**XR Locomotion: Continuous move and turn**

For my locomotion, I chose a simple smooth, continuous move and turn. Since my final is a simple learning experience about sound, it doesn’t require complex movements from the user.

**Interaction 1: Music Slider**

I chose to prototype a music slider because in my final there will be a lesson/scene where user can play with the sound layers of a forest.

I thought the UI sliders were the best choice to call the play function and volume of the audio source.

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| **Sound** | **Source** | **Creative Commons** |
| **Drums** | **https://freesound.org/people/bastardwrio/sounds/360785/** | **0** |
| **Synths** | **https://freesound.org/people/williamkitchener/sounds/568334/** | **0** |
| **Bass Guitar** | **https://freesound.org/people/waveplaySFX/sounds/221812/** | **4.0**  **waveplaySFX** |

**Interaction 2: Click for Information**

I chose to prototype a click interaction because in my final there will be a lesson/scene where the user can learn about how music affects the human brain.

**Interaction 3: Dial**

I chose to prototype a dial as a way to challenge myself to work with a hinge joint. This interaction could also be a slider.