Todo list

Thesis paper

Hands in Virtual Reality

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Date
June 1st, 2017

MSc in Games
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Abstract

Here is the abstract of the thesis paper.

Contents

1 | Introduction

Introduction here

2 | Methodology

3 | State of the art

4 | Implementation

Categorization of approaches

- Lead into the explanation for the filter variables.
- Display filter variable table.
- Describe several examples of filter variable combinations and show image sequences.
- (Describe the reasons and effects for filtering on the different variables)?

Table: Filter variable combinations

Position filtering

- Describe position filtering.
- Describe reasons to / effects of using position filtering: Prohibit object penetration.
- Describe different methods of implementation. Mention depenetration, physics system.

Image sequence: No filtering

Image sequence: Position filtering

Rotation filtering

- Describe rotation filtering.
- Describe reasons to / effects of using rotation filtering: Reduce position filtering, display player's intentions.
- Describe different methods of implementation. Mention choice of complexity (simple rotation filtering / vs advances and more nuances rotation filtering), differentiation between object types, angles of approach.

Image sequence: Rotation filtering

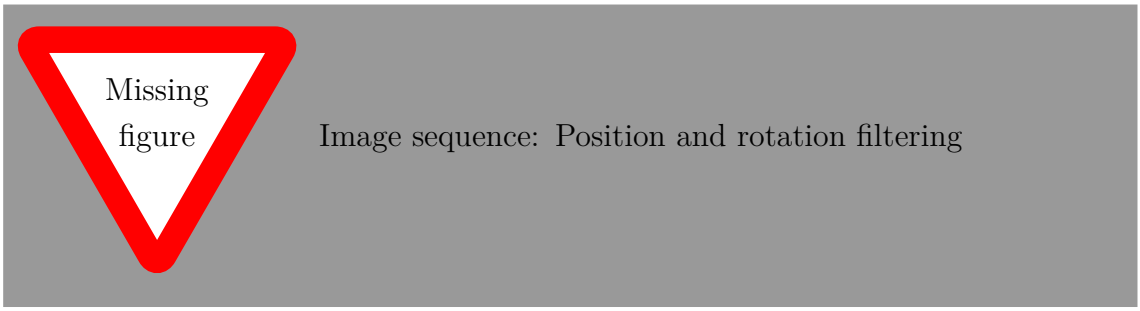

Image sequence: Position and rotation filtering

Finger position filtering

- Describe finger position filtering.
- Describe reasons to / effects of using finger position filtering: Reduce position filtering, display player's intentions.
- Describe different methods of implementation. Mention differentiation between object types, angles of approach.

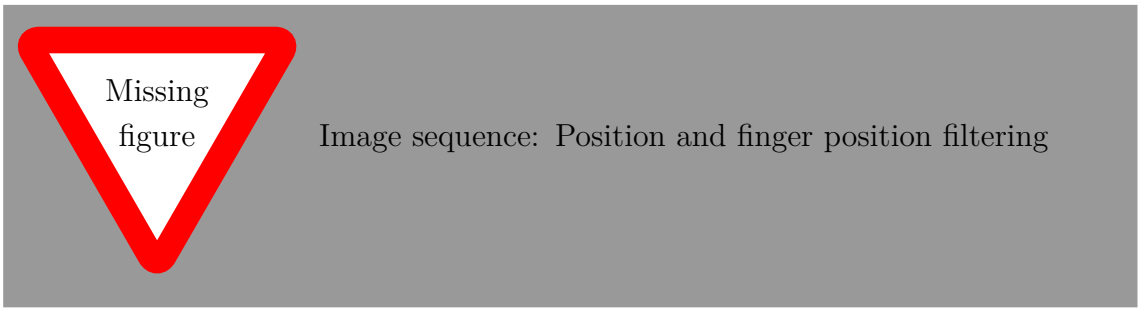

Image sequence: Position and finger position filtering

Description of how we evaluated hand iterations ...

Implementing filtering

Something about how the implementation of each type of filtering can be done in several ways and perhaps how the order of the types used in a combination might create a different feel.

Position filtering

- There are different ways to implement position filtering.
- Position filtering using depenetration.
- Position filtering using the physics system.

Rotation filtering

- There are different ways to implement rotation filtering.
- Rotation filtering by manually controlling rotation when approaching obstacle.
- Rotation filtering using the physics system.

Finger position filtering

- There are different ways to implement finger position filtering.
- Finger position filtering to avoid obstacles, when approaching them.
- Finger position filtering to anticipate player intend, when approaching obstacles.

Hands and their filterings

- Describe each hand and what filtering variables they use.
- Relate hands to the above filtering variable descriptions.

Miscellaneous shitz

Hand visualization

Rumblez!

Grabbing system details

5 | Experiments and results

6 | Conclusion