

XR UI / UX 프로그래밍

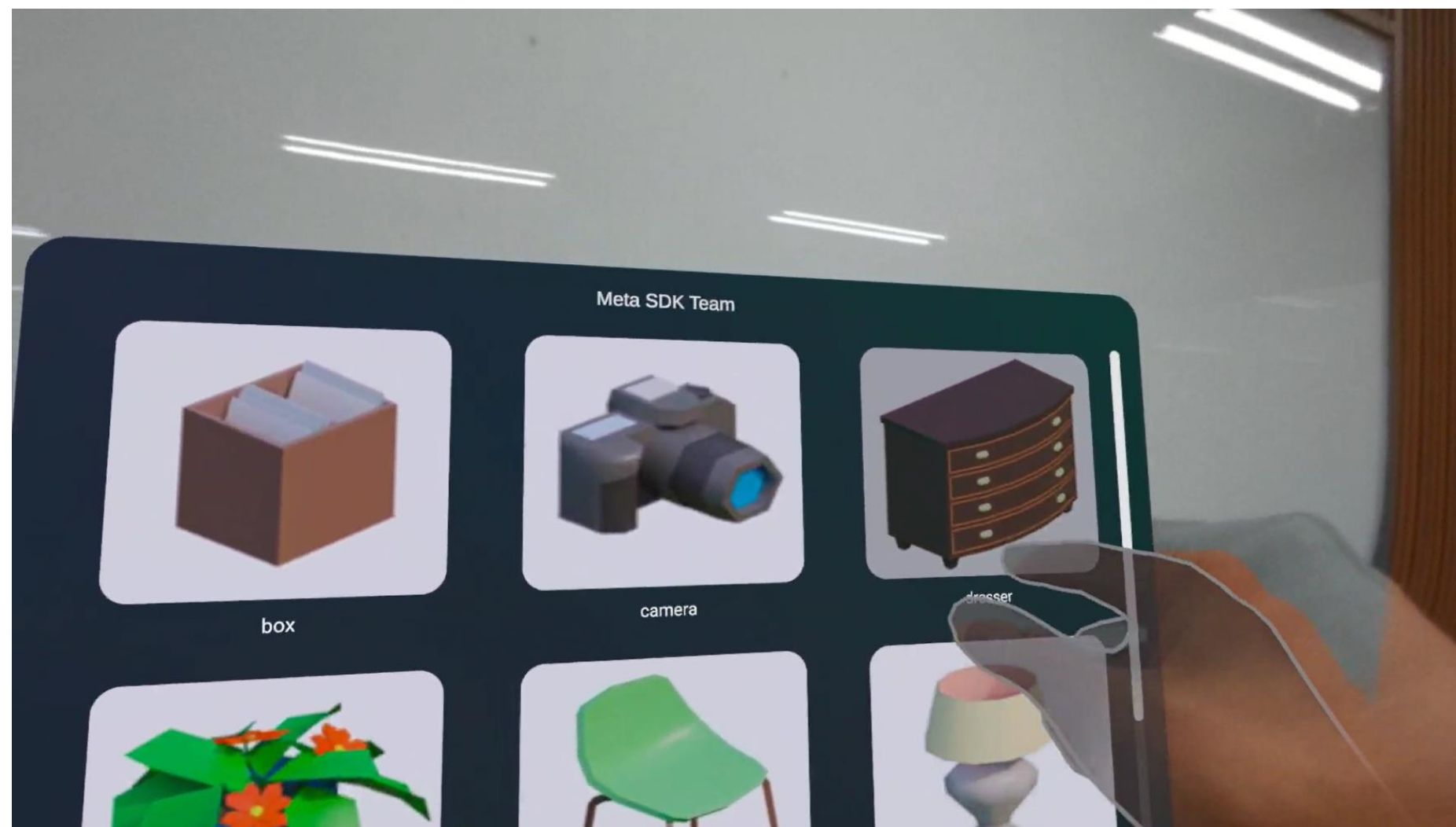


*김상옥 201904022
김민성 201904019
유혜조 202102296
안채영 202284027
최은지 202284042

XR UI / UX 프로그래밍 최종발표



공간 디자인



최종 구현 내용

1

로비 / XR / VR 공간

2

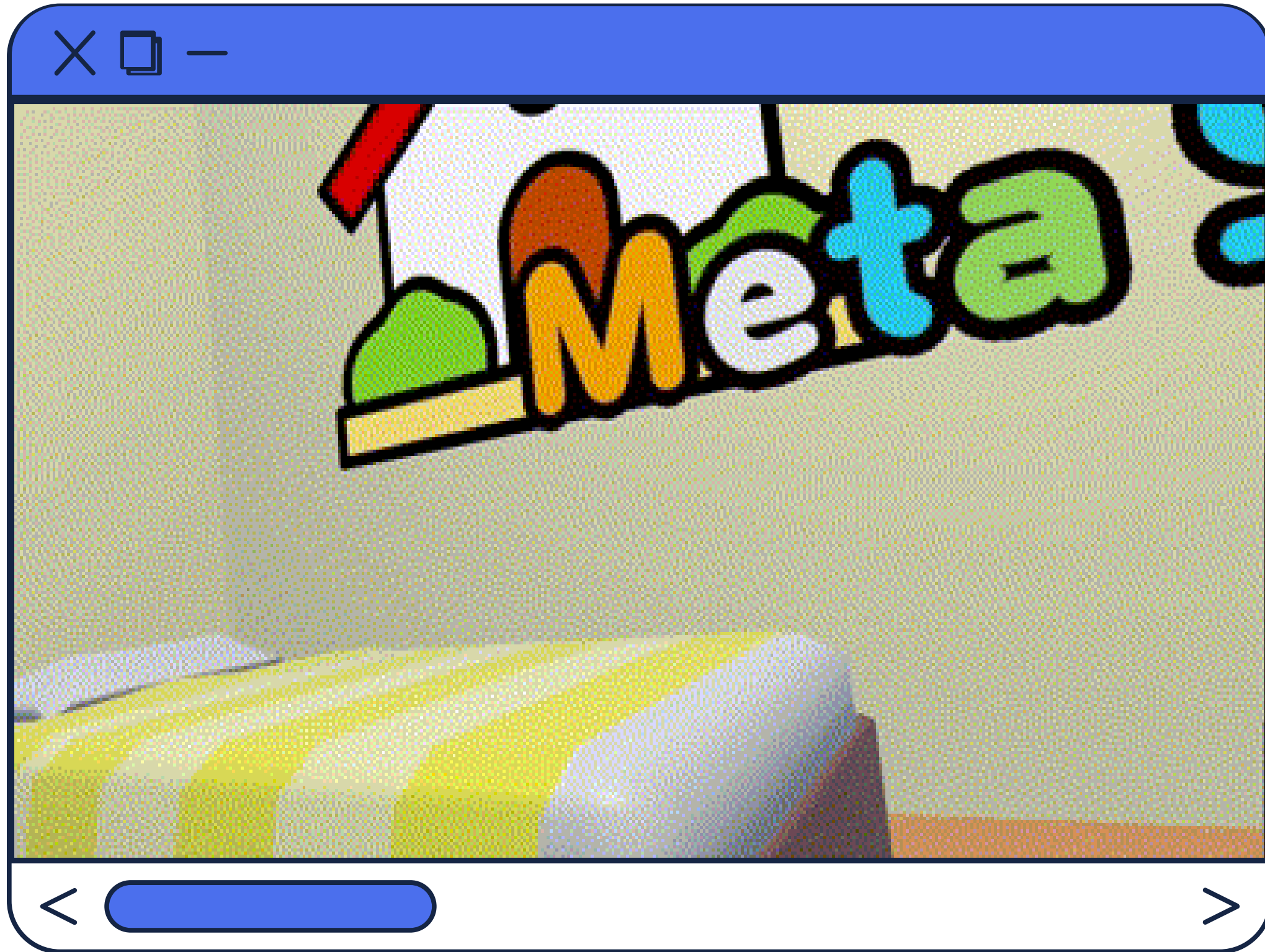
배치 오브젝트(편집, 저장)
상호작용 오브젝트

3

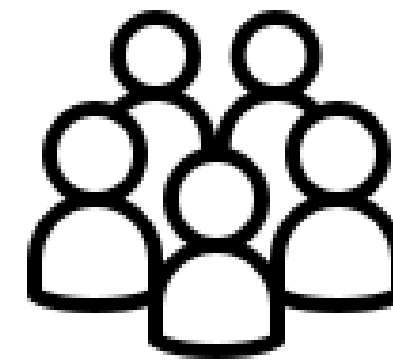
