ReadMe

The scene "Field" contains our 3D Virtual Environment, interactive virtual objects and and 3D manipulation technique.

The Manipulation states are:
(1) Open
(2) Touching
(3) Holding
(4) Closed
(5) Enlarge

The default state is Open. You can change the state to Open from any other state by un-pressing the Grip Button and Trigger Button.

The Closed state can be attained by pressing the Trigger button without touching any object. This state helps to push the objects with the Right Real-World Controller.

The Enlarge state can be attained by pressing the Grip button. As soon as the Right Real-World controller comes in contact with the object, the object will start increasing in size.

The Touching state can be attained when the

Right Real-World Controller is touching an object.

The Holding state can be attained when the Right Real-World controller is touching an object and the Trigger button is pressed. This state helps in moving the object by holding it.

The interactive virtual objects are:
(1) Table
(2) Chair
(3) Star-Wars Gun
(4) Ball
(5) Bathtub