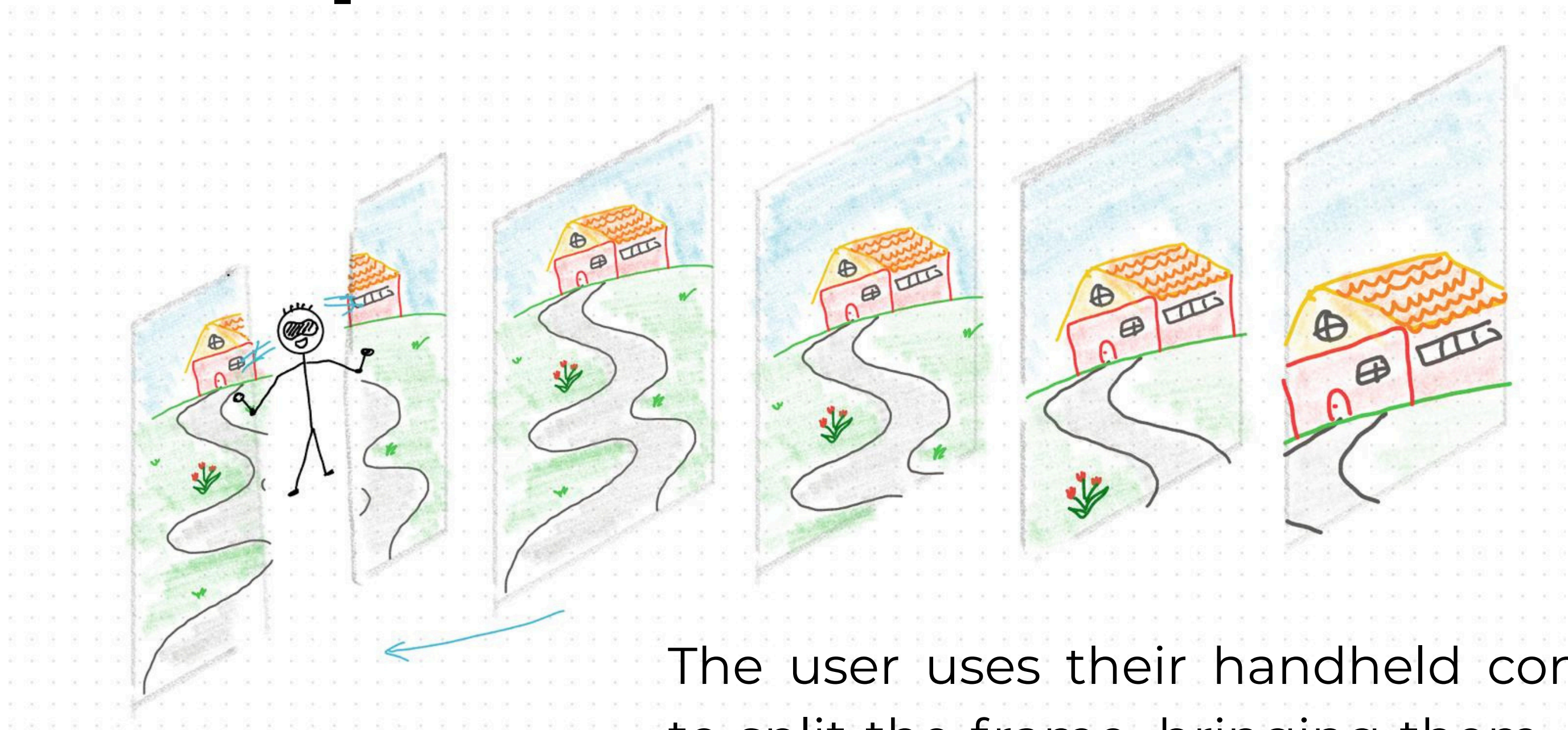


Locomotion Techniques for VR

Fatemeh Shirvani & Amélien Le Meur

1- Frame Split



The user uses their handheld controllers to split the frame, bringing them close to the location they are looking towards

Goal: mimic traditional animation frames,
limit motion-sickness

1- Frame Split, Evaluation

Advantages:

No motion sickness

Potential Drawbacks:

