

DEAKIN UNIVERSITY

CAPSTONE TEAM PROJECT (A)

ONTRACK SUBMISSION

Update Your Company Mentor (IV)

Submitted By:

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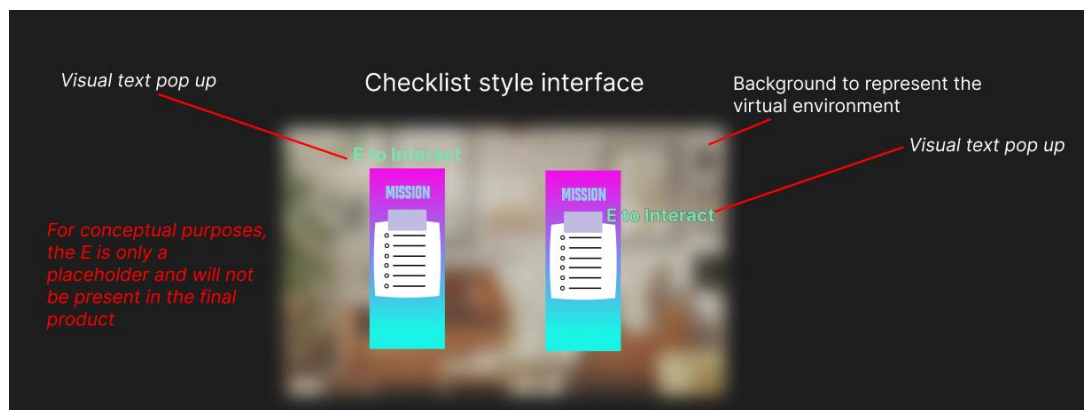


SUMMARY OF MY RECENT ACTIVITIES IN WEEK 8

My primary focus in week 8 of the capstone project was redesigning the interaction visual between the user and the mission board. A visual indicator to indicate if the user was within ray cast view or not.

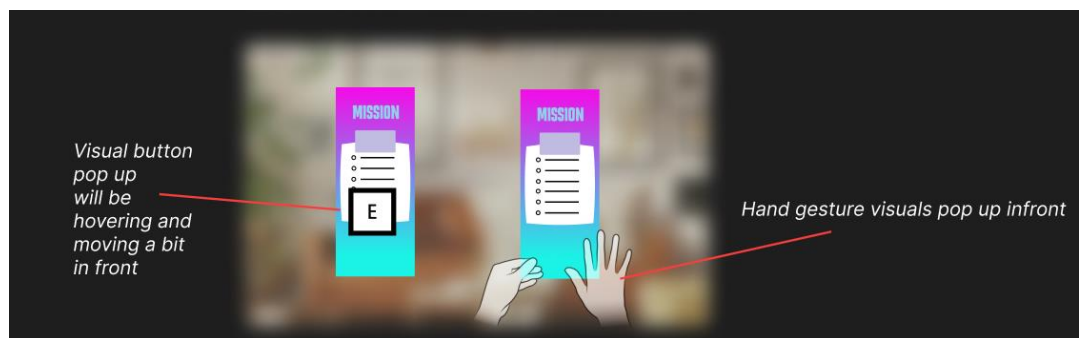
1. Initial Designs

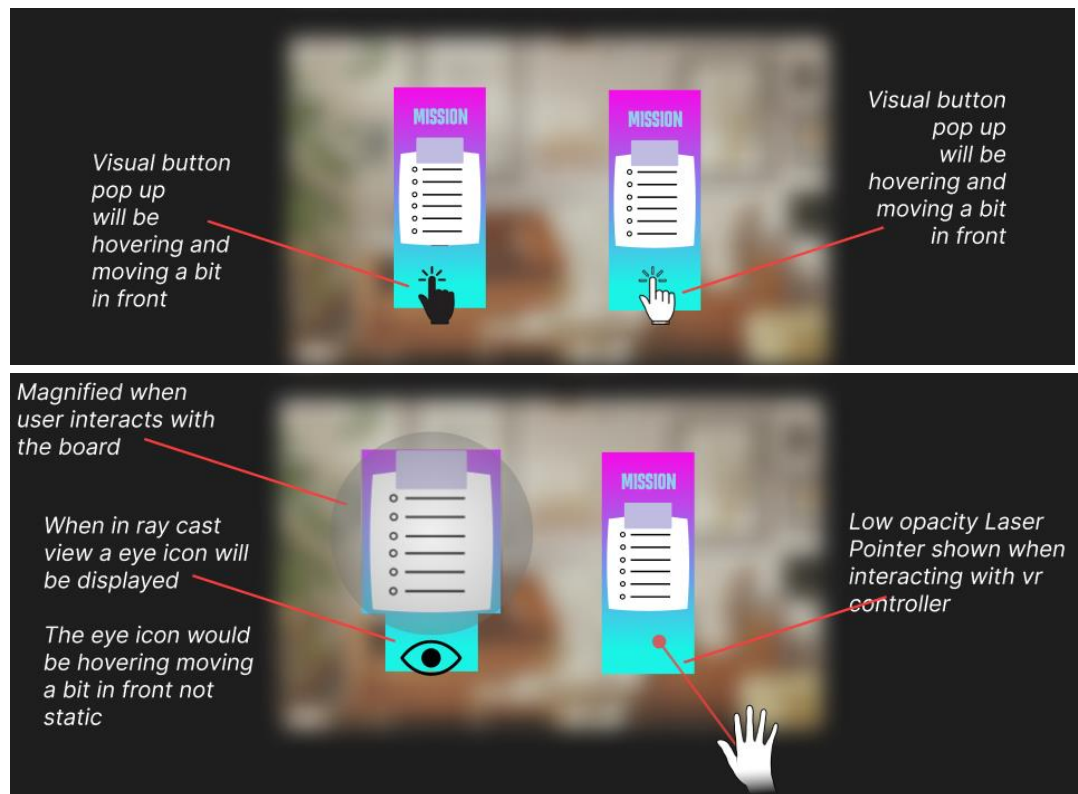
- The word text was initially shown with a animation when the interaction code was triggered but my team brought to my attention to how the text could be too large in virtual reality to see.



2. User Interface exploration

- I embarked on a journey to discover the realm of virtual reality interactions, a path less travelled by me compared to the familiar terrain of traditional mouse and keyboard inputs. This exploration was not just a leap into a new interface, but a thrilling adventure into the boundless possibilities of VR, where every action and browse weaves into the immersive digital universe.





3. New findings

- In a twist of fortune, I discovered during the weekly meeting that a spark of my own concept had already been brought to product by a member of the project team. It was like finding a part of myself contributing to the project's tapestry, pulsing with ambition.
- Moreover, this revelation was accompanied by an enlightening discovery: the laser pointer interaction is activated by the user's intent, targeting their focus like a spotlight on a stage. This method is not just an interaction; it's a dance of precision and choice, far surpassing the ever present, indiscriminate gaze of ray casting. The laser pointer waits, until the user will summon it to life, creating a line of potential - a direct connection between the intention and action.