

C.LABEL-VR Handout

May 29, 2018

1 UI-Interaction

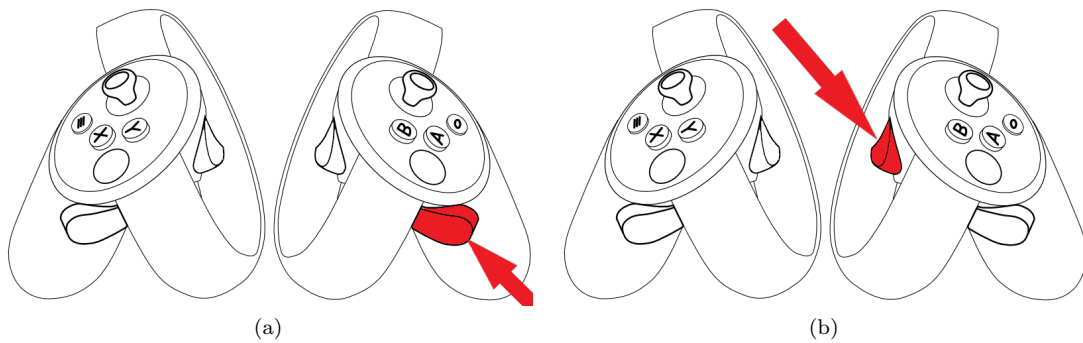


Figure 1: UI-Interaction Controls

1. Press the right Grip Button (Figure 1a)
2. Aim at desired UI-Element (Button, Inputfield, ...)
3. Click on this UI-Element with the right Trigger Button (Figure 1b)

2 Navigation

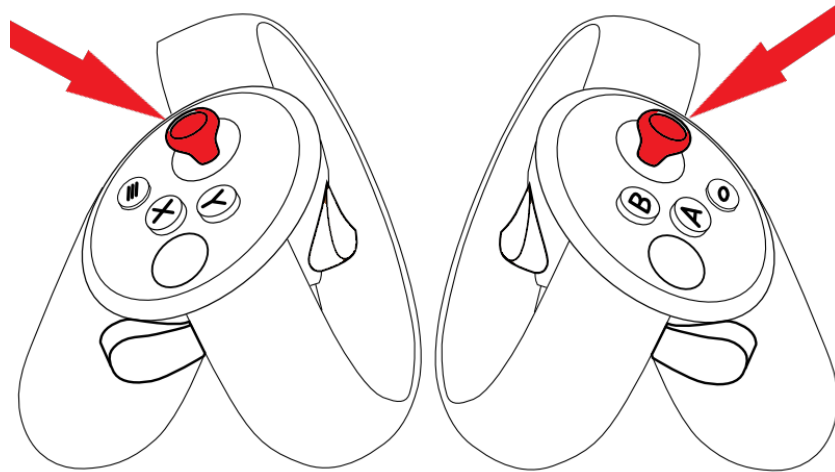


Figure 2: Navigation Controls

Left Controller:

- **Left:** Move to **left**
- **Right:** Move to **right**
- **Up:** Move to **front**
- **Down:** Move to **back**

Right Controller:

- **Left:** Turn to **left**
- **Right:** Turn to **right**
- **Up:** Move **up**
- **Down:** Move **down**

2.1 Free Fly Mode

Use the controls from above to navigate with a constant movement based on acceleration and deceleration.

2.2 Teleport Mode

Use the controls from above to navigate with quick position shifts on every control input.

2.2.1 Pointer-Teleport

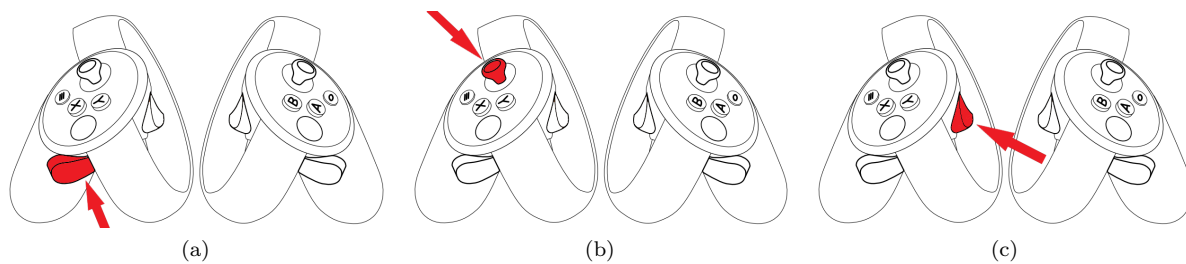


Figure 3: Pointer Teleport Controls

1. Press the left Grip Button (Figure 3a)
2. Change the length of the pointer by pushing the left stick up or down (Figure 3b)
3. Press the left Trigger Button to teleport to the end of the pointer (Figure 3c)

