

Exercise #2: Interactive 3D Media Viewer

Objective

Design and implement a 3D user interface (UI) in a VR environment that allows users to select and view media content (images or videos) on a large virtual screen. You may use A-Frame or Unity.

Instructions

Create a simple User Interface (UI) in the 3D environment where users can select an image (or a video) from a list and view it in a large “screen” (or play it in a large screen).

When designing the UI, pay attention to the interaction cues provided. For example, if you use buttons, they should convey interactivity to the user through different states (unpressed, hovering, pressed). You can also make use of sounds as a way to provide multimodality cues.

Try making it work with laser-controls, and hand-tracking-controls.

Figure 1 shows a possible implementation.

Deliverables

- Link to the working VR experience
- Short README file

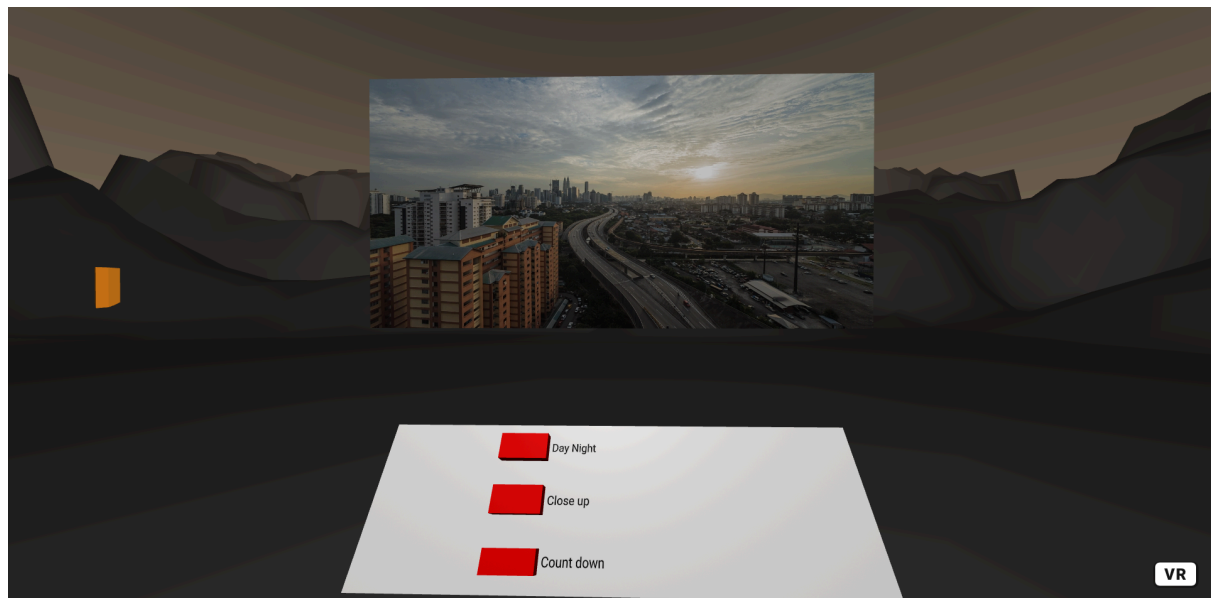


Figure 1