음성 명령

4

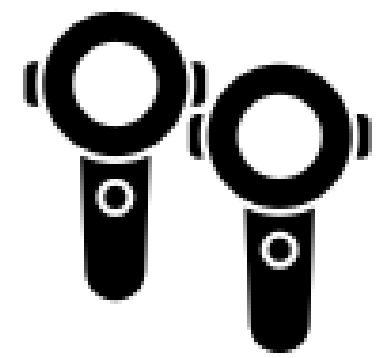
컨트롤러 및 메인 UI



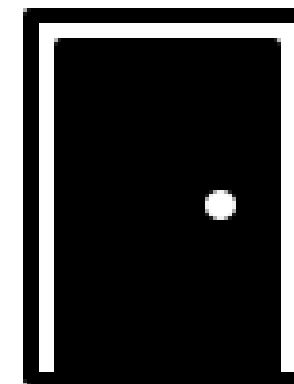
1 로비



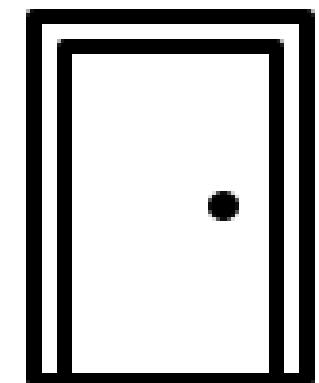
공용 공간



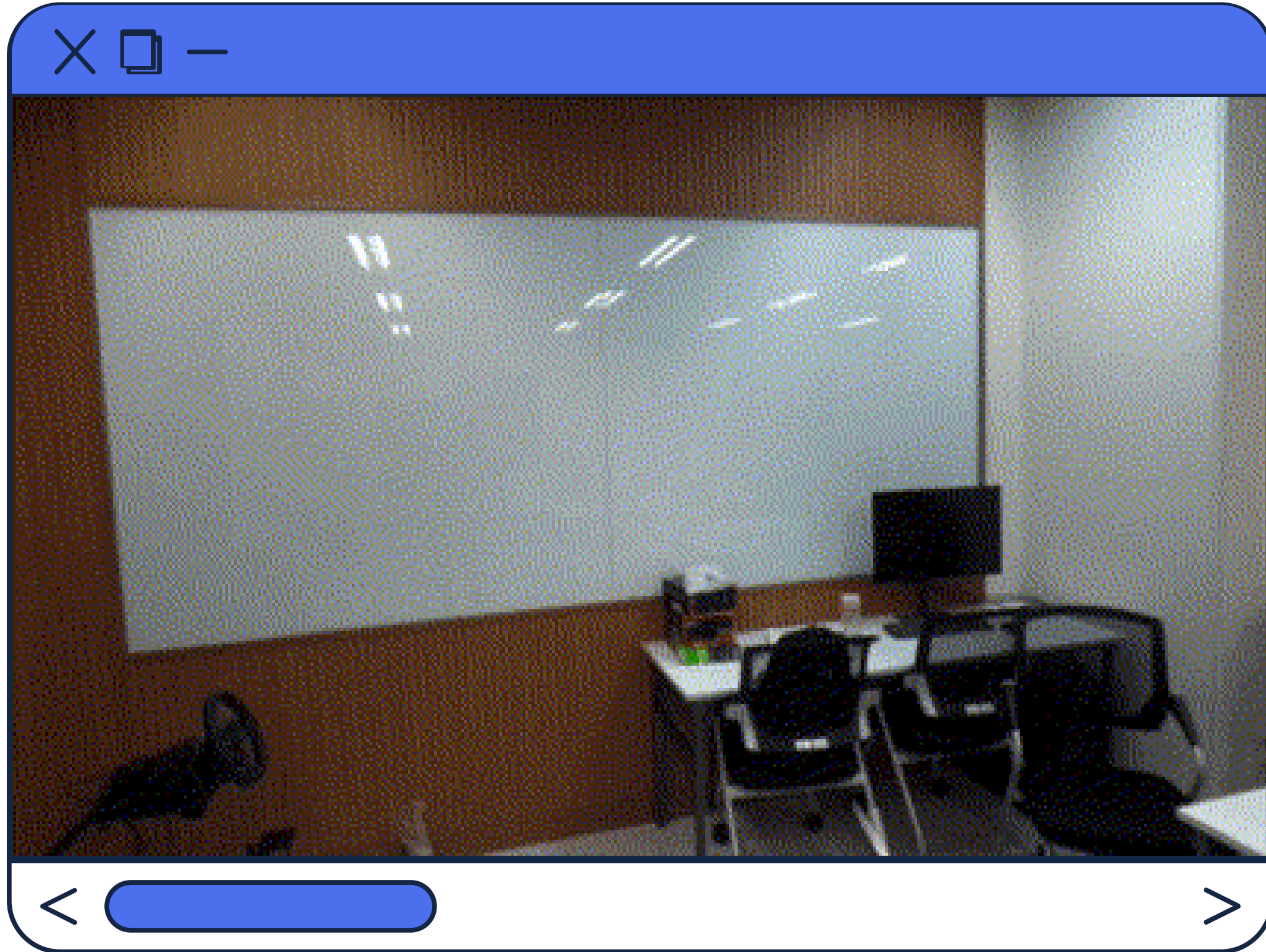
컨트롤러



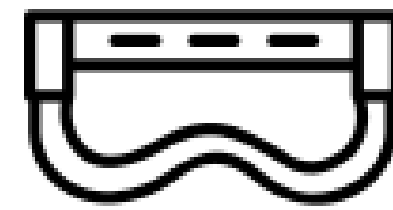
XR이동



VR이동



1 XR공간



패스쓰루



