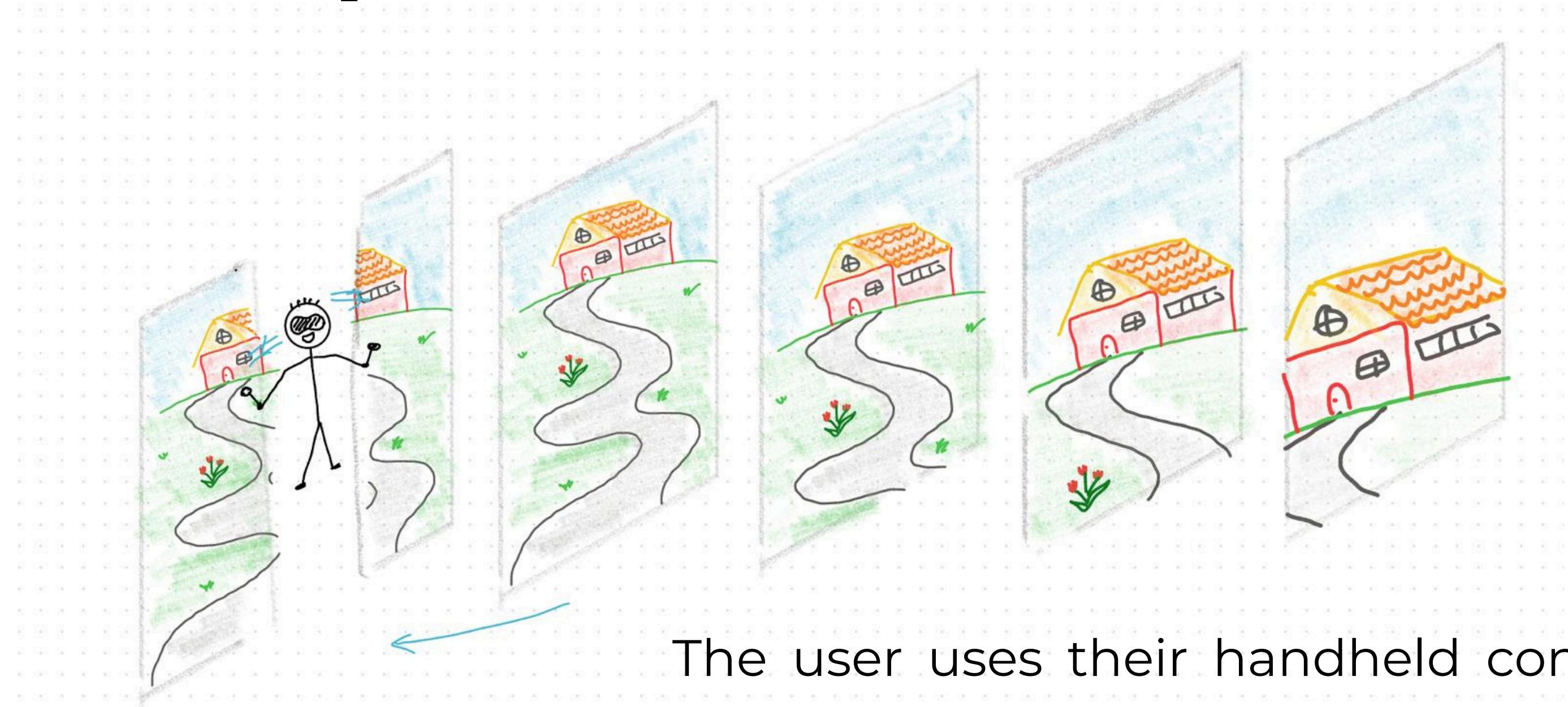


# **Locomotion Techniques for VR**

