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Special Topics: Programming for Mobile VR

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### Assignment 0: Notes.

#### **Matterport VR (Cardboard)**

I enjoyed testing the Matterport app. It is an app that showcases different spaces in a VR experience. I thoroughly enjoyed the dream homes feature, which allowed the user to navigate through a house of their choice.

The navigation was nice. The house layout was filled with floating blue dots that needed to be selected to move to a particular direction of the house. This gave me control over where I traveled in the home. I felt very immersed into the home. The experience was full 360 degrees allowing me to spin around in any direction without break. When I glanced down, two options popped up to quickly change floors of the house or navigate back to the main menu. Whenever I wanted to change locations I had to download the new location before viewing.

#### **RollerCoaster**

Rollercoaster was a 360 VR simulation of an actual rollercoaster. Rotating my head effectively altered my line of sight while the actual rollercoaster followed a predetermined path. This was a form of **Rotational Navigation**. This game made me feel dizzy after like a normal rollercoaster does which was surprising to me. The experience

of rotational navigation was nice but I prefer experiences where I have control over the movements, that wouldn't be the case for any rollercoaster game but its important to note.

### **InMind VR**

Out of the three apps, InMind was the most adventurous. While traveling on a predetermined path the goal was to glance at certain objects for multiple seconds to shot at them. After a few minutes this game also made me dizzy. The world that the game provided seemed massive and non repetitive.

### **Within app (My Africa)**

The Within app was my favorite out of all of the apps I've tried. Being in the 360 environment heightened the storytelling, I felt like I was more than just a spectator watching a video, which is a major benefit of using VR in this situation. Viewing Africa in this way was my favorite VR Experience. Overall after this assignment I see that there are many engaging uses for mobile VR from games, to simulations, to story telling documentaries. I'm excited to dive into the mobile VR world and gain a deeper understanding.