컨트롤러



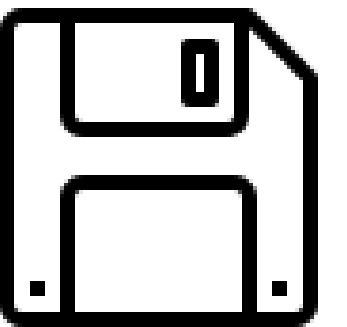
핸드트래킹



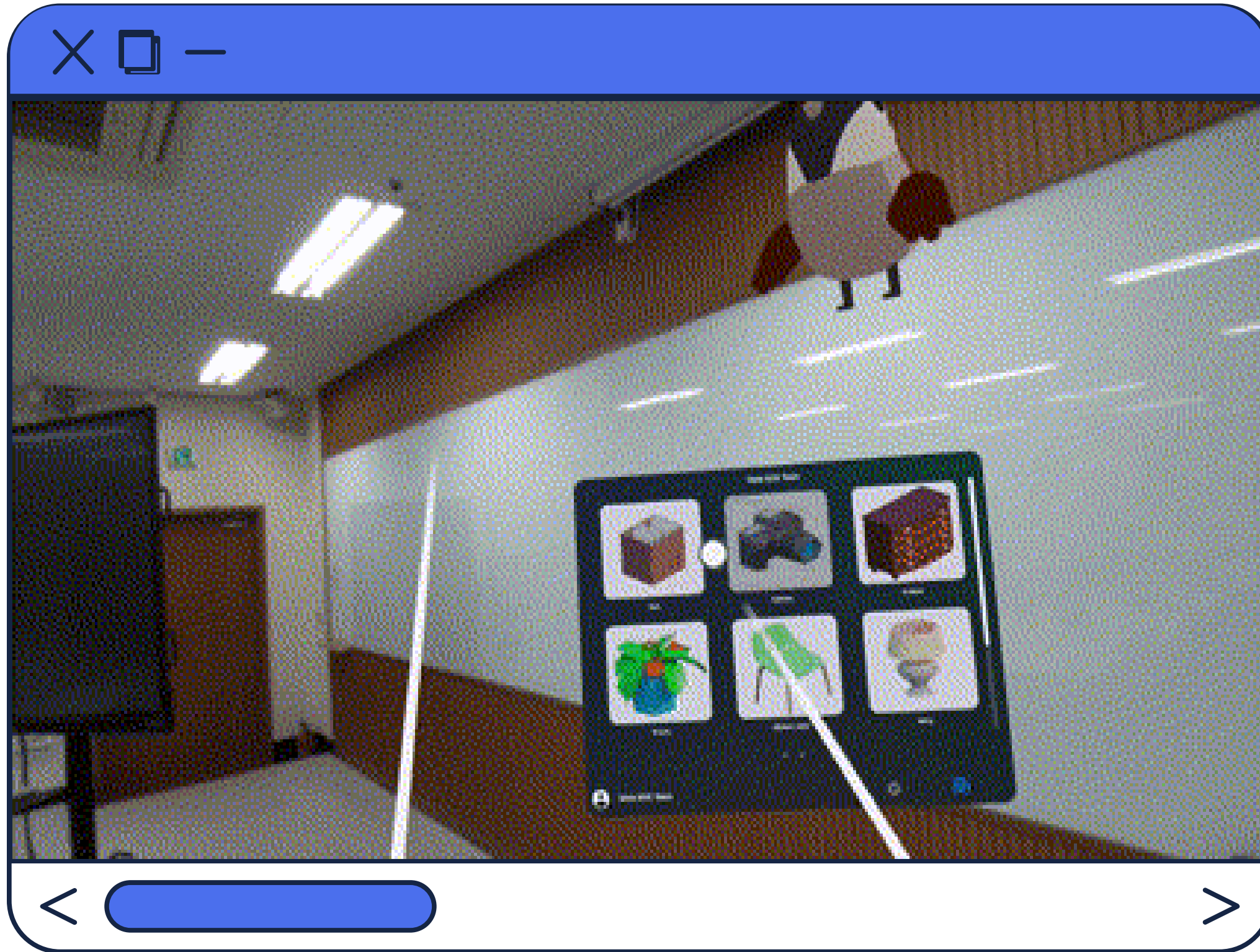
오브젝트
배치/편집



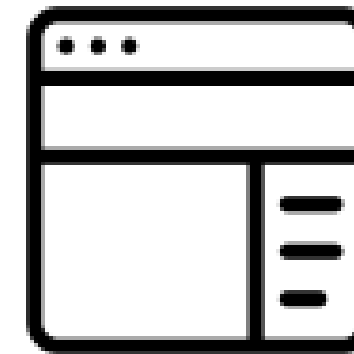
음성 명령



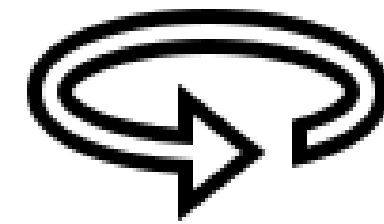
저장/로드



2 오브젝트 배치



선택



회전



크기



A버튼(선택)



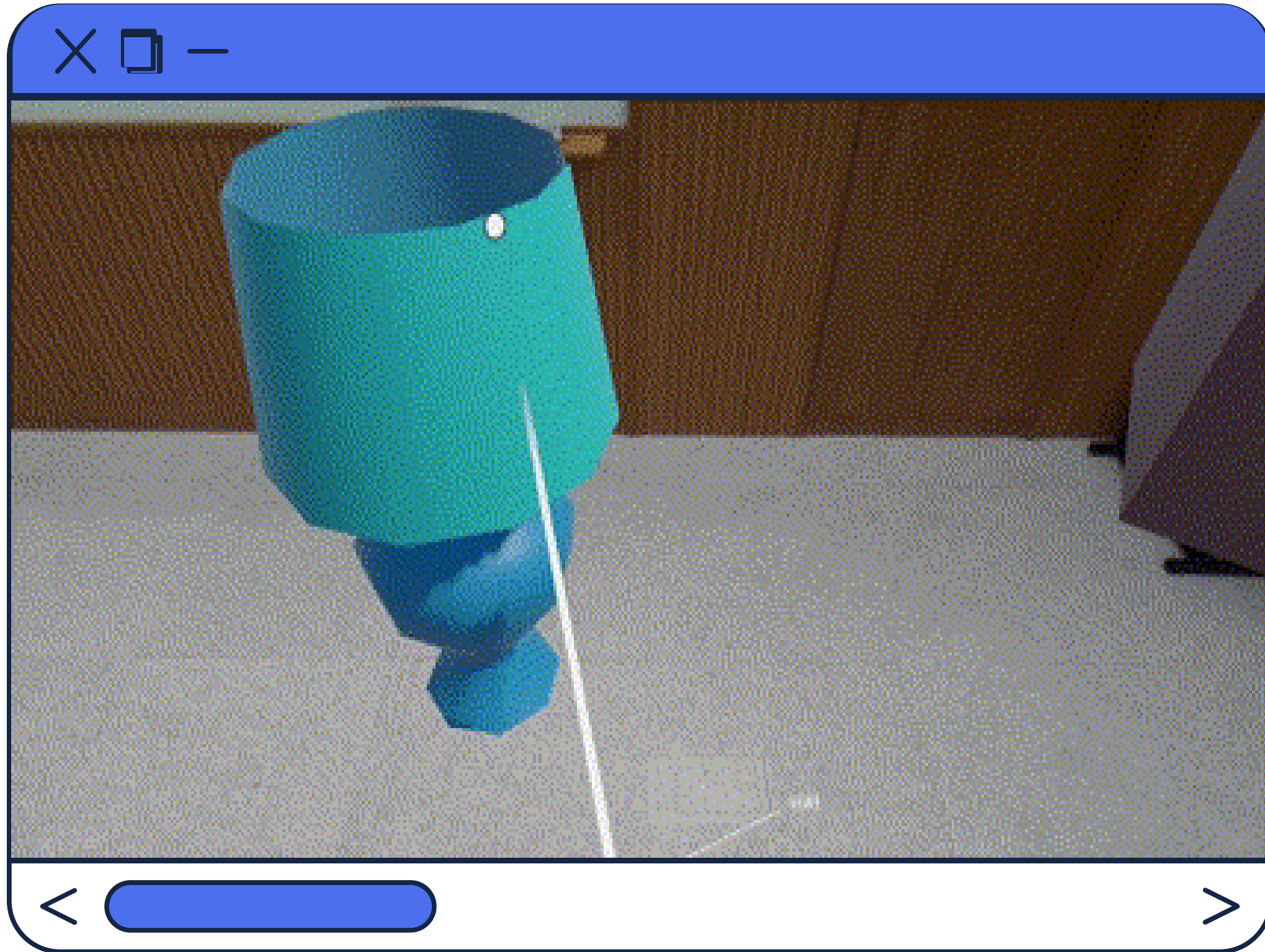
B버튼(취소)



