**CS 6334.001 Virtual Reality**

**Homework 2: 3D Manipulation**

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 manipulation state:

A

B

Touch pad divided by 180 degree area

|  |  |  |
| --- | --- | --- |
| Name | Way to trigger | Condition |
| Open | Touch nothing and press nothing | The controller has virtual body that can go through object |
| Touching | Move controller on something like touching it | Can be transformed to holding and open |
| Closed | Press on trigger when touching nothing | The controller has physical body that can collide with object |
| Holding | Press trigger when touching something | Object is connected to controller and it moves will controller |
| Scaling | Keep press on touch pad and move in area A to inflate object and move in area B to shrink when holding something. | The held object will keep inflating or shrinking according to y value of touch pad. |

1. We have five object that can interact with

|  |
| --- |
| Name |
| TV |
| Radio |
| Bird |
| Two chair |
| Soccer Ball |
| Teapot |
| Plant |