

A lush green forest scene with tall, slender trees and a dense canopy. Sunlight filters through the leaves, creating a bright, starburst effect in the center-left. The foreground is filled with moss-covered logs and vibrant green foliage. The overall atmosphere is serene and natural.

# VR Forest Explorer

Interface Design WiSe 22/23

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# Persona: Thomas Thiele

- Realschullehrer im Bereich Politik und Gesellschaft
- Kocht gerne für seine Frau
- Legt wert auf seriöse Inhalte
- Erwartet selbsterklärende Inhalte

-> hat vorübergehende, eingeschränkte, motorische Fähigkeiten!





# Welche Art von Prototyp?

- WebVR Cardboard Anwendung  
-> Virtual Reality UI
- Cardboard macht aus einem  
Smartphone eine Virtual Reality Brille
- 360 Grad Szenen im Browser darstellen
- Somit ist die Anwendung auf jedem  
Endgerät nutzbar





# Funktionen



**Panorama  
Sicht**



**VR-Modus  
Sicht**



**Fakten**



**Inventar**



# Verwendete Tools



Low-  
Fidelity

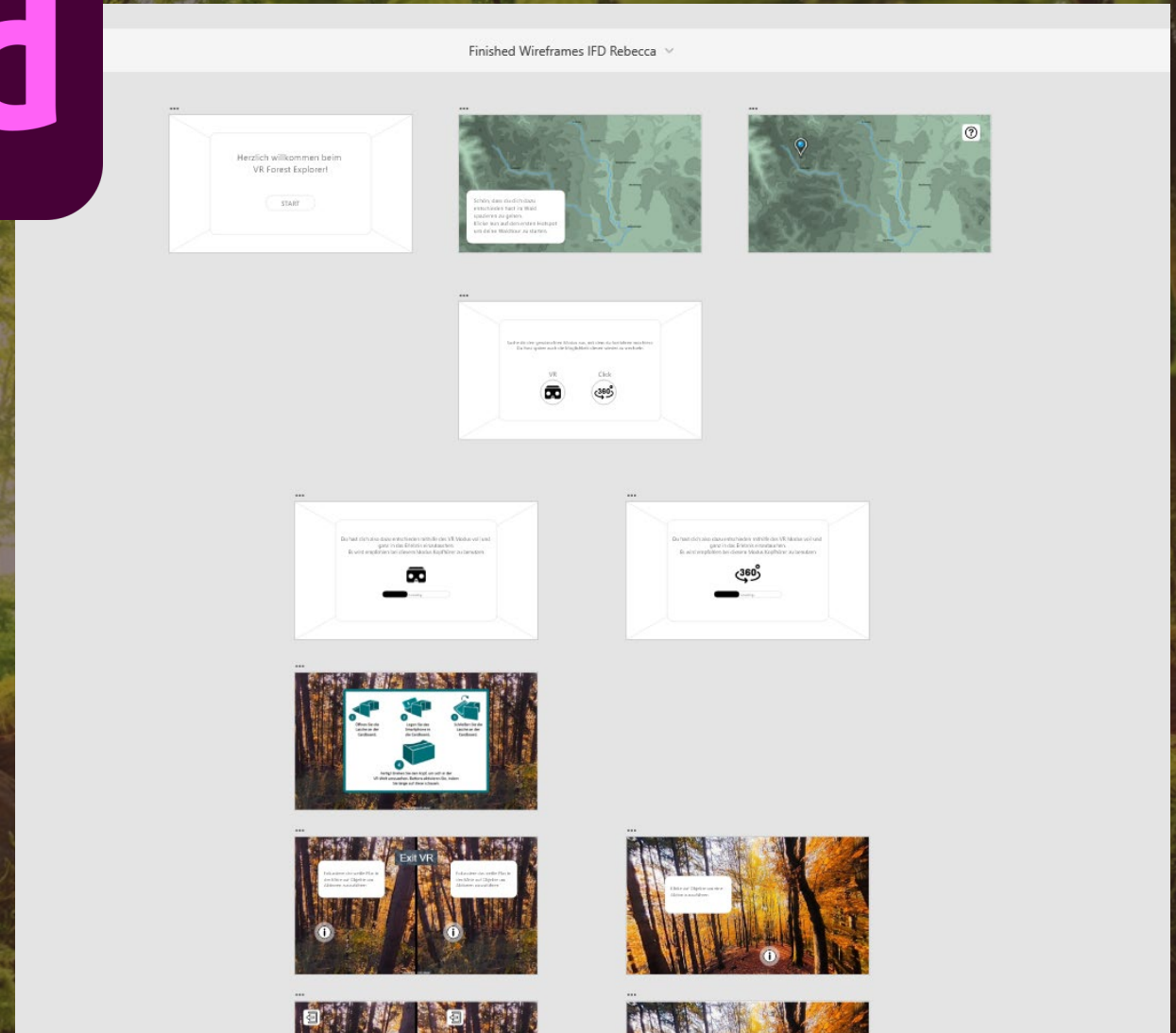
High-  
Fidelity



# Wireframes



- Erste Funktionalitäten
- Grober Aufbau der Anwendung
- Gedanken an Responsiveness

