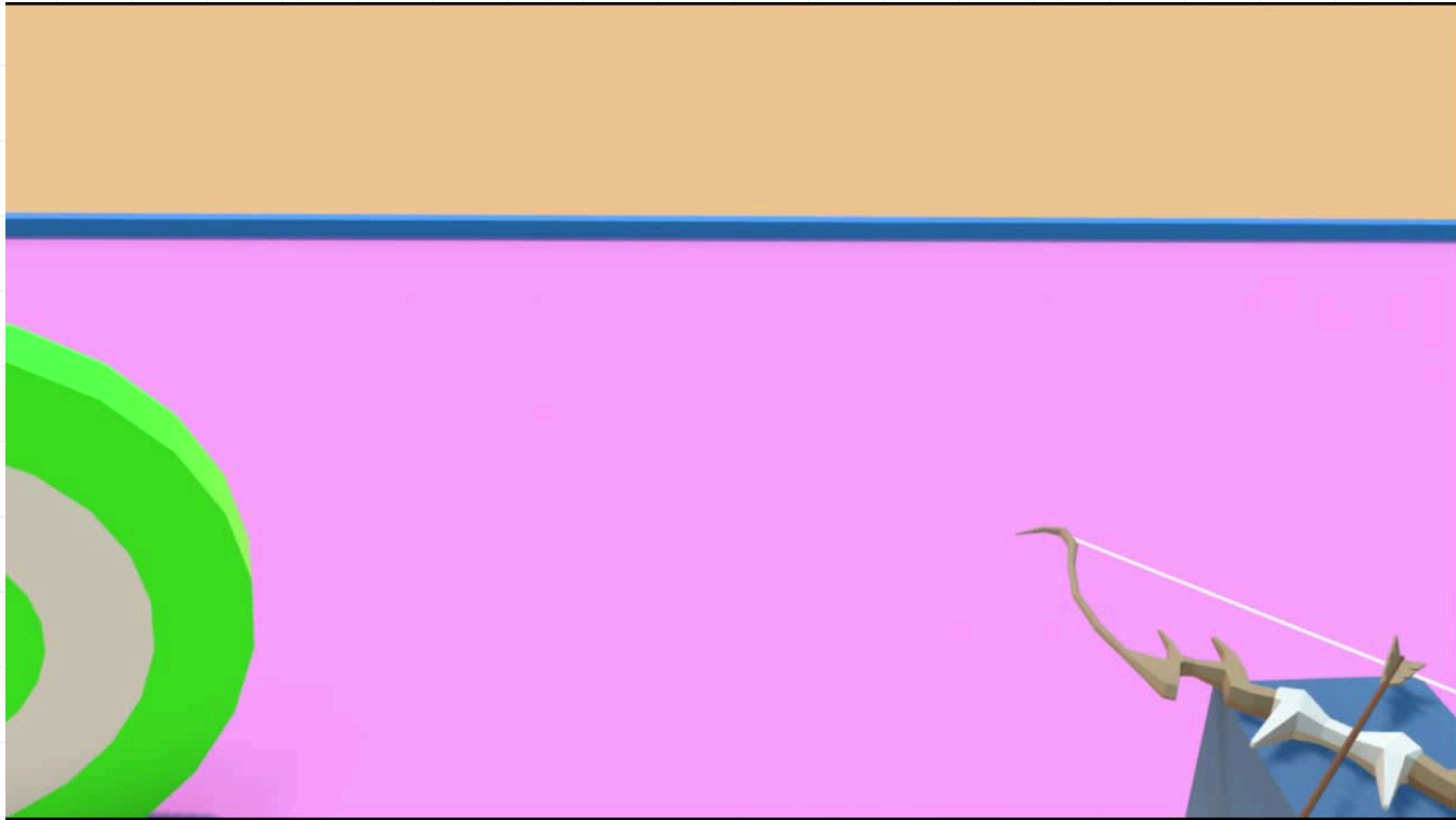


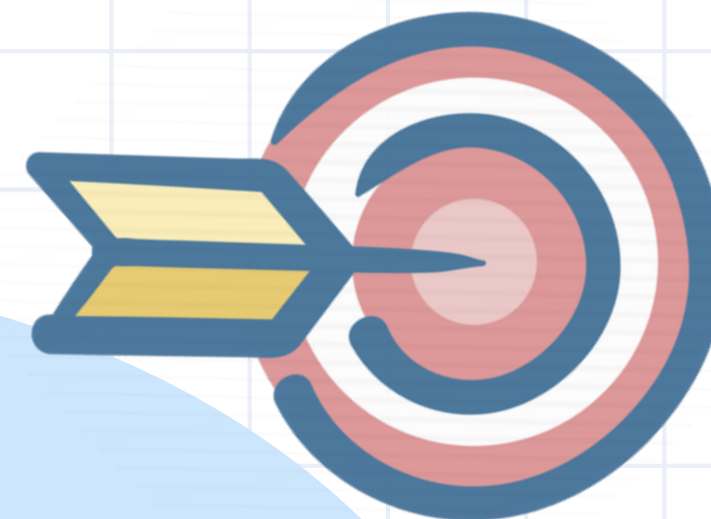
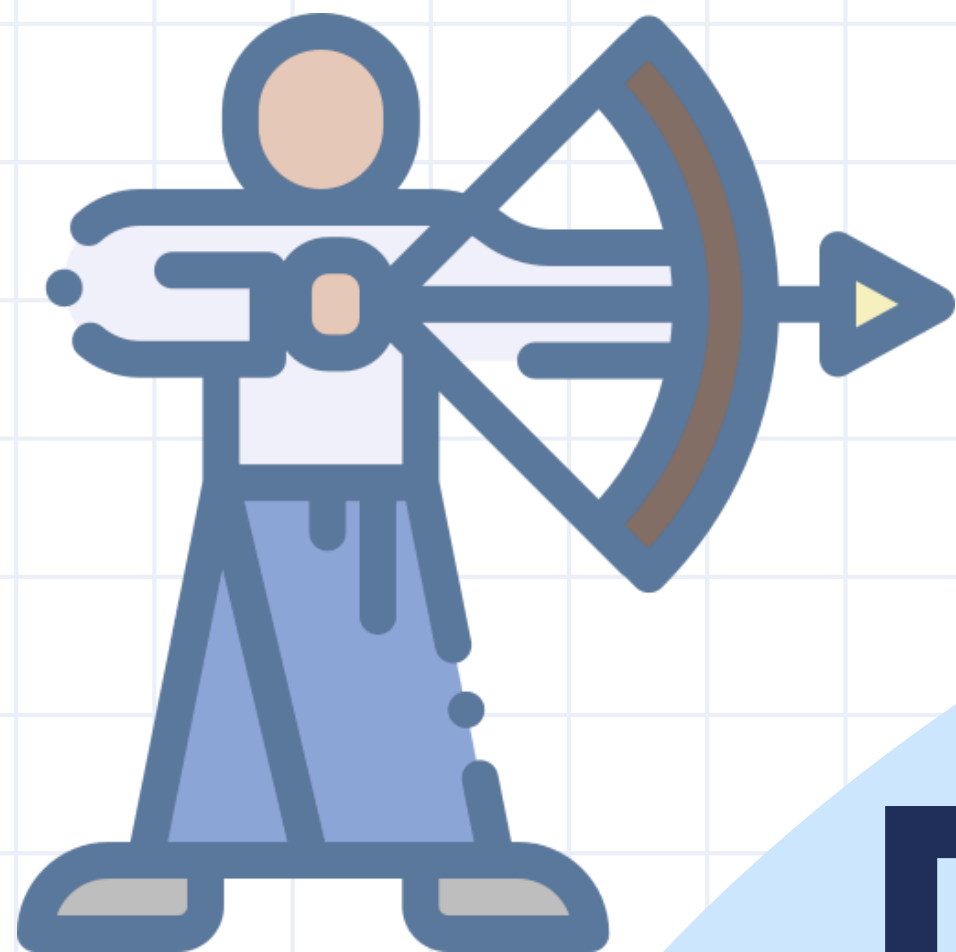
**FINAL
VERSION**



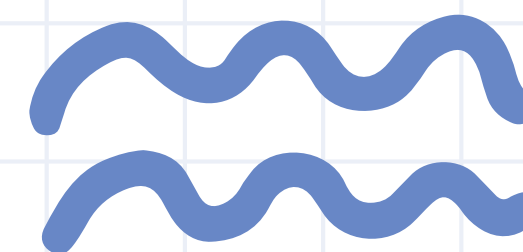
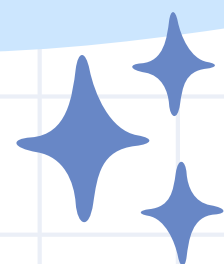
VIDEO SHOWCASE

ARCHERY WITH VR





CONCLUSION & PERSPECTIVES



OVERALL CONCLUSION & SELF CRITICISM

- Even if we went through a lot of issues, we did manage to create an app with a basic archery mechanism
- We were too stubborn and indecisive throughout the process and should have changed project earlier

FURTHER IMPROVEMENTS

- Create different modes to vary the type of training done
- Add a way to count points depending on how well you shoot
- Add AI opponents to fake a match to help athletes train for the stress of competition
- Add the possibility of random wind to simulate real life circumstances

The background features a light blue grid pattern. In the top-left corner, there is a large, dark blue abstract shape with several small, light blue oval dots trailing from its edge. In the top-right corner, there is a dark blue abstract shape with a light blue wavy line above it. In the bottom-left corner, there is a dark blue abstract shape with a light blue wavy line above it. In the bottom-right corner, there is a dark blue abstract shape with a light blue grid pattern overlaid on it.

**THANK YOU
FOR LISTENING**