Navigation Parameters

* Camera Angle
* Scaling
* Location (X- / Y- Z-Axis)
* Brightness / darkness
* Frame rate
* Sound
* Position
* Size
* Orientation of objects

Navigation Methods

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Navigation Method | Description | Physical Movement | Relevant parameters | Problems |
| Walking | The user physically walks inside a given room. | Yes | * Location in the Room (X-/Y- Axis) | * limited space * uneven ground * wall collision |
| Teleporting | The user teleports to a location | No |  | * Uneven ground * Collision with objects / walls |
| Zooming in/out | The screen zooms in, simulating walking forward | No | * Camera angle * Scaling | * Speed of zooming * directions |
| Jumping | The user jumps physically up | Yes | * Location in the Room (Z-Axis) * Scaling | * detection of the jump * scaling of height |
| Flying | The user is flying and steers with lifting left or right hand | No |  | * Collision with Objects * No physical feeling of velocity |
| Climbing | The user climbs up a wall with pulling himself up | No |  |  |