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:**

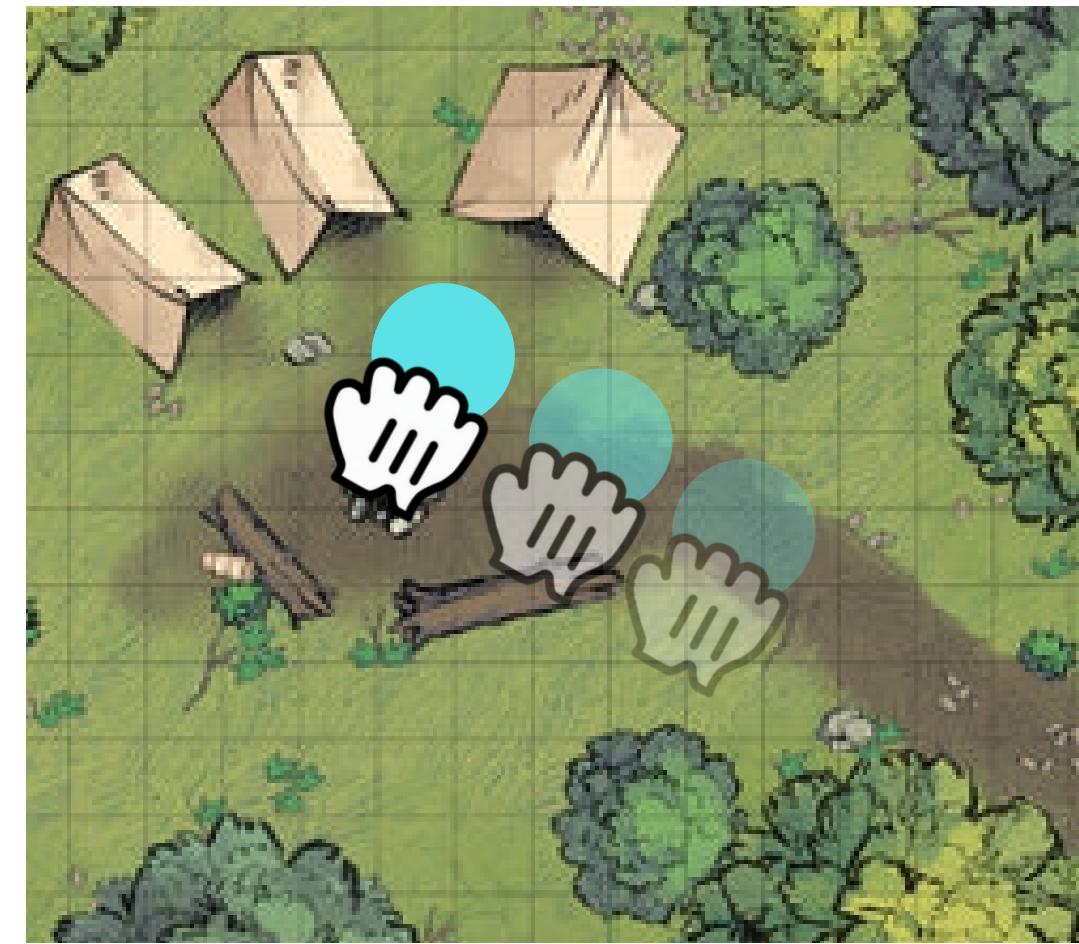
