<Todo’s:

Startpunkt vom Bienale Project - (Museum project with time travel option) -> what is good and what is not so good? Derive some more navigation principles.

Find papers on research in this field. (A lot of papers!) Add these papers to your research to see where you made an advancement.

Limit yourself, only half a year.

Send a draft next week to simon marcin und Stefan Arisona.

See where the navigation problems are. (limited

Ideas:

Scale the room - questioning is the user getting confused?

Try out the rift as well

2 different Engines: Unity or Unreal - try out for example. Specific Reasons for Unity or Unreal.

Unity plugin at the end - that we can publish? - shoud this be the goal?

Requirements:

Home user environment (use small size for navigation) - small rooms.

Solid research - invention in the navigation field, see where the problems are.

Focus on Output.

Informations:

Beni Neukom, Philip Schrankam (away for half a year) [Developing things with Unreal Engine]

Password of machine : IMVSI4Ds

Own Conclusions:

Quite Advanced on what’s possible to do.