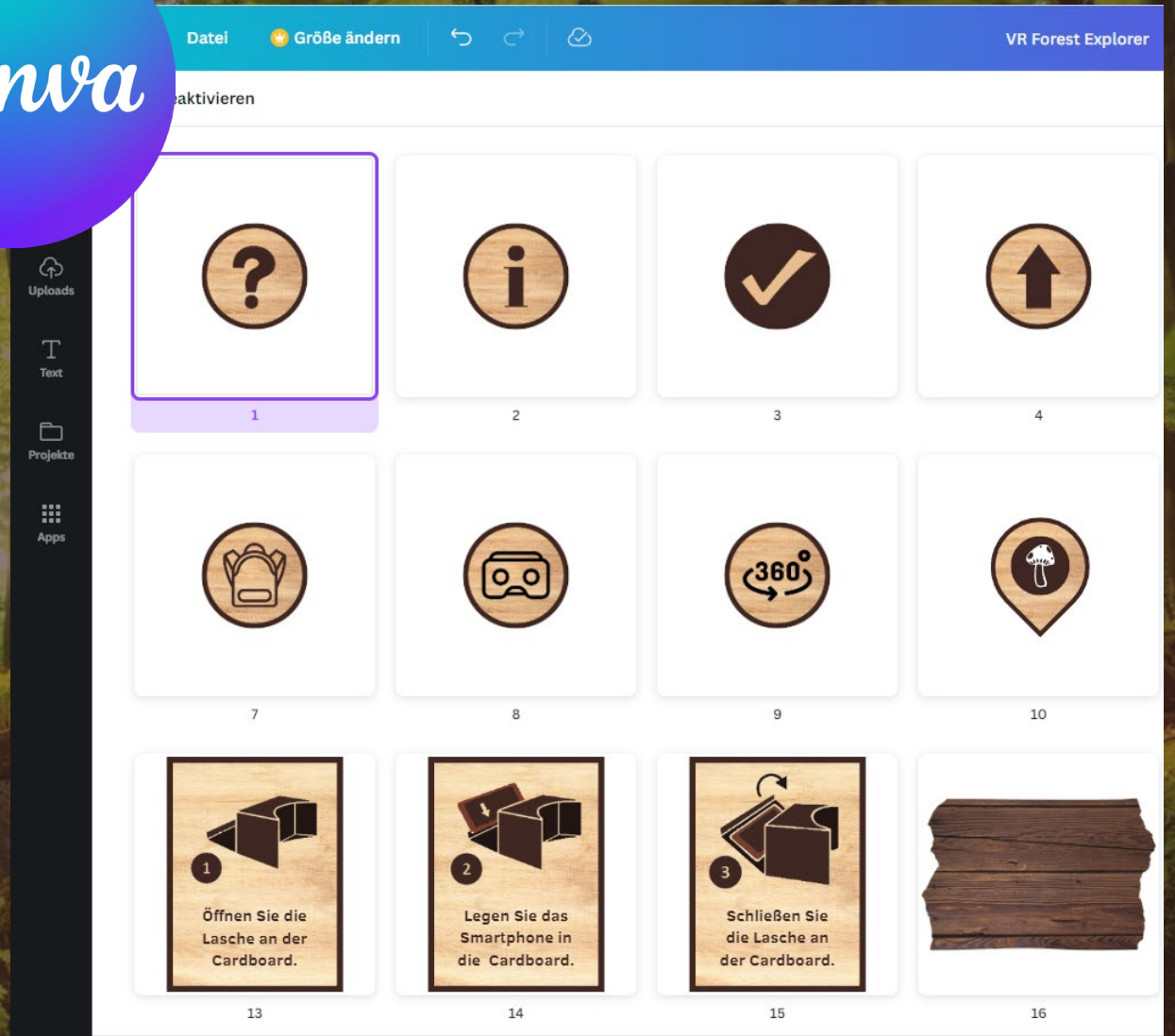


<https://xd.adobe.com/view/8c80ea03-518f-45ac-a517-bdb2a44222ff-d9d3/>



# Design

- Icons
- Hotspots
- Cardboard Anleitung
