Opening the project:

The team opens the project into the MenuOfLoci.unity scene.

Building:

Select Build Project. The scene at the top should be MenuOfLoci. in position 0.

Running the Project:

A successful build will create the file “MenuOfLoci.apk. Use SmartSwitch or some other transfer method to place this .apk on your Gear S6 or Gear S6 Edge. Disconnect your phone from your computer, browse to the folder on the phone, and touch the icon for the .apk file. Select “Install,” and after install, select “Open” or find MenuOfLoci in your apps and run. Place your phone in the Gear VR.

Operation instructions:

The MenuOfLoci environment selects items based on raycasting to that object. The ray extends in the user’s GazeDirection. We use a small, yellow dot to represent the endpoint of our ray.

There are two types of objects that may be raycasted to: Category objects and Video objects. If you have raycasted to a Category object and touch the touchpad, you will move from your current position to that object. Once you have arrived at the object, a ring menu with video thumbnails will display (please note: at preliminary time, we are having a couple issues with certain models occluding portions of the video thumbnails. We will be addressing this for the final project). The user may then raycast to one of those thumbnails, and when they touch the touchpad, a video will play.

Please note: for video playback, the team is still trying to figure out implementation of 360 degree video and have substituted a stereoscopic 3D video with a 90-degree FOV for the preliminary. We are also working out the best way to set up for playing over a network, and so in the interests of saving space, have only included a single video in the project for now.