3 Annotation

3.1 Choose Label Class

3.1.1 Zapping

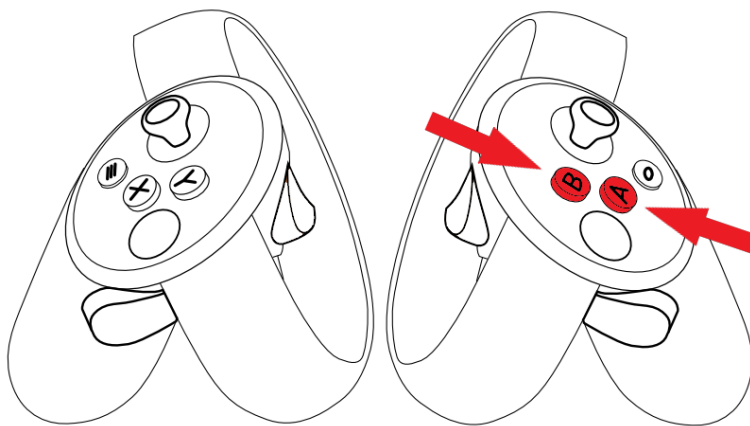


Figure 4: Zapping through Label Classes

Zapp through the label classes by pressing the A or the B Button on your right Controller.

3.1.2 Pipette

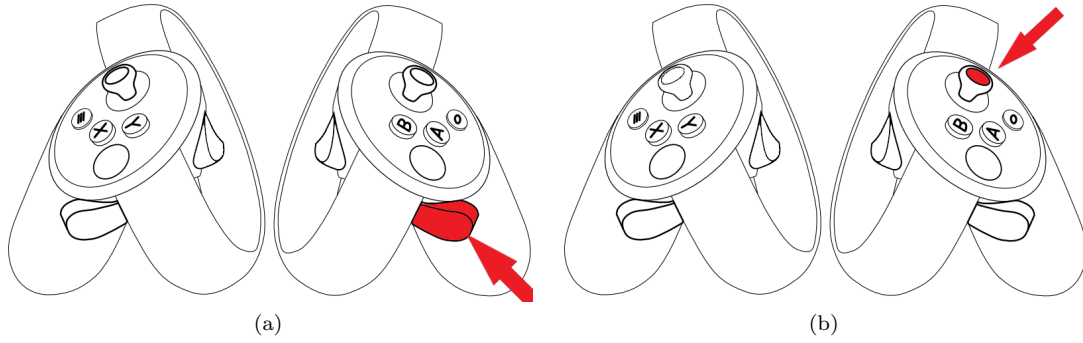


Figure 5: Getting Label Class through Pipette

1. Press the right Grip Button (Figure 5a)
2. Aim at a point which has the label you want to choose
3. Click onto the right stick to get the label class from this point (Figure 5b)

3.2 Pointer Annotation

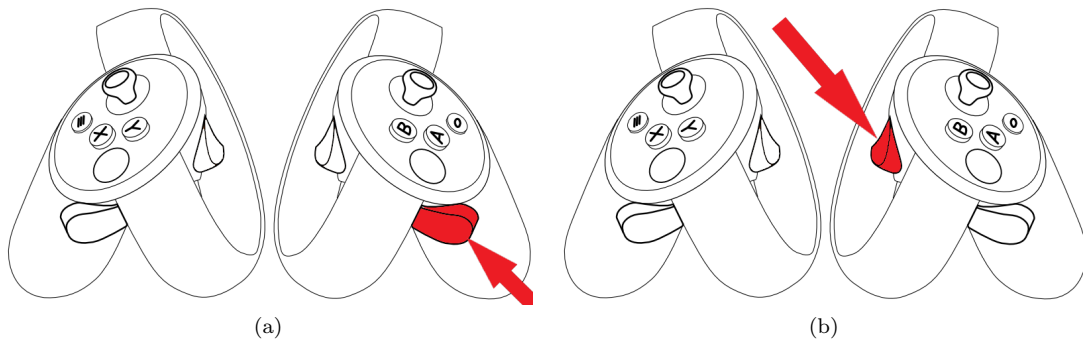


Figure 6: Pointer Annotation Controls

1. Press the right Grip Button (Figure 6a)
2. Aim at desired point you want to annotate
3. Click on this Point with the right Trigger Button (Figure 6b)

