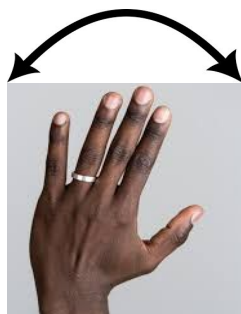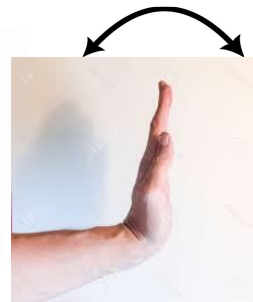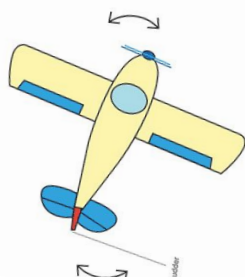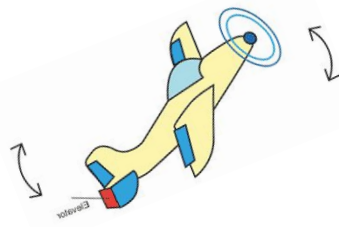We will be using both hands, left to steer the plane, and right to change the speed
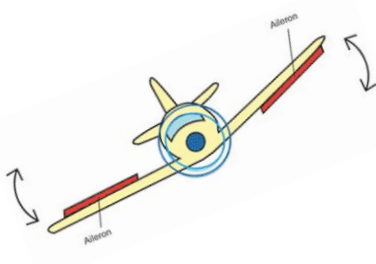

The left hand will be used like a plane-hand, so changing the yaw will change the plane's yaw…
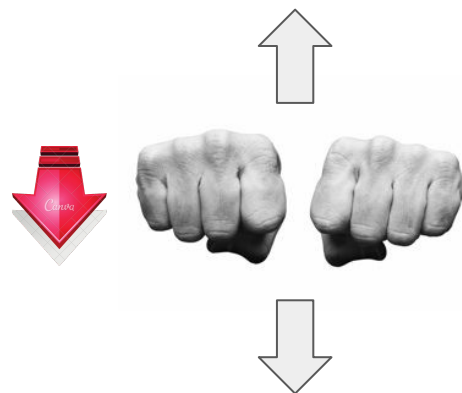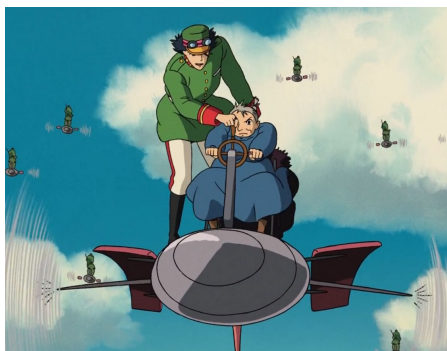

…Changing the pitch will change the plane's pitch…

… And changing the roll will change the plane's roll.

Gripping the right hand and moving it forward and backward will allow you to change the speed of the plane, similar to the thrust control on a real plane

You will use both fists like a motorcycle handle

In addition to turning the handles left and right, you can move your hands up and down to change elevation, and forward and back to change speed

We will be using both fists, as if they were gripping actual plane controls
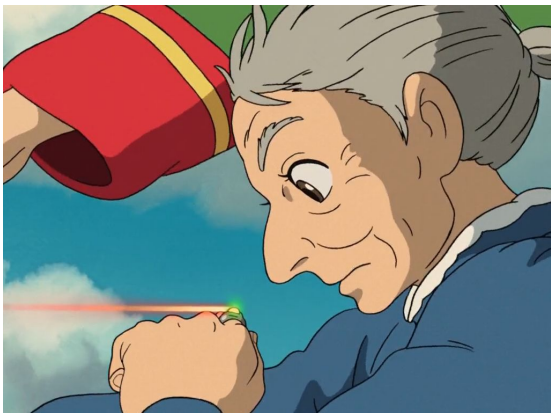

The left fist will control the plane's centre stick (left and right control pitch, forward and back control pitch)

The right fist will control speed (forward for fast, back for slow)

A 3D compass, fixed towards your right wrist

Users will be able to refer to the compass, which will always point them towards the next waypoint.

An on-screen arrow that points to off-screen waypoints

When the waypoint is on-screen, the arrow will point out the waypoint

Say the waypoint is off-screen

Performing a designated gesture will make the camera 3rd person, and lock it to face towards the next waypoint