

Bicycle Workshop

Final presentation - Development of an intuitive menu for a virtual reality application

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Agenda

1 Topic and Concept

General Idea, UI Implementation Concepts, UI Carriers

2 Implementation

Tablet, TV

3 Presentation in VR

Usage of Tablet and TV, Docking

4 Conclusion and Outlook

Topic and Concept

General Idea

Development of a comprehensible menu for virtual reality

- > Representation
- > Integration
- > Interaction

Topic and Concept

UI Implementation Concepts | UI Carriers

UI Implementation Concepts

- > Screen Space | World Space
- > Player as menu
- > Floating 3D menu

UI Carriers

- > Virtual objects as UI carriers
- > Tablet and TV as intuitive solutions

Implementation

Tablet | TV



Tablet

Dynamic world space element
Ray interaction



TV

Static world space element
Ray interaction

Presentation in VR

Usage of Tablet and TV | Docking



Conclusion and Outlook

Conclusion

- > Successfull implementation
- > Compromise between interaction, representation and integration

Outlook

- > Evaluation based on tests
- > Further optimization

End