

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

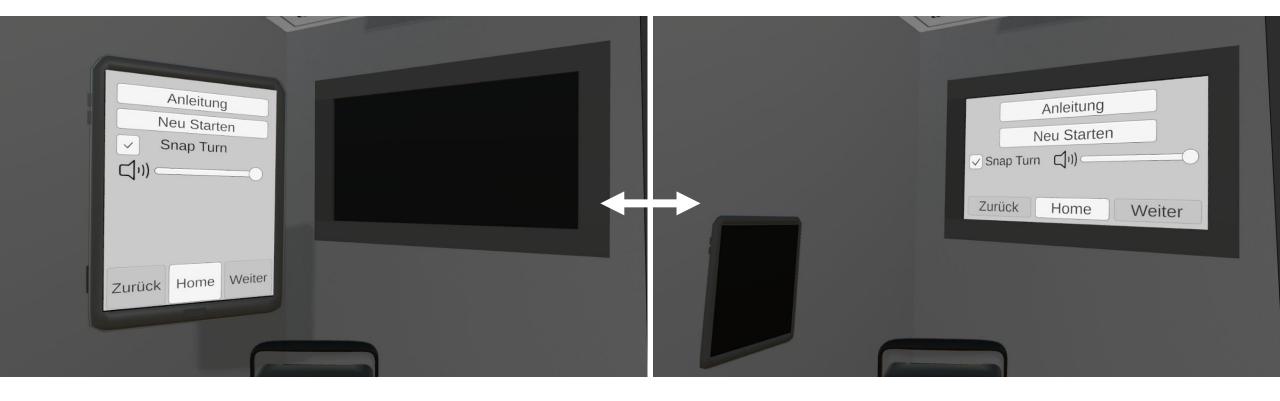
UI Carriers

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



Implementation

Tablet | TV



Tablet

Dynamic world space element Ray interaction

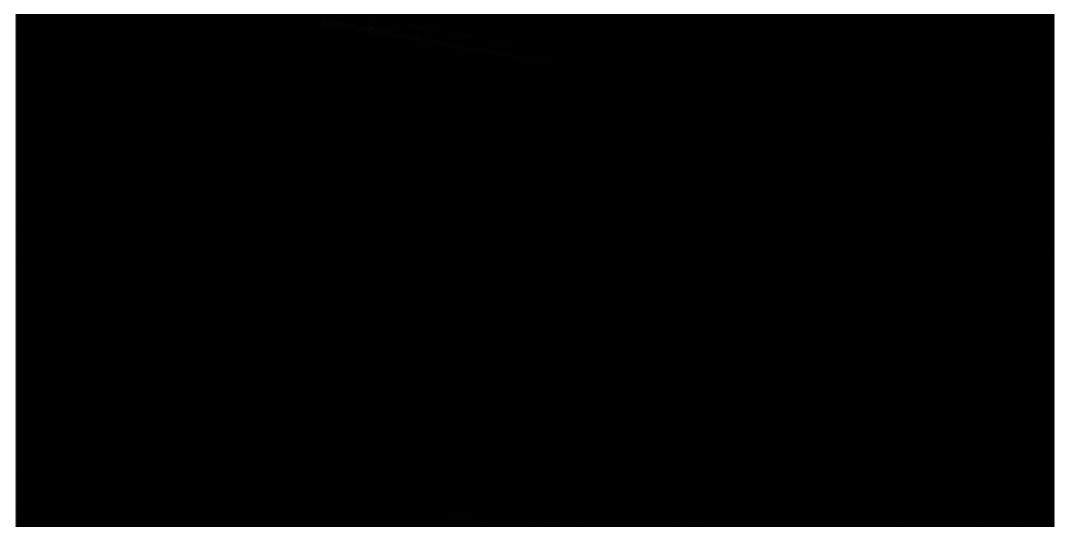
TV

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