핸드트래킹
(선택)



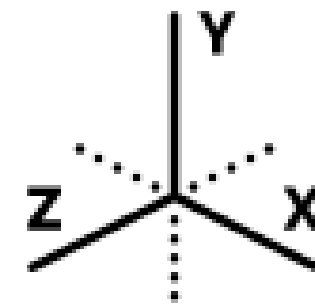
핸드트래킹/왼손
(취소)



2 오브젝트 편집



Grab



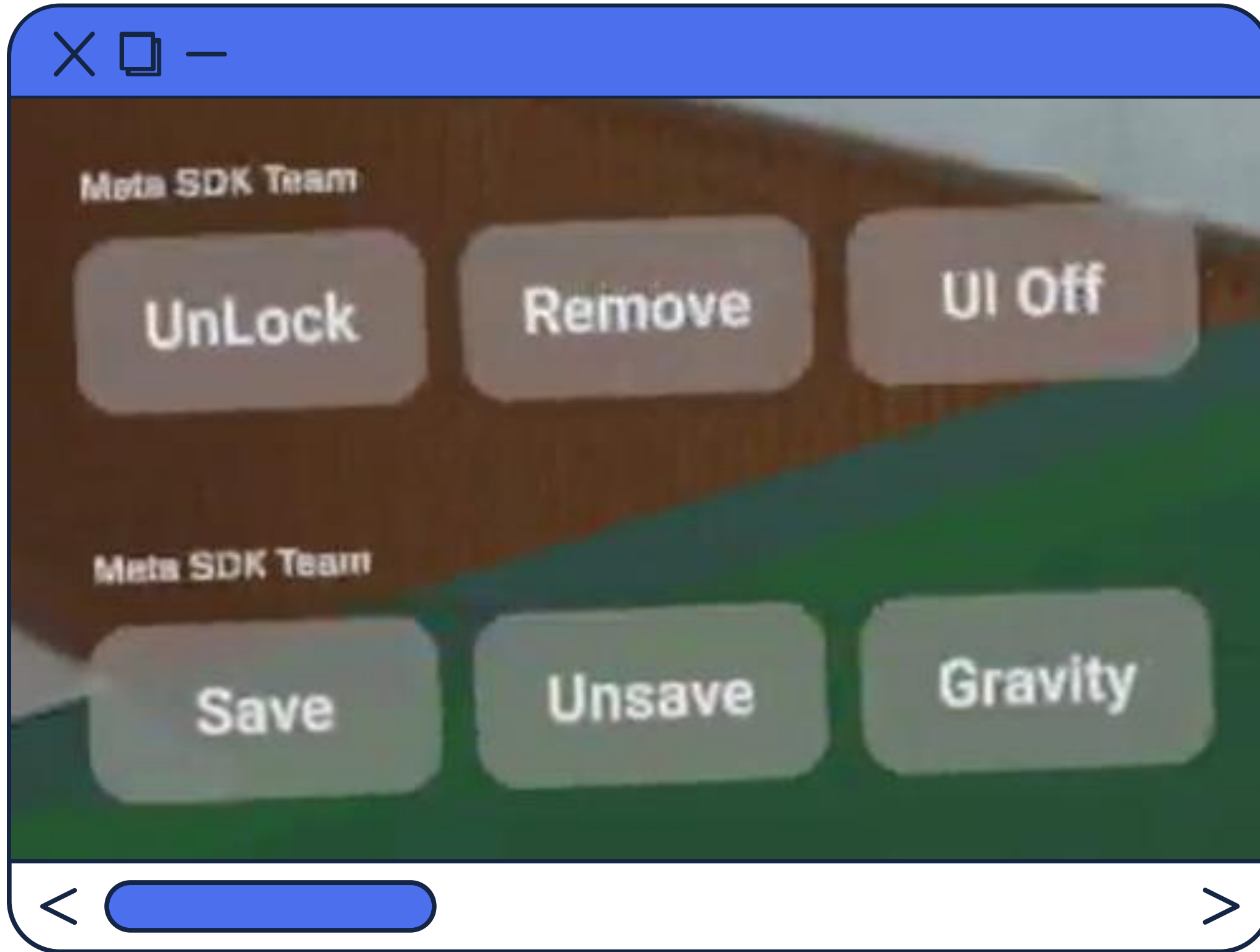
이동



회전

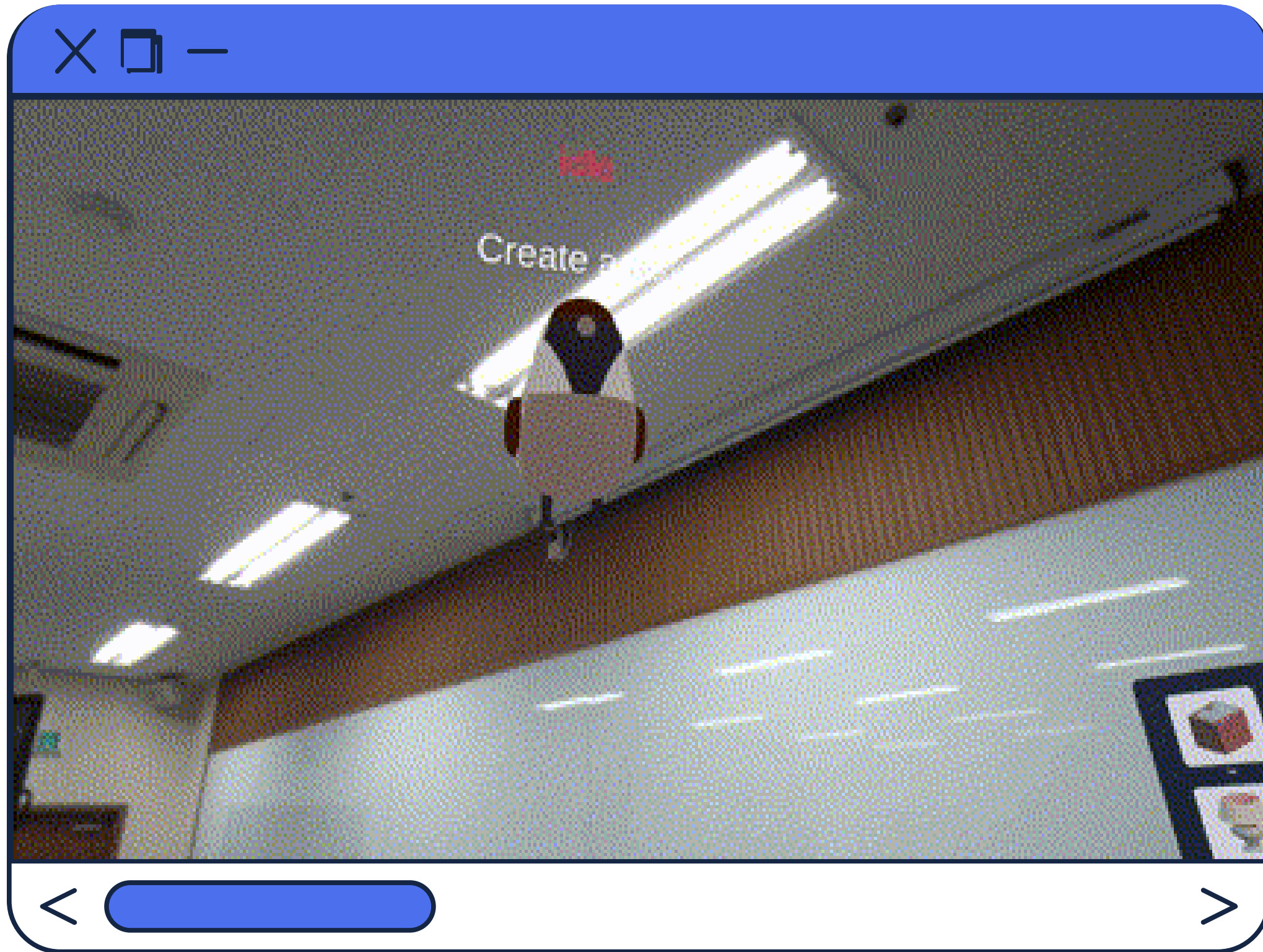


크기



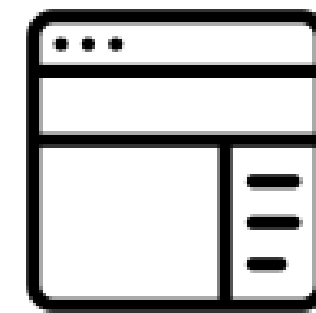
2 오브젝트 UI

- 고정
- 제거
- UI Off
- 저장 및 저장 해제
- 중력 활성화

