User Manual

Contents

Yahya Chaudhry, Tobias Pottier, Juliane-K. Farmer

1. Introduction

Welcome to the **Virtual Globetrotter** immersive experience! This manual will guide you through how to navigate and interact with the system to explore different virtual locations.

2. Getting Started

Entering the Environment

1. You enter the immersive room.
2. A world map is displayed on the screen, showing various locations marked by little red pins.
3. You select a location by clicking on a red pin on the world map.
4. The environment transitions to the selected location.

3. Using the System

Exploring Locations

- Once the new location is loaded, you will see Lego models moving around in the environment.
- Environmental sounds play to enhance the immersive experience.

Changing Weather Conditions

You can change the environment's weather and time by:

- **Using voice Input:**
  Press Enter, say a command like "Make it night", then press Enter again.
- **Using keyboard Input:**
  Type commands directly, such as "Make it rain", and press Enter.
- Possible commands for example:
  - **"Make it night"**
  - **"Can you make it rain"**
  - **"Change it to snow please"**
- The environment instantly adapts to the selected condition.

Returning to the World Map

- To return to the world map, you must press the "M" key.
- The world map will reappear, allowing you to choose another destination.

Ending the Experience

- If you wish to end the session, it can press the "End Scene" button at the bottom left corner of the world map.
- This will transition to an end scene, where you will see:
  - A space scene with a goodbye message.
  - The Lego models standing together in a circle.

Yahya Chaudhry, Tobias Pottier, Juliane-K. Farmer