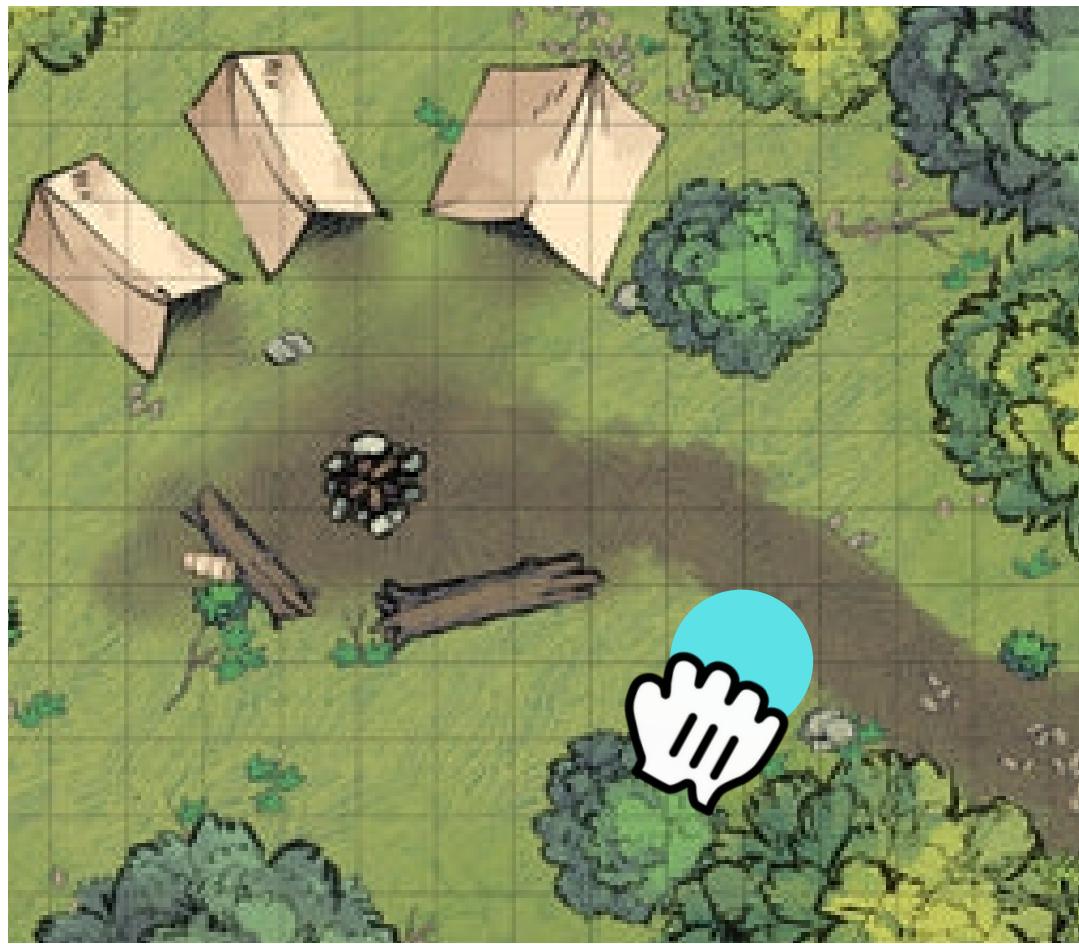
Might not feel intuitive at first



