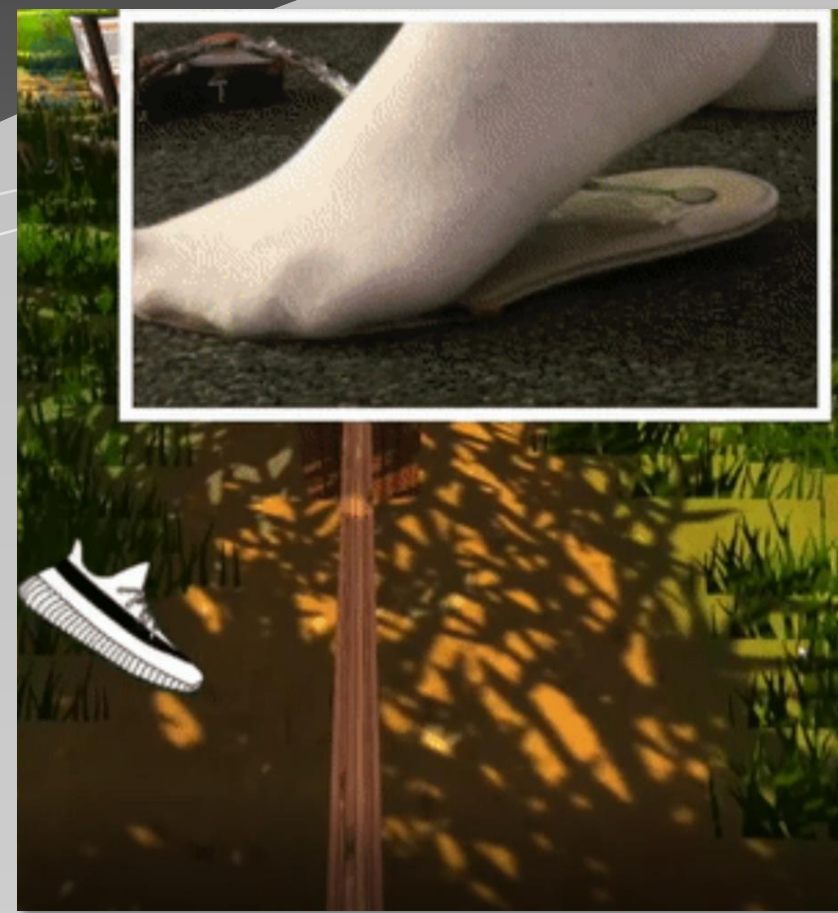


## DATA-DRIVEN USER INTERFACE



FOOT STANCE  
DETECTION



PROGRESS STATISTICS



