The submission scene is Found in:

Fix-A-Flat/Assets/Scenes/final\_prototype.unity

The 5UDE in Assets folder (Fix-A-Flat/Assets) is provided by the University of Texas at Dallas. It is a virtual simulator of Vive. Project can be imported on to unity and can be implemented using HTC vive (if you are using HTC vive or any other VR gear you don’t need 5UDE and you should disable Real world simulator in your project)

Interaction techniques: This final prototype uses a variation of virtual hand. Participants use the controllers and their triggers to pick up and manipulate objects as directed.

Bimanual Grasping Metaphors:

Tire Iron tightening and loosening

Picking up either tire

Manual Metaphors:

All other interactions