- Hintergründe





# Feinschliff



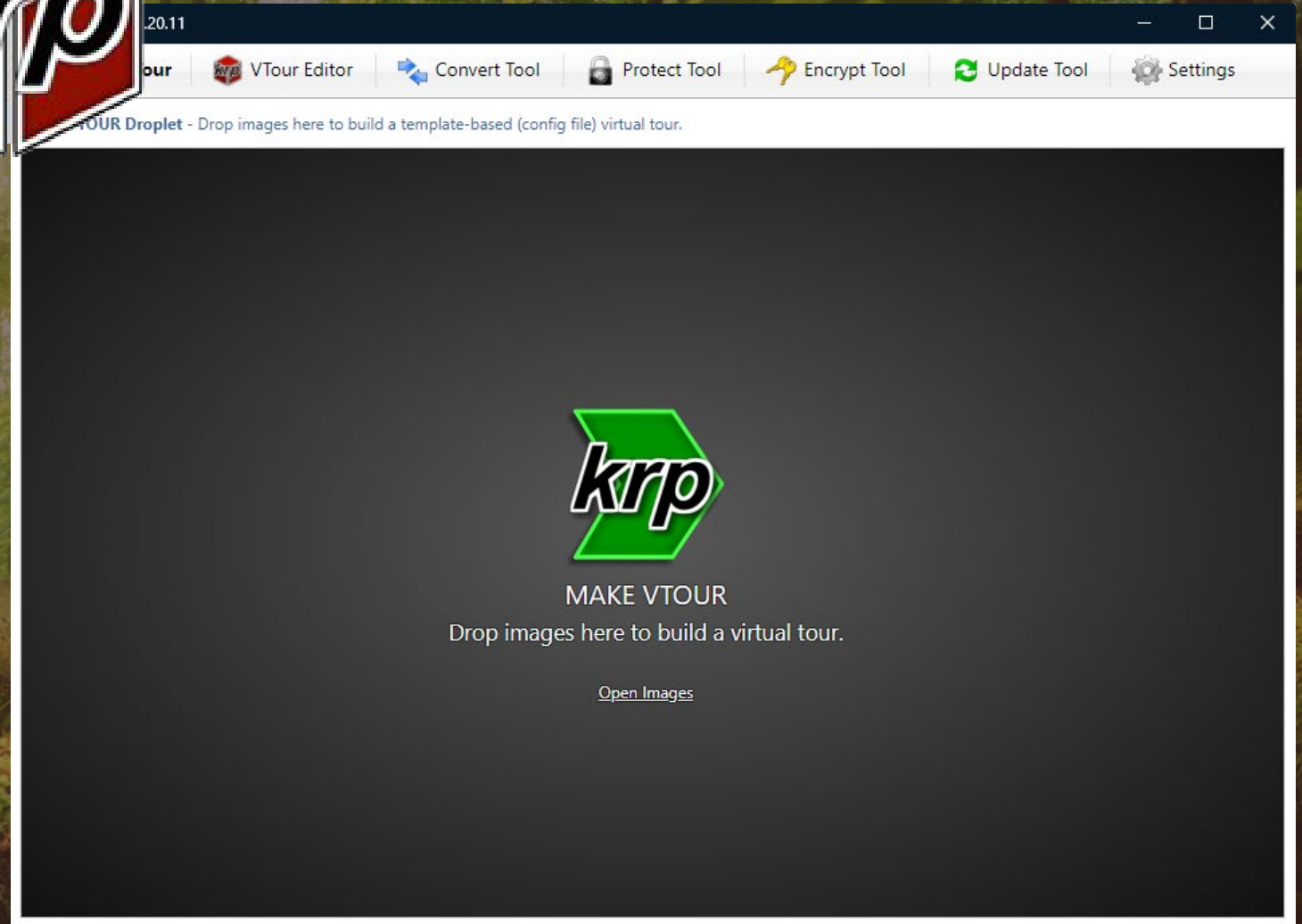
- Hintergründe entfernen
- Korrekturen
- Bearbeiten von Panorama Bildern