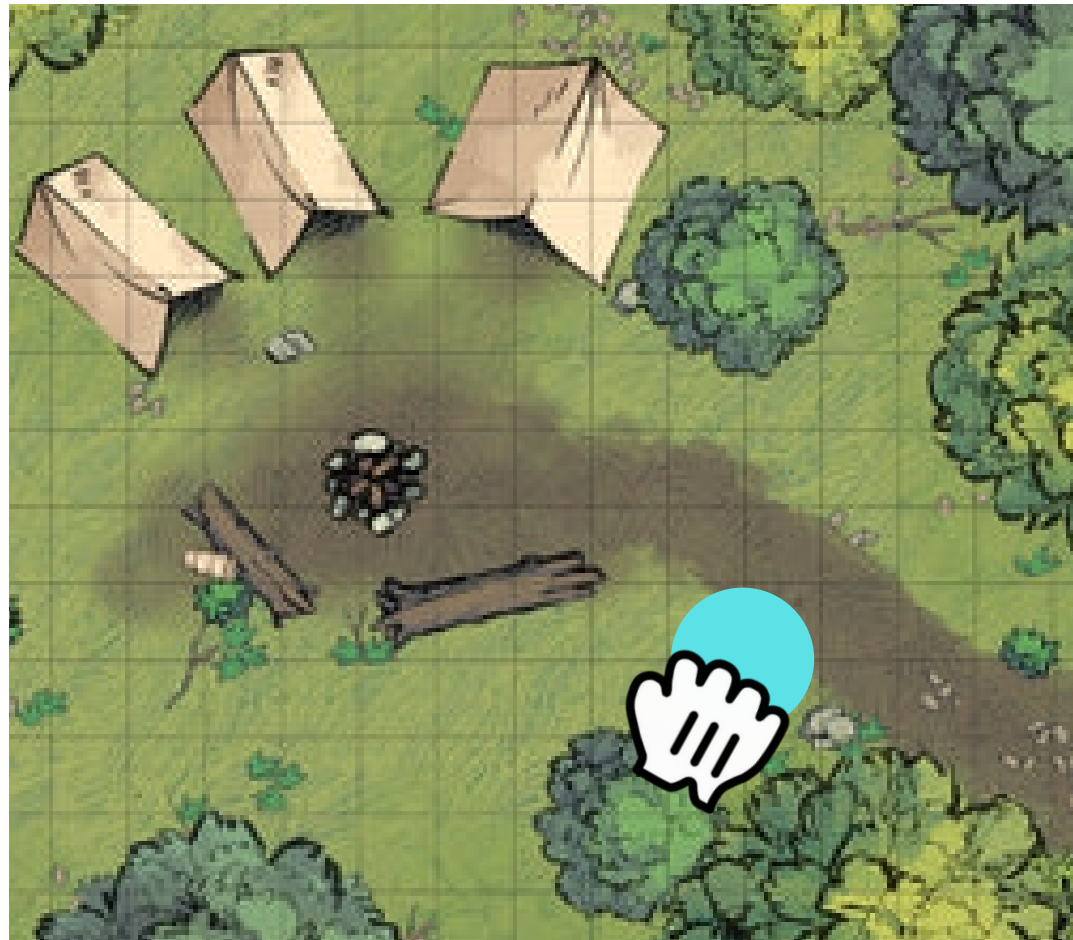
Might not feel intuitive at first

What we want to test out:

