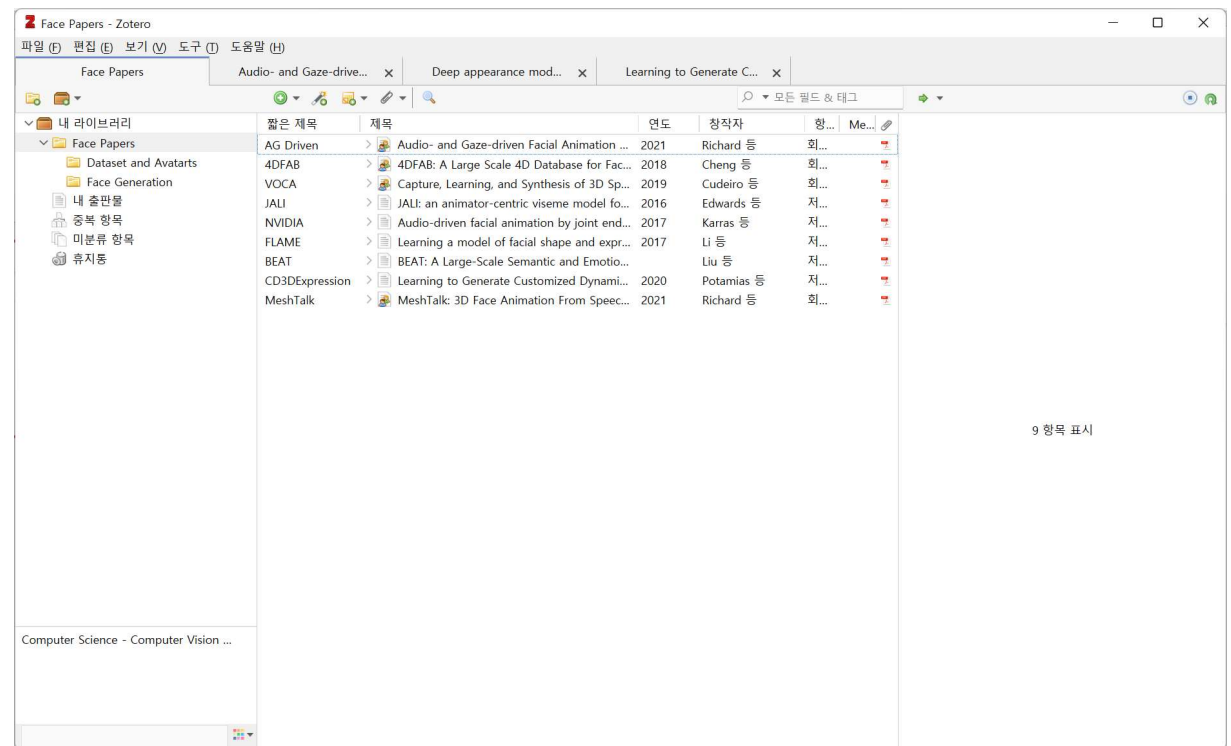


# A. Survey

- Feels like cheating TBH
- Compare face Generation and Dataset/Avatars



## B. Implimentation



- Up to the Finger Tip: The Effect of Avatars on Mid-Air Pointing Accuracy in Virtual Reality
- Dragging and Pointing is different task, and both is important so compare those too

# Experiment

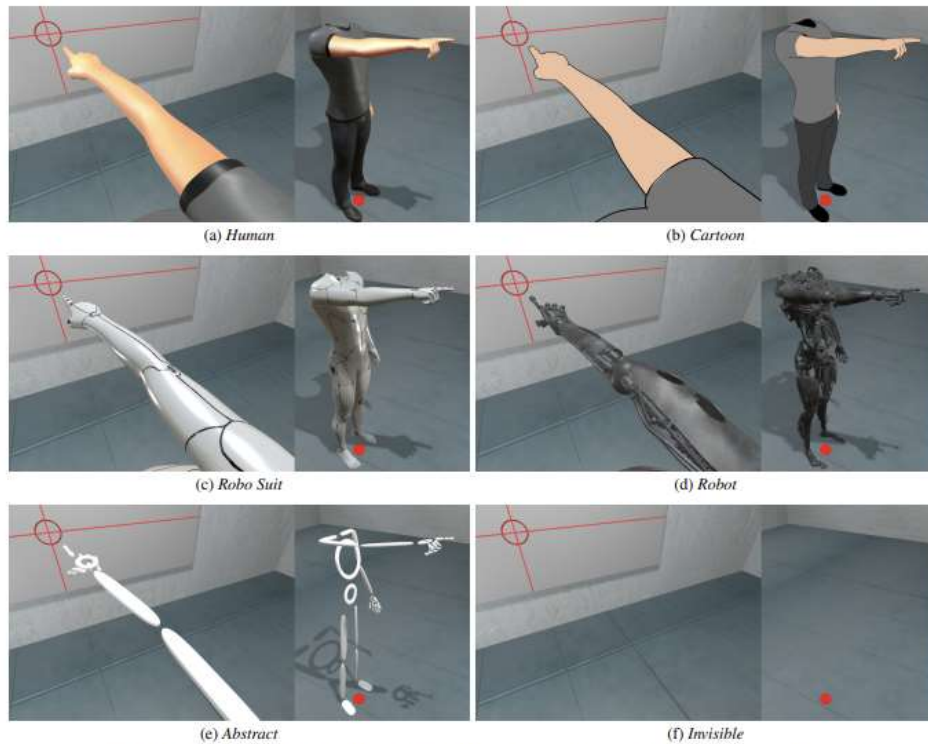


Figure 2. First- VR and third-person view of the six avatars pointing at one of the virtual targets: *Human* (a), *Cartoon* (b), futuristic *Robo Suit* (c), a mechanical *Robot* (d), an *Abstract* (e) and *Invisible* (f) avatar. All avatars used the same skeleton. The avatars in the first row (a-c) used the same human model and skinning. Body parts of the mechanical *Robot* and the *Abstract* avatars used rigid skinning. Red point on the floor indicate the target standing position for the participants.



Figure 1. User with the marker set of rigid bodies for finger, forearm, upper arm, head, left, right shoulder, and head (HMD).

<https://youtu.be/toszxzp0pXw>