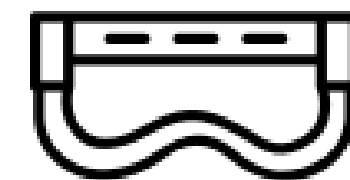


3 음성 명령

- Wit.ai 음성 인식
- 참새와 상호작용
- 버튼/터치로 마이크 활성화



Menu생성

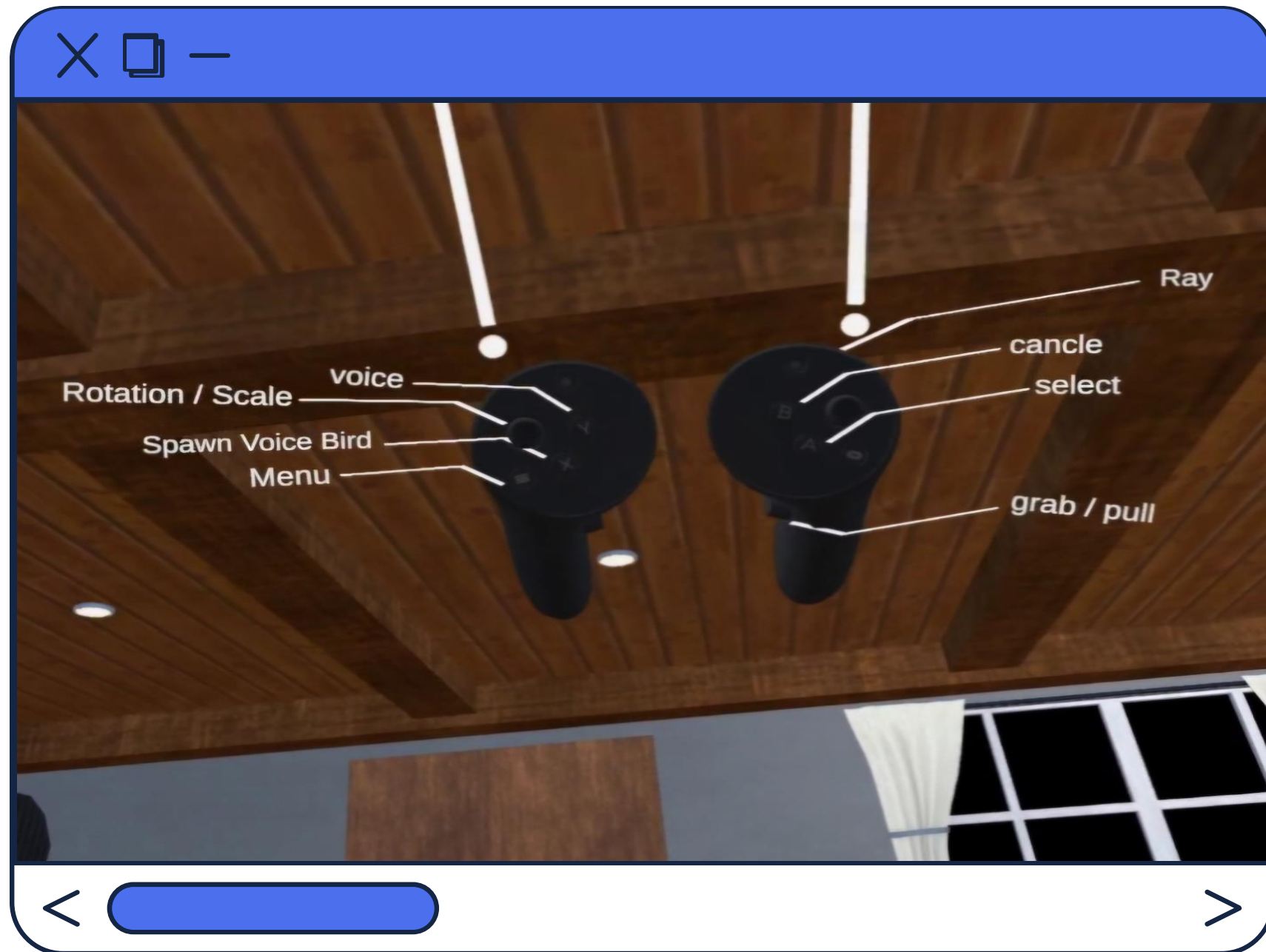


패스쓰루
On/Off

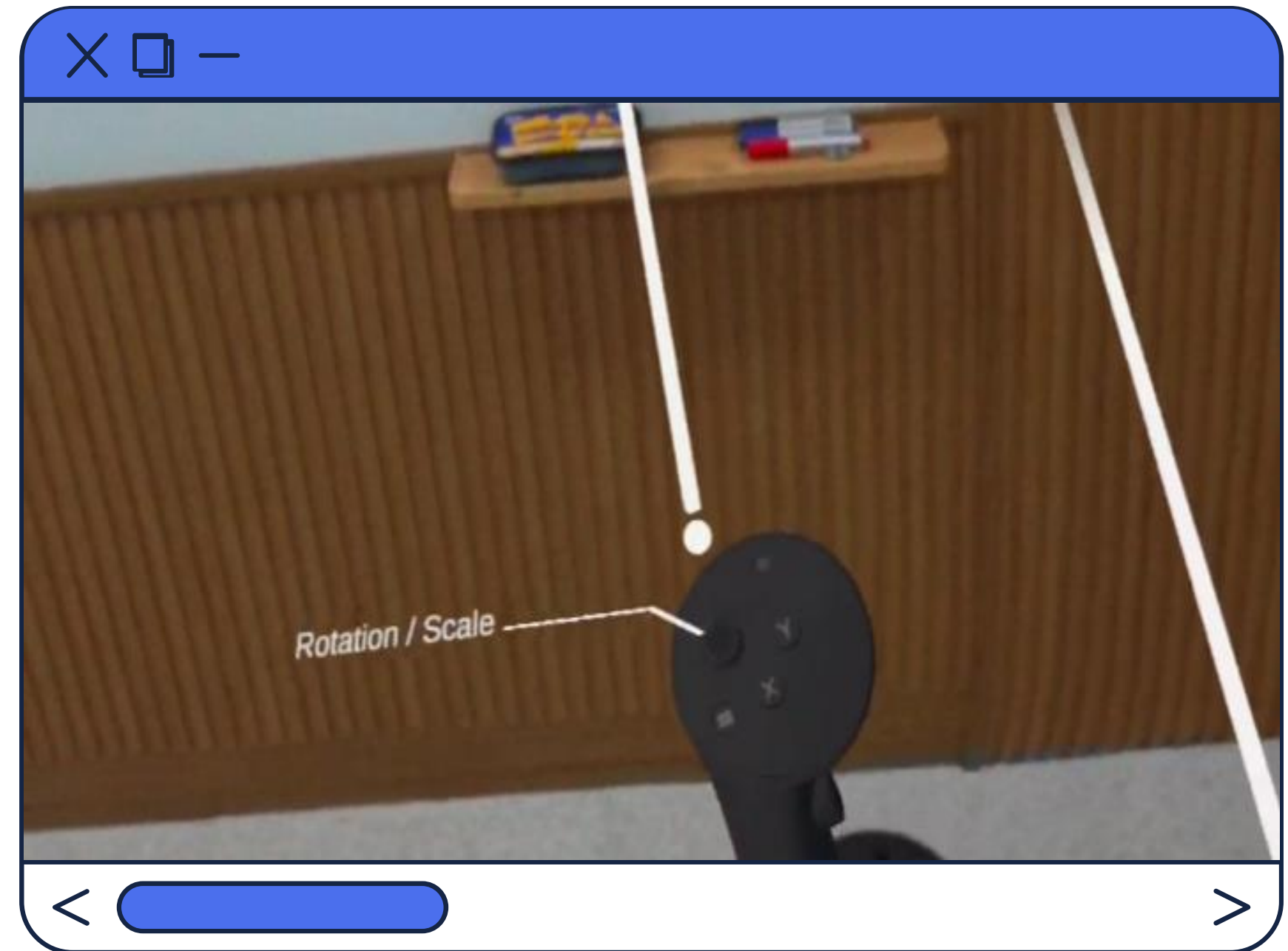


오브젝트
생성

컨트롤러 버튼 UI

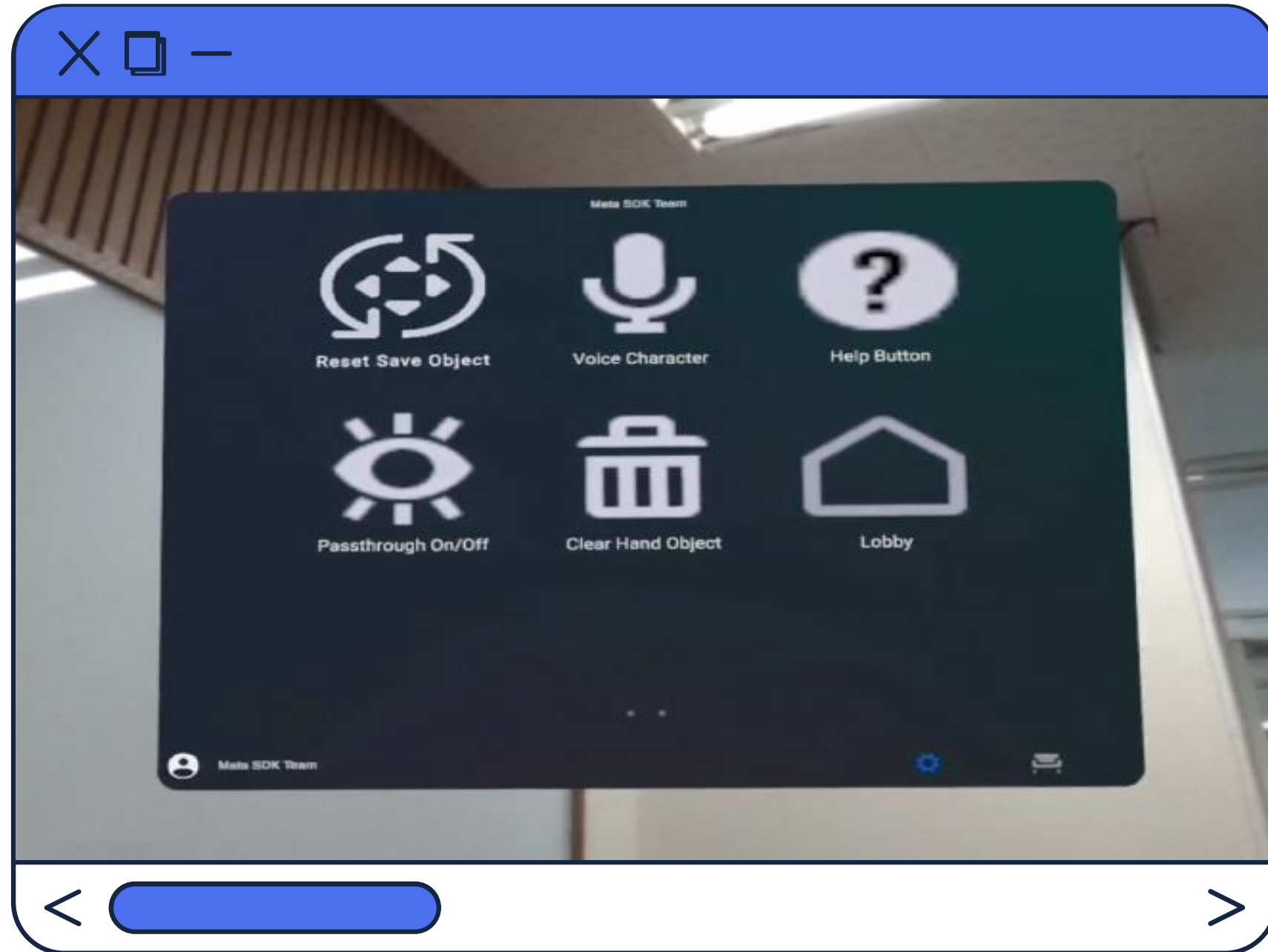


일반 상태



특정 버튼 부각

메인 UI

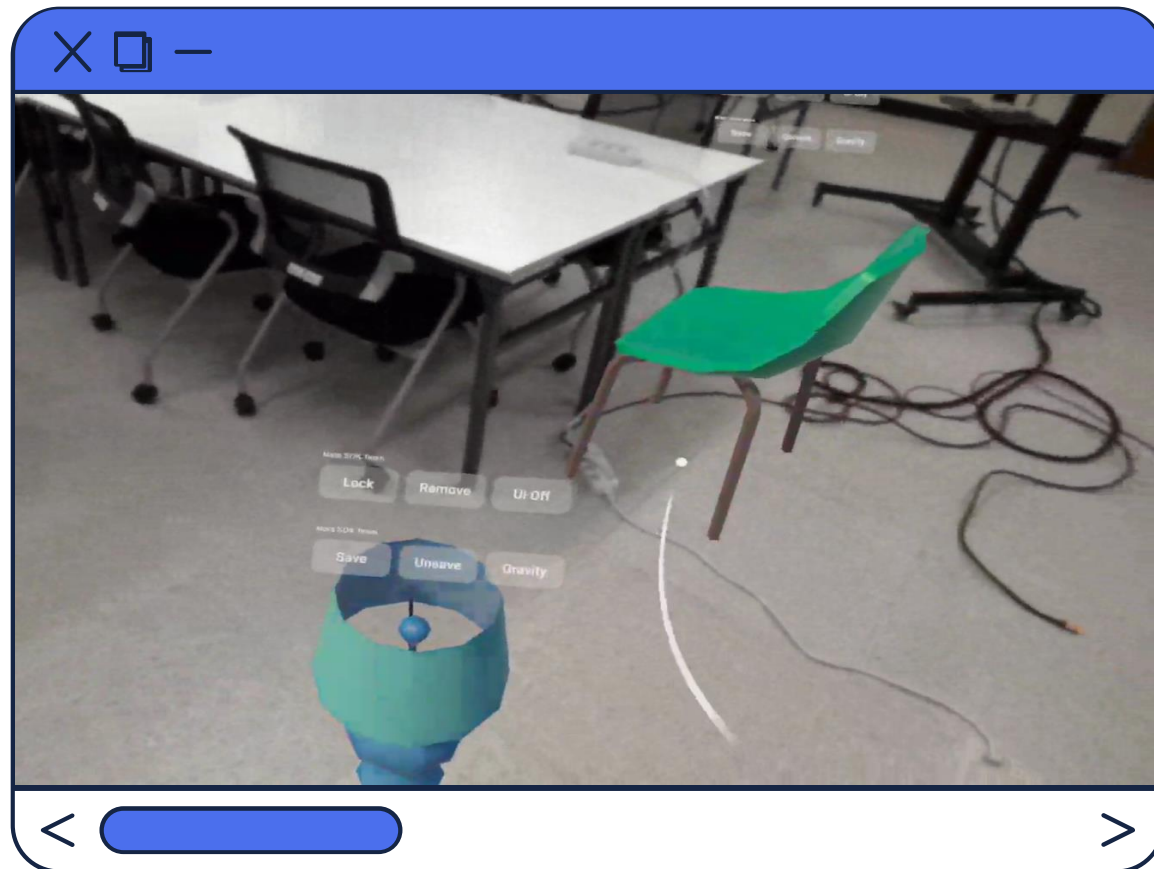


