

How we perceive the world





Instead of moving the user through the world, we move the world toward the user.

Like zooming into a map or pulling the world closer to you.

The user stays still → lower motion sickness

Forward movement

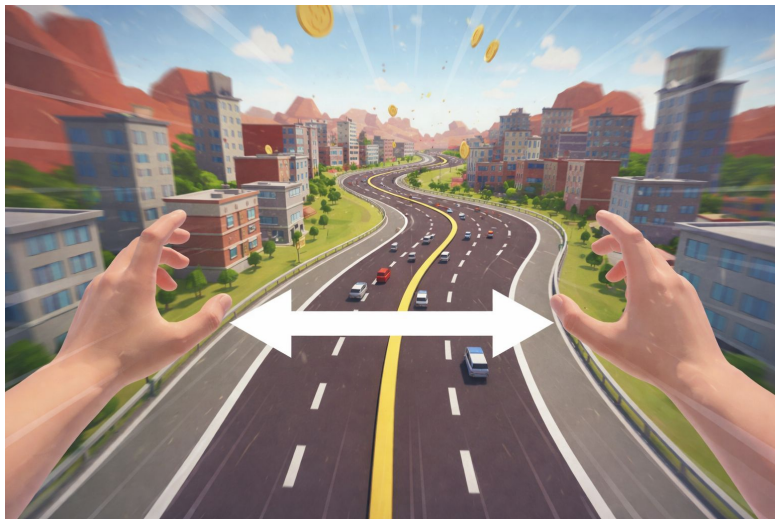
- User **pinches both controllers** (or both hands)
- Pulls hands slightly **apart** → **zoom in**
- Scene scales up uniformly
- Result: player appears to move forward



Jump

- Brief **upward hand motion** while **zooming**
- World shifts down slightly → player reaches airborne coins





Speed control

- Distance between hands = speed
- Smooth exponential scaling (important!)



Steering

- Slight **asymmetric hand movement**
 - Right hand more than left → turn right
 - Left more → turn left