

HW 2: Intro to VR/Google Cardboard

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ANS 1

In this part, I followed the tutorial and added mountains, water bodies and trees to form an island. A few other add-ons like Cottage and grass were also incorporated in the scene. The view of the same as seen by a FPSController has been shown in a video attached along with.

ANS 2

The aeroplane like exploration setup was made by modifying the existing FPSController. I replaced the script that came with it with my own script, that provided the desired functionality. The script is stored by the name of "PlaneController.cs". The plane speeds up by 0.5 in every unit time frame, until it attains a max speed, which can be set by the user.

ANS 3

I have created three quite different terrains - Srinagar, Pune and Spain by following the given tutorial. The terrains were, then, added with water bodies, tree and a few other add-ons. Each terrain has been stored as a separate scene. Every scene has its own FPSController (aeroplane) as well. "HeightmapFromTexture.cs" script taken from [1].

ANS 4

When the game starts, a menu with 4 entries is shown. We can point our Reticle pointer to any of these entries, and it will load the corresponding scene. We can then traverse that scene by tapping on the screen or hitting the button on VR Headset. In order to go back to the menu, we can just tilt our head by 45 degrees to the left or right. We then repeat the process for other scenes. A video showing the same has been attached along with.

REFERENCES

- [1] <https://answers.unity.com/questions/1349349/heightmap-from-texture-script-converter.html>
- [2] All the links given in the handout.

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