# Tour

- Tour erstellen
- Framework für die Funktionalitäten
- Responsiveness





# Fertigstellung



- Entwicklungsumgebung
- Html5, CSS und JS

```
1 <krpano version="1.20.11" title="Virtual Tour">
2
3 <include url="skin/vtourskin.xml" />
4 <include url="included_xml_files/modus_select.xml" />
5 <include url="included_xml_files/instructions.xml" />
6 <include url="included_xml_files/inventar_handler.xml" />
7 <include url="included_xml_files/mode_differator.xml" />
8
9 <!-- customize skin settings: maps, gyro, webvr, thumbnails, tooltips, layout, design, ... -->
10 <skin_settings maps="false"
11   maps_type="google"
12   maps_bing_api_key=""
13   maps_google_api_key=""
14   maps_zoombuttons="false"
15   maps_loadonfirstuse="true"
16   gyro="true"
17   gyro_keeplookingdirection="false"
18   webvr="true"
19   webvr_keeplookingdirection="true"
20   webvr_prev_next_hotspots="false"
21   autotour="false"
22   littleplanetintro="false"
23   followmousecontrol="false"
24   title="true"
25   thumbs="true"
26   thumbs_width="120" thumbs_height="80" thumbs_padding="10" thumbs_crop="0|40|240|160"
27   thumbs_opened="false"
28   thumbs_text="false"
29   thumbs_dragging="true"
30   thumbs_onhoverscrolling="false"
31   thumbs_scrollbuttons="false"
32   thumbs_scrollindicator="false"
33   thumbs_loop="false"
34   tooltips_buttons="false"
35   tooltips_thumbs="false"
36   tooltips_hotspots="false"
37   tooltips_mapspots="false"
38   deeplinking="false"
39   loadscene_flags="MERGE"
40   loadscene_blend="OPENBLEND(0.5, 0.0, 0.75, 0.05, linear)"
41   loadscene_blend_prev="SLIDEBLEND(0.5, 180, 0.75, linear)"
42   loadscene_blend_next="SLIDEBLEND(0.5, 0, 0.75, linear)"
43   loadintext=""
```



A lush green forest scene with sunlight filtering through the trees. In the foreground, there is a wooden sign with a dark border. The sign contains text about a Fertiger IFD Prototyp and its GitHub repository.

## **Fertiger IFD Prototyp:**

**<https://rebeccachemata13.github.io/IFD/>**

## **Github Repository:**

**<https://github.com/rebeccachemata13/IFD>**