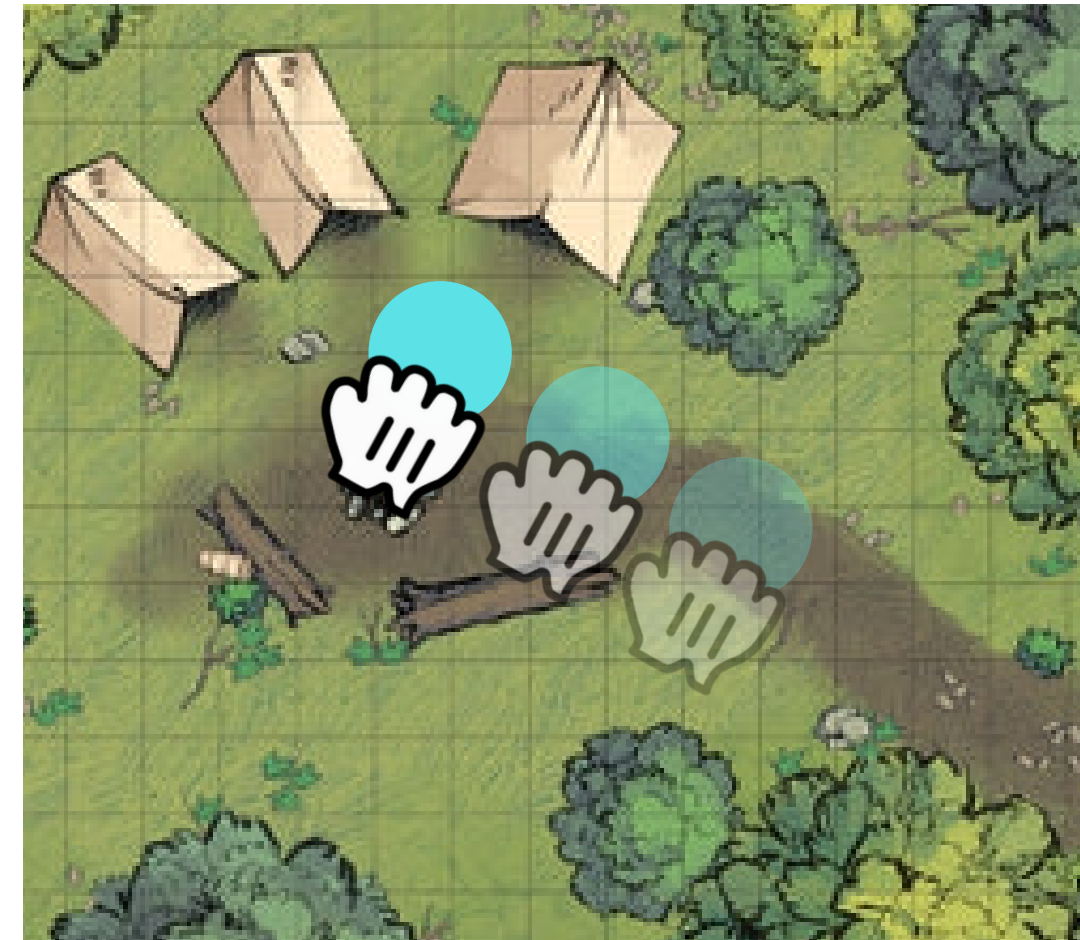
Ease of use, can the user get precisely where they want?



2- Motion Map



Goal: mimic table top games with tokens



The user can pull out a map of their surroundings with their right hand and drag themselves to the desired position with the left. They are then teleported in that position

2- Motion Map, Evaluation

Advantages:

No motion sickness, fast

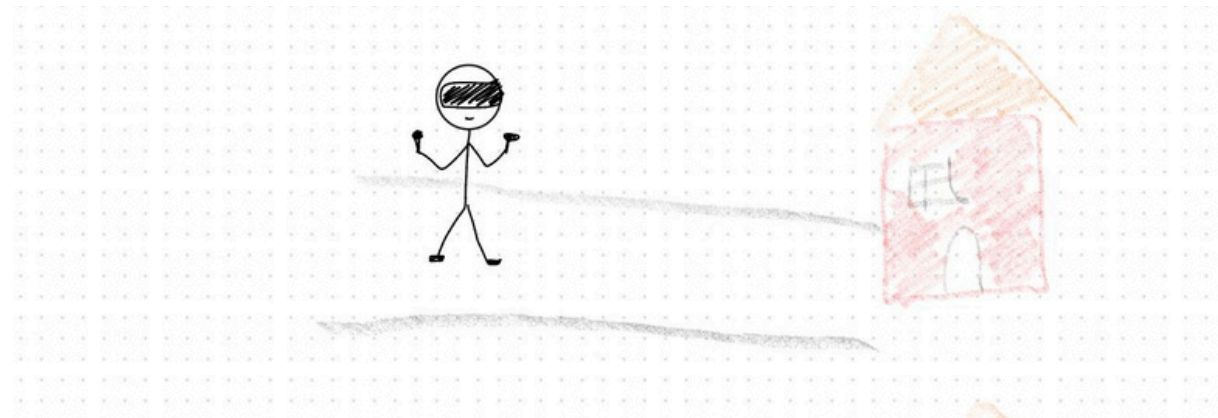
Potential Drawbacks:

May be hard for the player to picture where they'll land

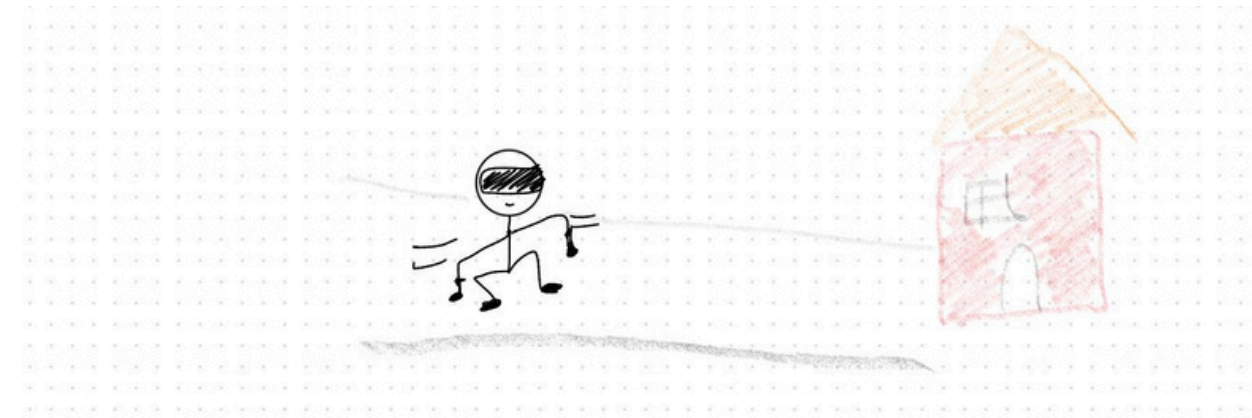
What we want to test out:

Ease of use (select precisely where/what square they want to go to)

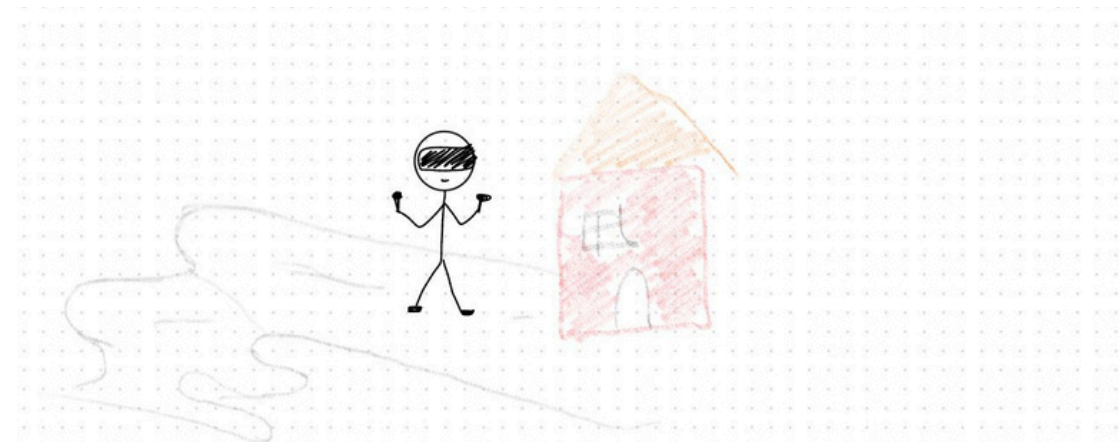
3- Move the world



(1)



(2)



(3)

Instead of walking, the user “grabs” the world and pulls themselves forward

Goal: simple, intuitive control

3- World move, evaluation

Advantages:

Doesn't require space, or more ui

Potential Drawbacks:

Motion sickness?

What we want to test out:

Motion sickness, see how well people like compared to walking methods.