## **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

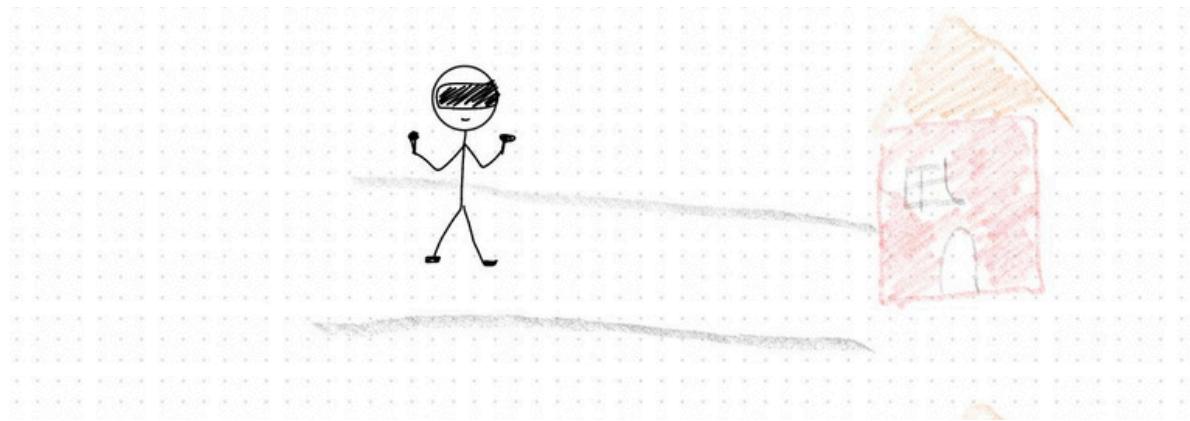
## **Potential Drawbacks:**

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

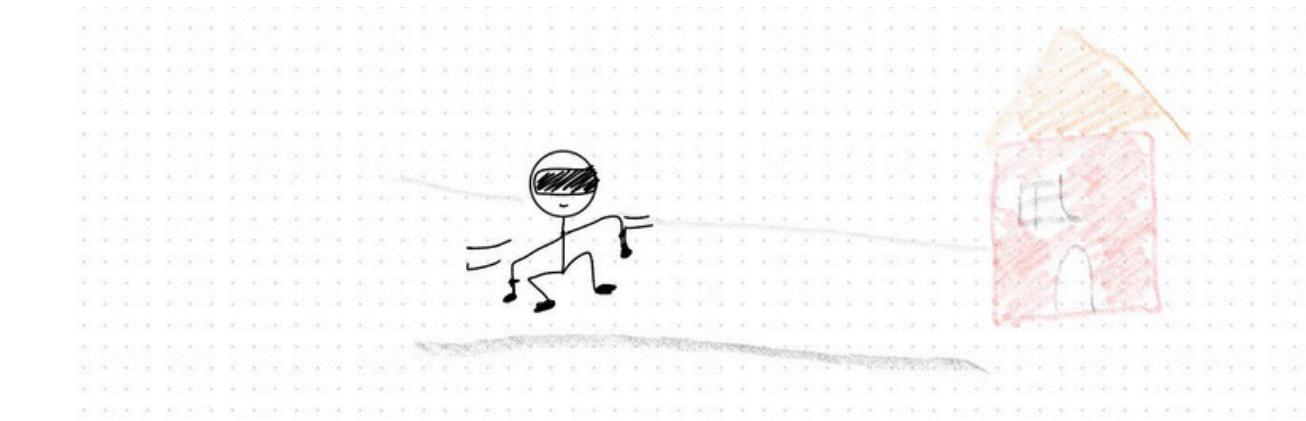
## **What we want to test out:**

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

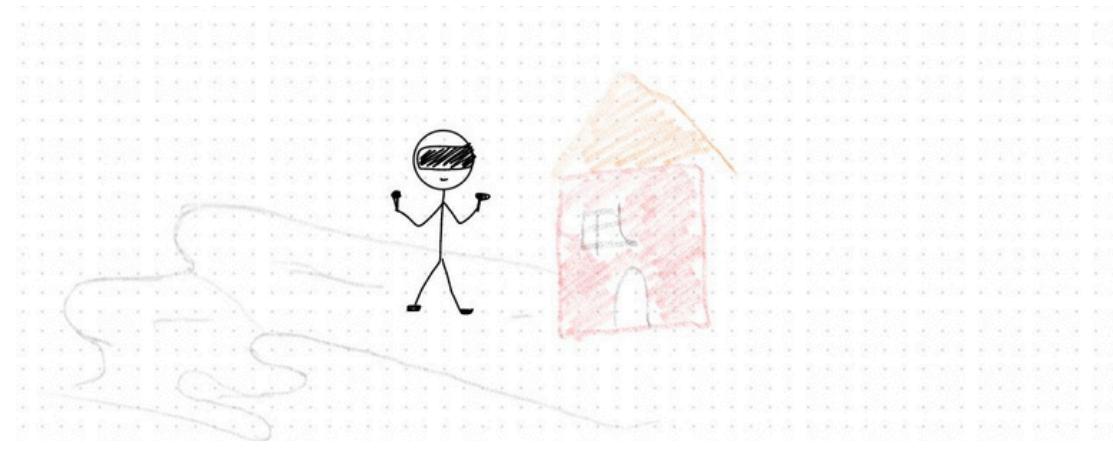
# 3- Move the world



(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.