

CS 6334.001 Virtual Reality

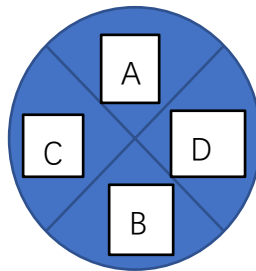
Homework 2: 3D Travel

Di Jin dxj170930

Weiming Li wxl170930

Scene

1. Our realistic virtual environment scene name is a ***Scene/Room***. *This scene*
2. In this scene we have five 3D travel state:



Right touch pad divided by four 90 degree area

Name	Way to trigger	action
NotSteering	Touch or press nothing	Do nothing, just stand
SteeringForward	Keep right touch pad pressed and keep finger in area A.	Move forward according to the direction of right controller. User can not move up and down.
SteeringBackward	Keep right touch pad pressed and keep finger in area B.	Move backward according to the direction of right controller. User can not move up and down.
TurningRight	Keep right touch pad pressed and keep finger	View will rotate to right with x and z position

	in area D.	fixed. Speed is relation to the positive x value of right touch pad
TurningLeft	Keep right touch pad pressed and keep finger in area C.	View will rotate to left with x and z position fixed. Speed is relation to the negative x value of right touch pad

3. We have five object that have sound script with it:

Name	Sound(all with loop)
TV	Music show
Radio	A radio station
Bird	Beep
Clock	Tick Tock
Door	Knock