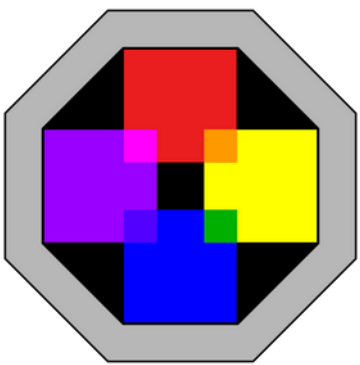


REDIRECTED WALKING



WHAT IS REDIRECTED WALKING?

A virtual reality locomotion technique that enables users to explore a virtual world that is larger than the physical space by manipulating the virtual environment around the player without the player noticing it.

TRANSLATION GAINS

Scaling the user’s forward steps, resulting in a perceived faster or slower displacement in the virtual world

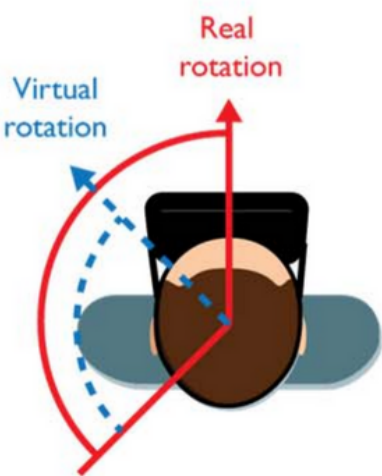
Enables mapping of a larger virtual environment to a smaller physical space



ROTATION GAINS

Enable the exploration of wider or narrower Virtual Environments compared to the physical space

Users can be physically turned 49° more or 20° less in VR without noticing



VOCABULARY

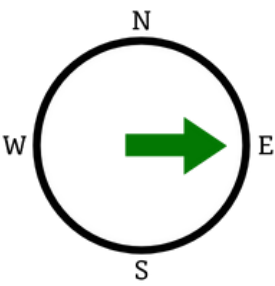
Reposition: manipulate correspondence between reality and virtual reality, compress large VR into small reality

Reorientation: reorient the user away from collision (walls)

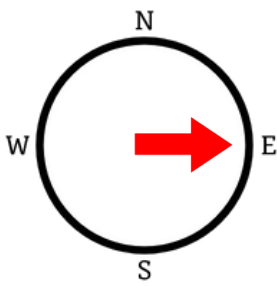
- Overt: easily noticed by user
- Subtle: not easily noticed by user
- Continuous: applied over time
- Discrete: applied instantaneously

OCTANGLE

AN EXPLORATORY AND EDUCATIONAL REDIRECTED WALKING EXPERIENCE THAT USES TRANSLATION AND ROTATION GAINS TO ALLOW INDIVIDUALS TO TRAVERSE AN OCTAGONAL PATH IN VIRTUAL REALITY WHILE MOVING THROUGH A SQUARE-SHAPED PHYSICAL SPACE



PHYSICAL ENVIRONMENT



VIRTUAL ENVIRONMENT

EXPLORE EACH SEASON BY ENTERING A PAINTING