LEAN INDICATORS

## PROJECT OBJECTIVES

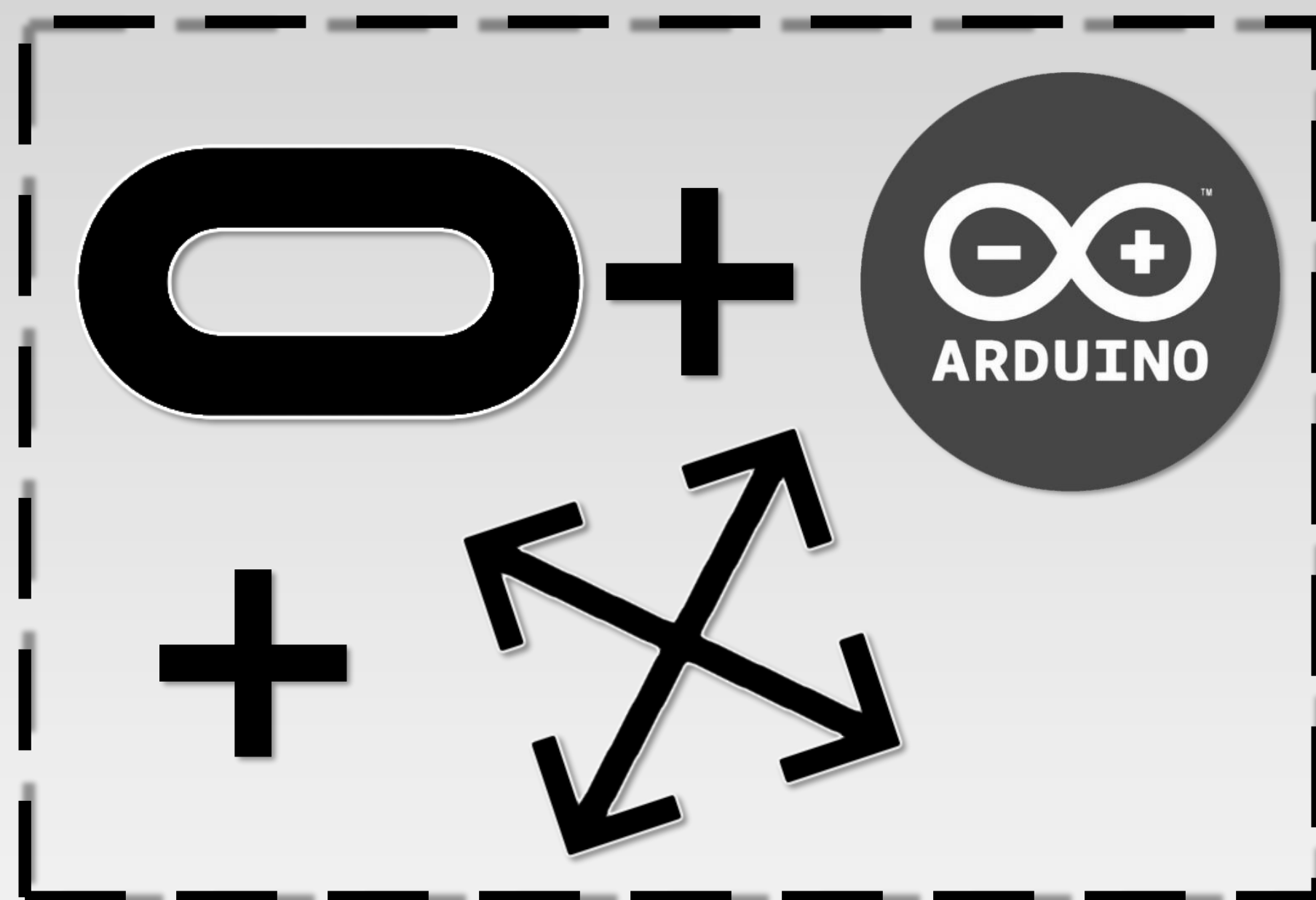
Break VR boundaries with real-world components

