Übung 06

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Repository Unity Project :

https://github.com/YuxingF/Uebung06.git

• Nennen und Erklären Sie kurz und in eigenen Worten drei in Vorlesung vorgestellten Möglichkeiten, wie man den Grad der Immersion verbessern kann. [3]

1. The first wat to increase immersion is Audio. On the one hand with the 3D audio feedback it can lower the noise to make people more concentrate in the VR, on the other hand it can make the game experience more real for the gamer and make them dedicated to the game. The second way is the sense of touch.For example, VRGluv. The vibration and the force feedback can give the user natural interaction. The third way is Multisensory VR Mask. Smell, Heat, Wind and Water mist can all make the experience in certain area mor real.For example, wenn the driving experience is simulated, the feeling of Wind will be a key factor to make the experience more vivid.

• Erkläre den Begriff Cybersickness in eigenen Wörtern (1 Satz). [1].

Cybersickness is a type of motion sickness that occurs visually and it happens when VR playing while it caused by Vection, which senses the self motion falsch.

• Nenne eine LokomotionsMethode, die anfällig ist für Cybersickness. Erläutern Sie die Antwort. [1]

Steering based Techniques is east to incur Cybersickness because the Users don't move while they control the VR character moving. This lack of perception can lead to disturb and Cybersickness eventually.