**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:

A

B

D

C

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 in area D. | View will rotate to right with x and z position 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 |

1. 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 |