

# VAR Assignment 1

## Deliverable Report

Leidy Vanesa Vidales  
Santiago Escobar Casas

Q1 2025

### a Interactable objects

**Tree:** The locomotion module climb was used on it (image 1).

**Watering can:** When it is inclined water particles are ejected through it. It can be rotated and translated. (see figure 2)

**Trees in pots:** Its size is transformed when the water is poured on it (image 3).

**Lemon:** Only the (near) grab is active in order to grab it from the climb after climbing and not using the distance grabbing. It can be rotated and translated. (see figure 4)

**Scooter:** When player is on it it disappears to simulate that is moving. (see figure 5)

### b Navigation

**Constant movement:** Moving through the scene by using the joysticks.

**Turn:** Smooth and snap turn.

**Climb:** Used for climbing the tree. The image is captured from the top of the tree. (see figure 6)

**Teleportation:** Two teleportation points are used in the scene. (see figure 7)



Figure 1:

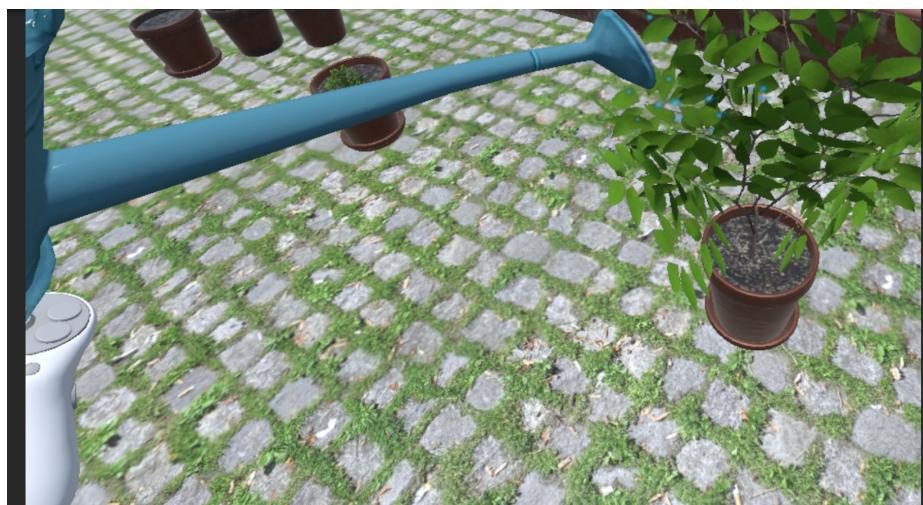


Figure 2:



Figure 3:



Figure 4:



Figure 5:



Figure 6:



Figure 7:

**Patinete:** New movement. It scans the right hand of the player and obtains the turning angle of the right hand on x axis and calculates the speed of the player based in this angle.

## c Control mechanism

### Main interface:

- A tutorial interface can be opened using it.
- It is possible to swap between day, afternoon or night using it.

(see figure 8)

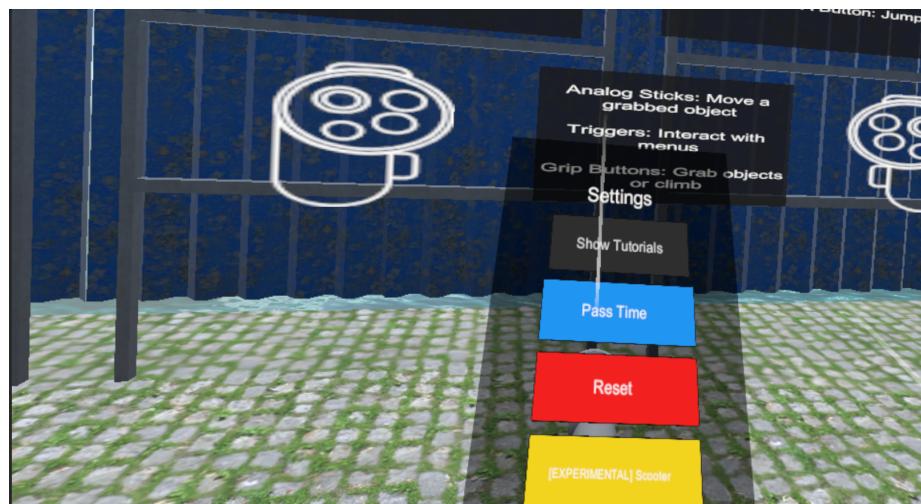


Figure 8: