## COMP2013 VRCore Project Prototype U

A progress bar will show in functions. summary of design: Welcome panel **Progress Panel** 1.simplest UI but front of the welcome panel full of converting/viewing func-**CONVERT NOW** 2. Allowing users to open different project at the same ADD FROM EXIST FILE 3.quickly open drag&drop recent project. 4. Viewing project/models clearly **SETTINGS** files here Progress bar Cancel LIST OF analysed **RECENT FILES** Adding movies/images/models files from exist files, the UI will depend on operating **Viewing Panel** Text systems TAB 1 TAB 2 Convert from **Settings Panel** You can close this side another file 400 panel to get more space enable hardware acceleration Point cloud / Or set it automatically  $\oplus$ 3D Modle hide/show from the border enable inage filter **Options** This part is using Unity engine to set default output path show the 3d model browse Reset position You could simply drag the model to change viewing, and also Enable full screen zoom in/out

pros: 1. suitable for different platforms

2. Everything is straight foward, tt is quite easy to use cons: 1.No optimization for touch screen devices. 2. The UI is relatively simple so it does not provide

> as the progress will take a long time, this progress panel will show the image or frame which is currently being