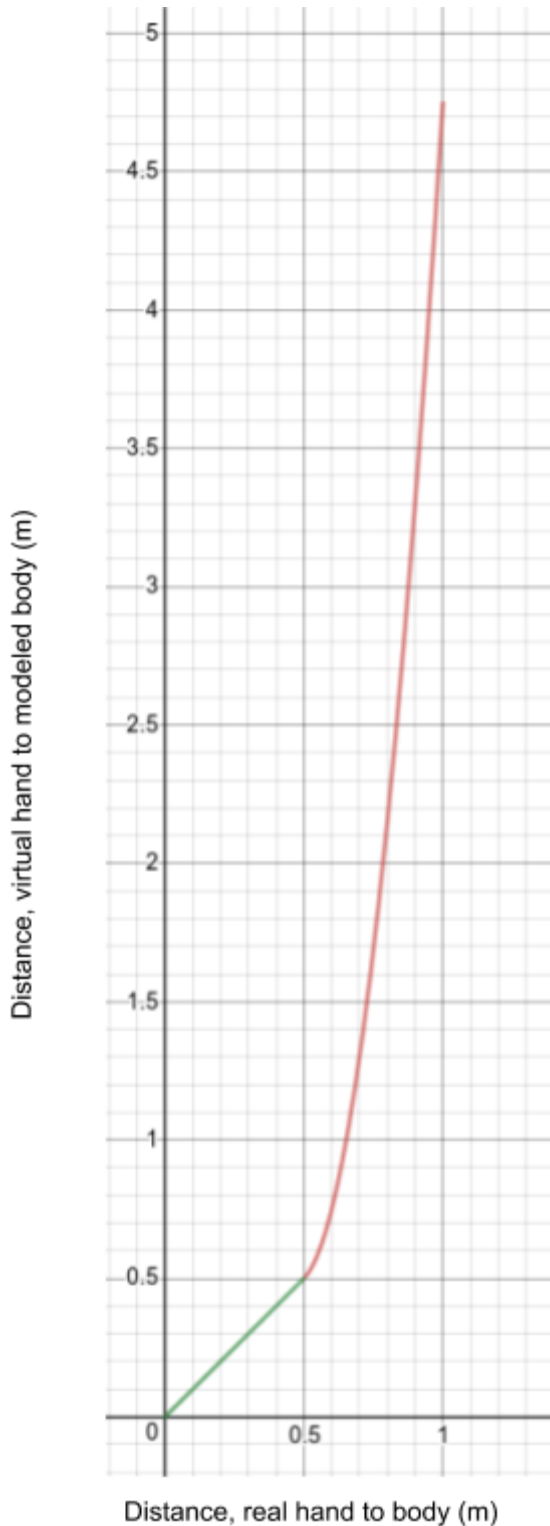


## Virtual Reality: Exercise 6.2 - GoGo Technique

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The graph shows our transfer function for the mapping of position of the user's hand from their body ( $x$ ) to distance of the virtual hand from the modeled user in virtual space ( $y$ ).

Equations:

$$y = x \quad \{0 < x < g\}$$

$$y = x + k(x - g)^2 \quad \{g < x < 1\}$$

Where:

- $k = 15$
- $g = 0.5\text{m}$  (gogo threshold - we found this worked better than the suggested  $0.35\text{m}$  threshold)
- $1\text{m}$  limit arbitrary - only limited by the length of the user's arm