

Jose Grijalva

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SER401 Fall 2024

Task #159 of US #155 key takeaways/documentation.

- This is just a simple recording of the playtesting for the hand animations. Here is a URL to the video: <https://youtu.be/z5-FE1Aun7M>
- Key takeaways -
 - When pressing all of the trigger buttons to test the animations, the hand animations transition smoothly based on the amount of pressure applied to the trigger buttons.
- Considerations -
 - Like all of the previous playtests pertaining to the VR hands, it looks like adjusting the sphere collider for the hands would be a more feasible approach to making it easier to grab items in the Mars sites.
 - Depending on the complexity and time it takes to learn and develop either the material or the design, a new skin design for the VR hands may be considered to be worked on in SER 402 next semester.
 - We will probably just stick with gripping and pinching animations going forward and only just add a small collider for the tip of the index fingers to touch something without needing to animate finger pointing.