Teach from ground up to walk a tightrope

Create photorealistic environment

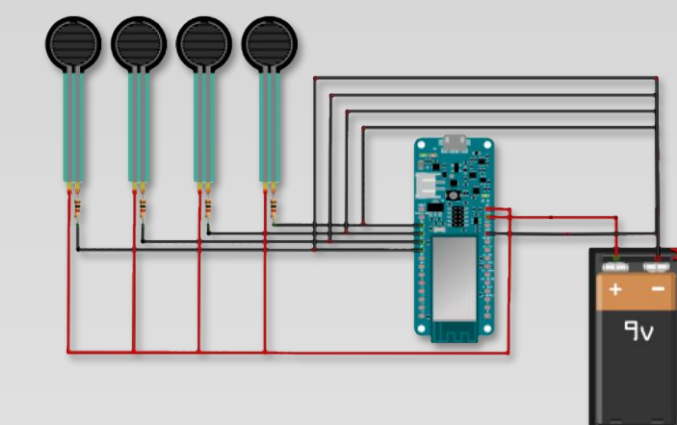
Do away with joysticks

## PROJECT COMPONENTS



TRAVR

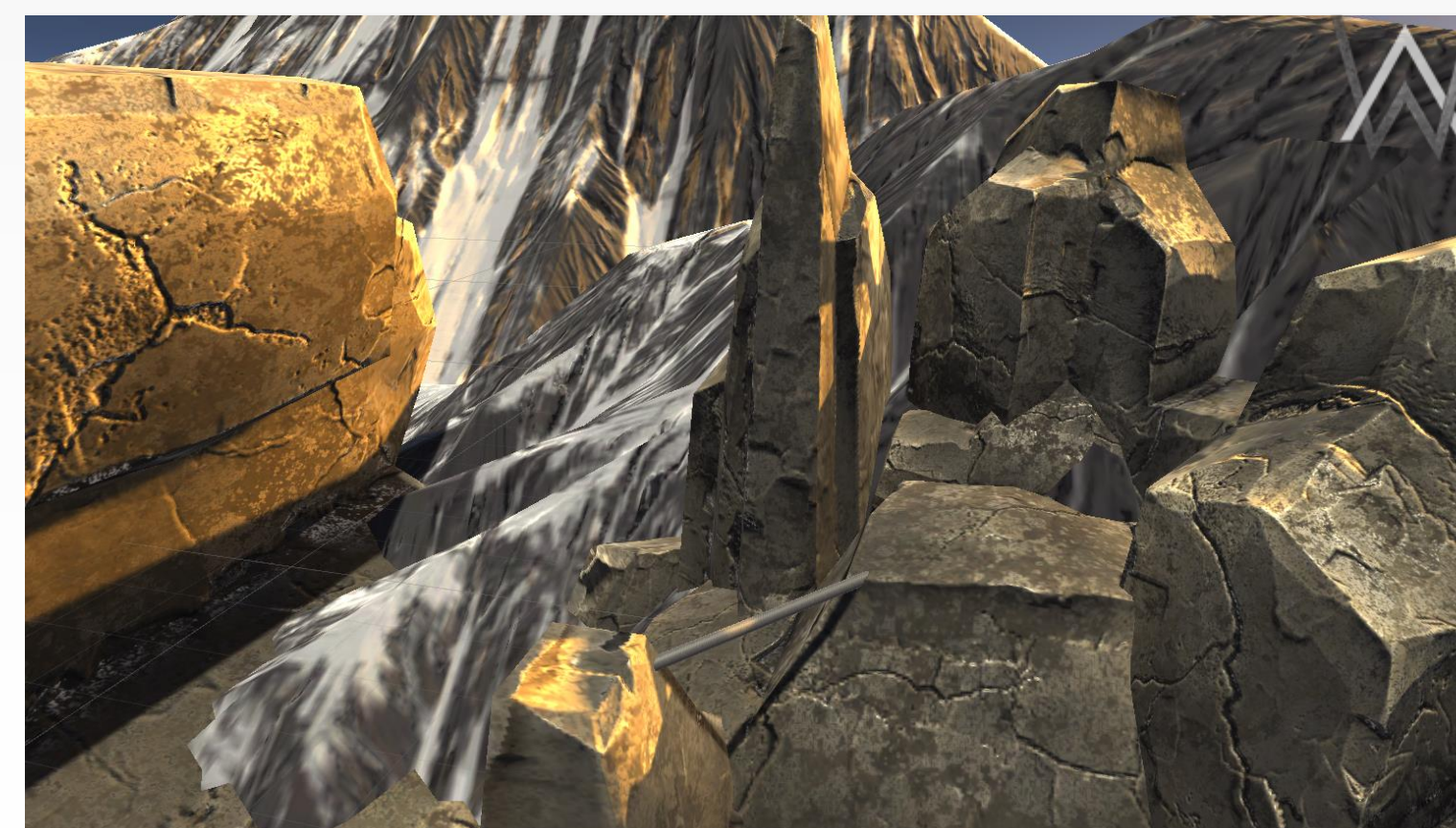
## SYSTEM COMPONENTS



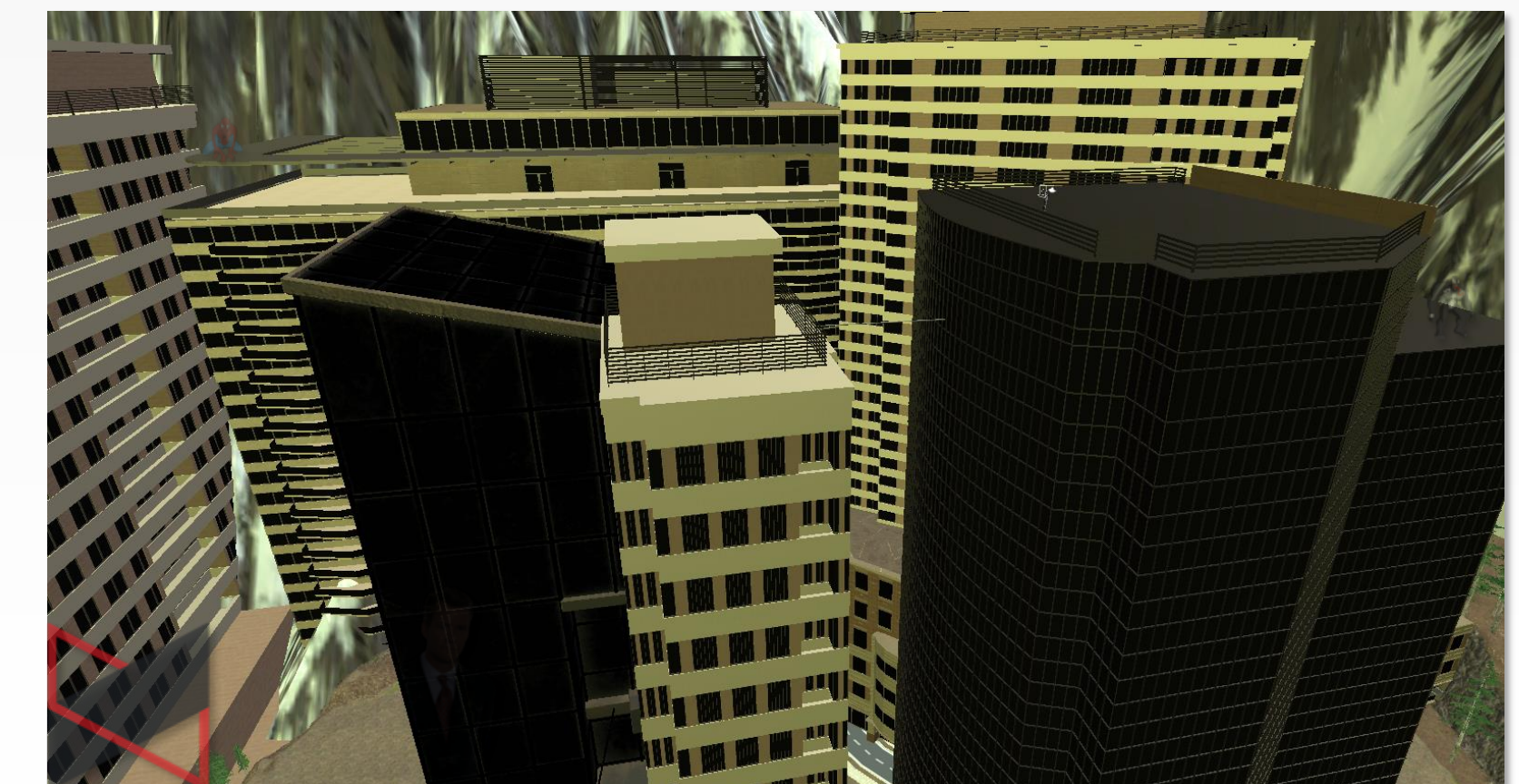
## 3 UNIQUE SCENARIOS



PAX PARK



MT MANGLE



NEW DIL CITY