

# Prior VR Gesture Work

- 2012: Sony's Wonderbook
- 2016: Space Pirate Trainer & others use over-the-shoulder to change weapons

# Gestures could include 3-D shape & motion

- Palm Graffiti: left-to-right is U, right-to-left is V
- Historical mystic symbols are 2-D & direction doesn't matter
- Segments drawn with trigger, curves with thumb button



- Large symbols are valuable in game, so player equipped with 2m staff