

# CS 6334.001 Virtual Reality

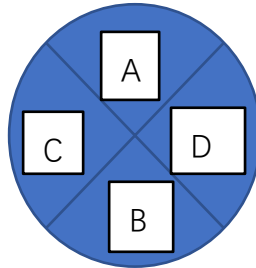
## Homework 2: 3D Travel

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### Scene

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



touch pad divided by four 90 degree area

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

	D.	fixed. Speed is relation to the positive x value of touch pad
TurningLeft	Keep 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 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