3.3 Touch Annotation

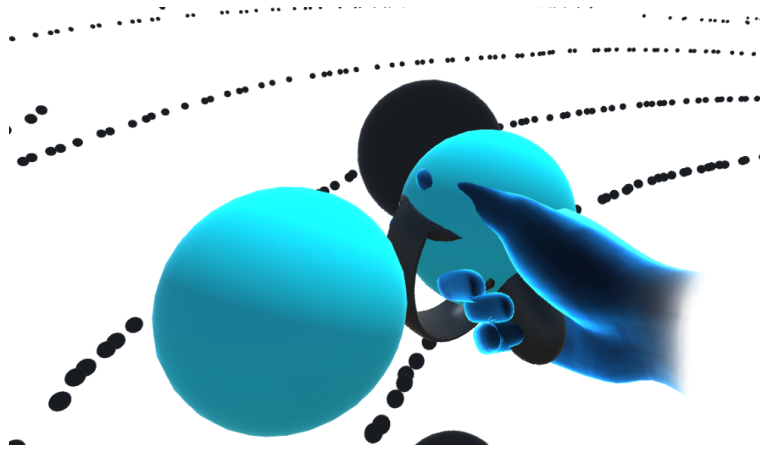


Figure 7: Touch Annotation

1. Navigate near to a desired Point
2. Move your hand towards the desired point like in Figure 7
3. If you reach the Point with your hand it should be annotated and you should get a vibration feedback

3.4 Cluster Annotation

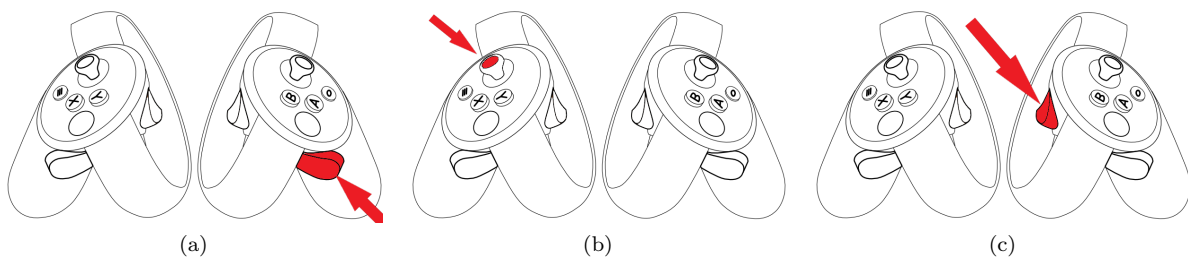


Figure 8: Cluster Annotation Controls

1. Press the right Grip Button (Figure 8a)
2. Aim at desired Point you want and press and hold the left stick (Figure 8b)
3. Click on this Point with the right Trigger Button (Figure 8c)

4 Application Menu

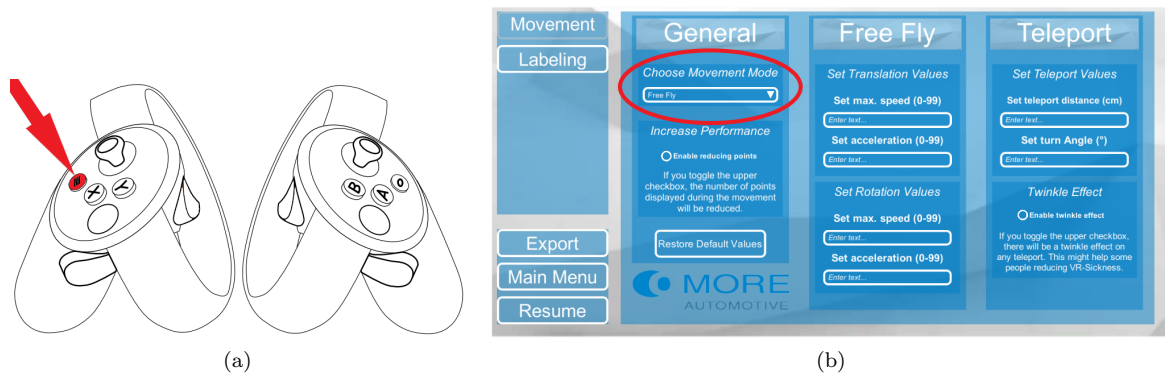


Figure 9: Opening of the Application Menu

1. Press the Option Button on the left controller (Figure 9a)
2. Do the desired option changes, for example change the movement mode (red circle in Figure 9b)
3. Click on Resume to close the Application