



HoVRboard

Physical Model

Got materials from Home Depot

Have a board prototype

Physics

Have a board in a scene taking in input from tracker

Got it to move forward and brake using forces

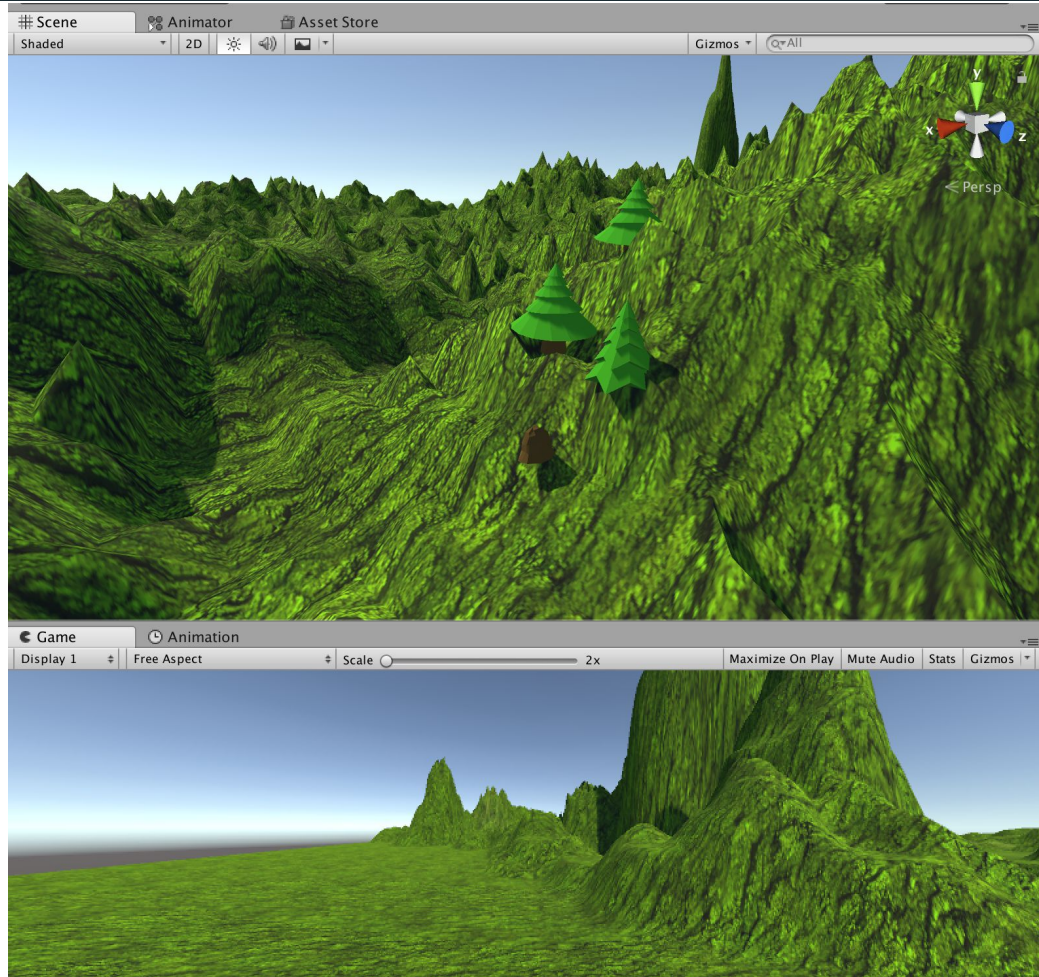
BUT

Forces does not seem to support turning

May need to simulate physics ourselves :(

Terrain

- Built with the terrain editor
- Still experimenting; terrain material, more trees, rocks, and other objects are to be modeled and applied.
- Making it as bumpy as possible so the player would have fun while flying above it.
- Created by the awesome Minsun & Rachel



Models

Edward's fabulous rocks and trees