옵션 페이지



오브젝트 페이지

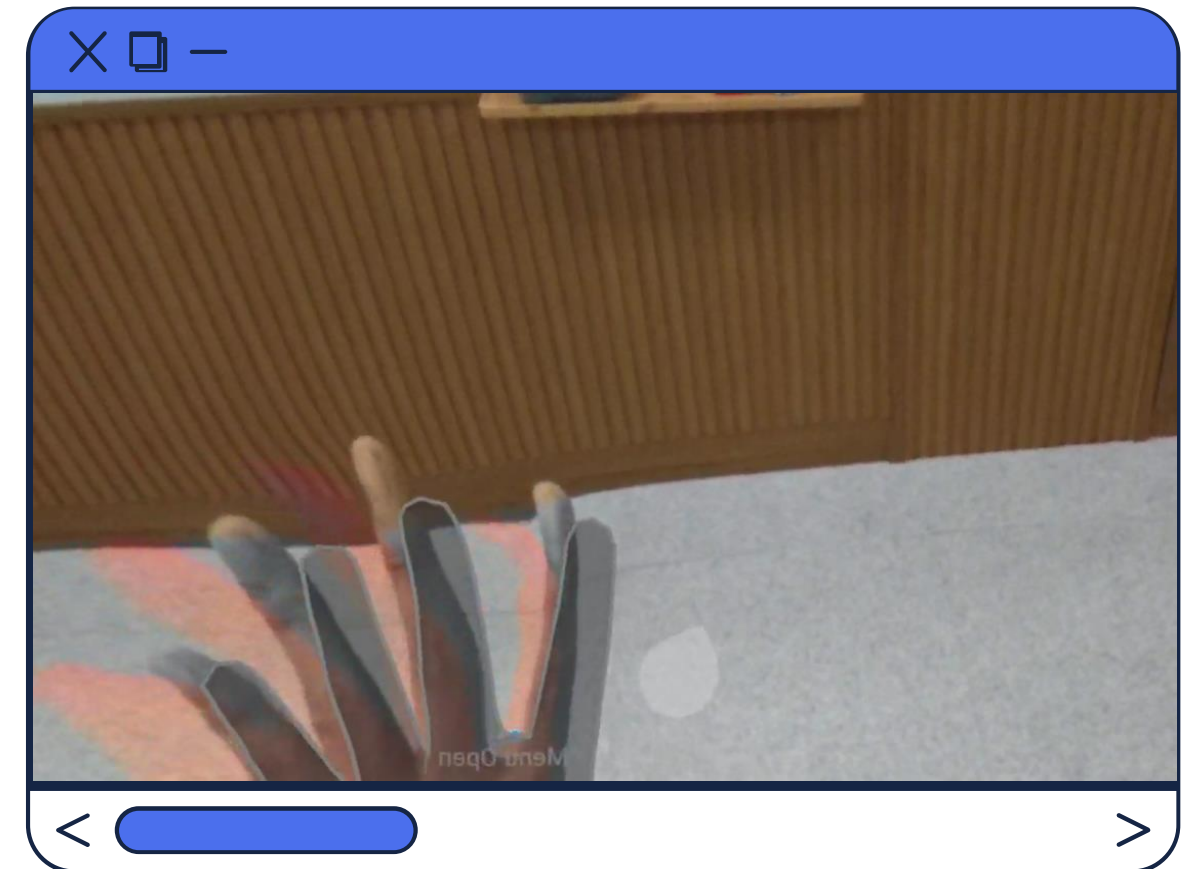
독창성



공간 저장

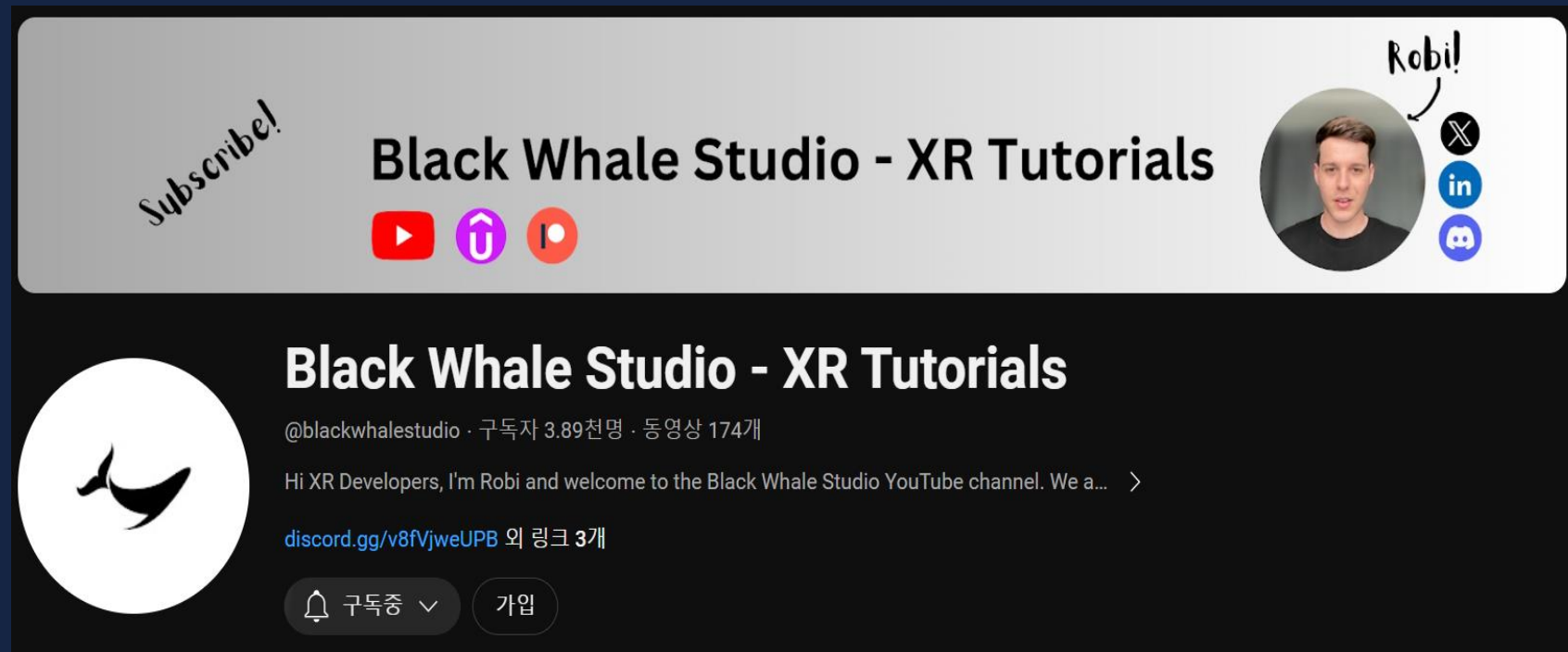


캐릭터와 음성 상호작용

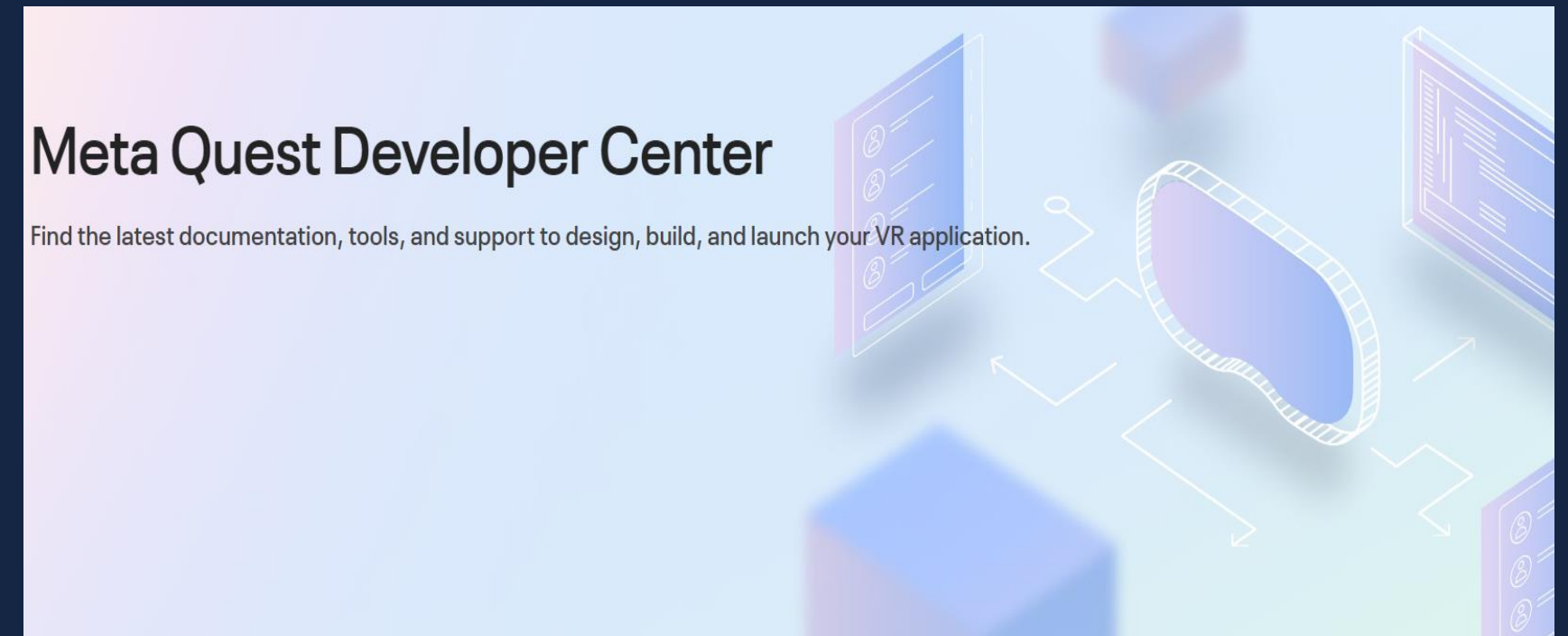


핸드트래킹 포즈 상호작용

대표 참고 자료



유튜브



SDK 공식 문서

참고 문헌 (영상 및 문서)

Meta SDK(패스쓰루, 핸드트래킹 ,기타 기능)

- <https://developer.oculus.com/documentation/unity/bb-overview/>

오브젝트 배치 및 편집 기능

- https://youtu.be/b_1Xby35fSo?si=hW8A9KqyNRr_mSms
- <https://www.youtube.com/watch?v=q6eoDeS4o4I&list=LL&index=12&t=8s>

오브젝트 저장 기능

- <https://youtu.be/vaAQvdGYeak?si=5LpRbmjU1x95znHN>
- <https://developer.oculus.com/documentation/unity/unity-spatial-anchors-persist-content/>

음성 명령

- <https://youtu.be/huc6z1RWCrE?si=L1ZZORA00RqCY4LJ>
- <https://developer.oculus.com/documentation/unity/voice-sdk-tutorials-overview/>

사용한 애셋

Sparrow - Quirky Series (Voice Bird)

- <https://assetstore.unity.com/packages/3d/characters/animals/sparrow-quirky-series-247228>

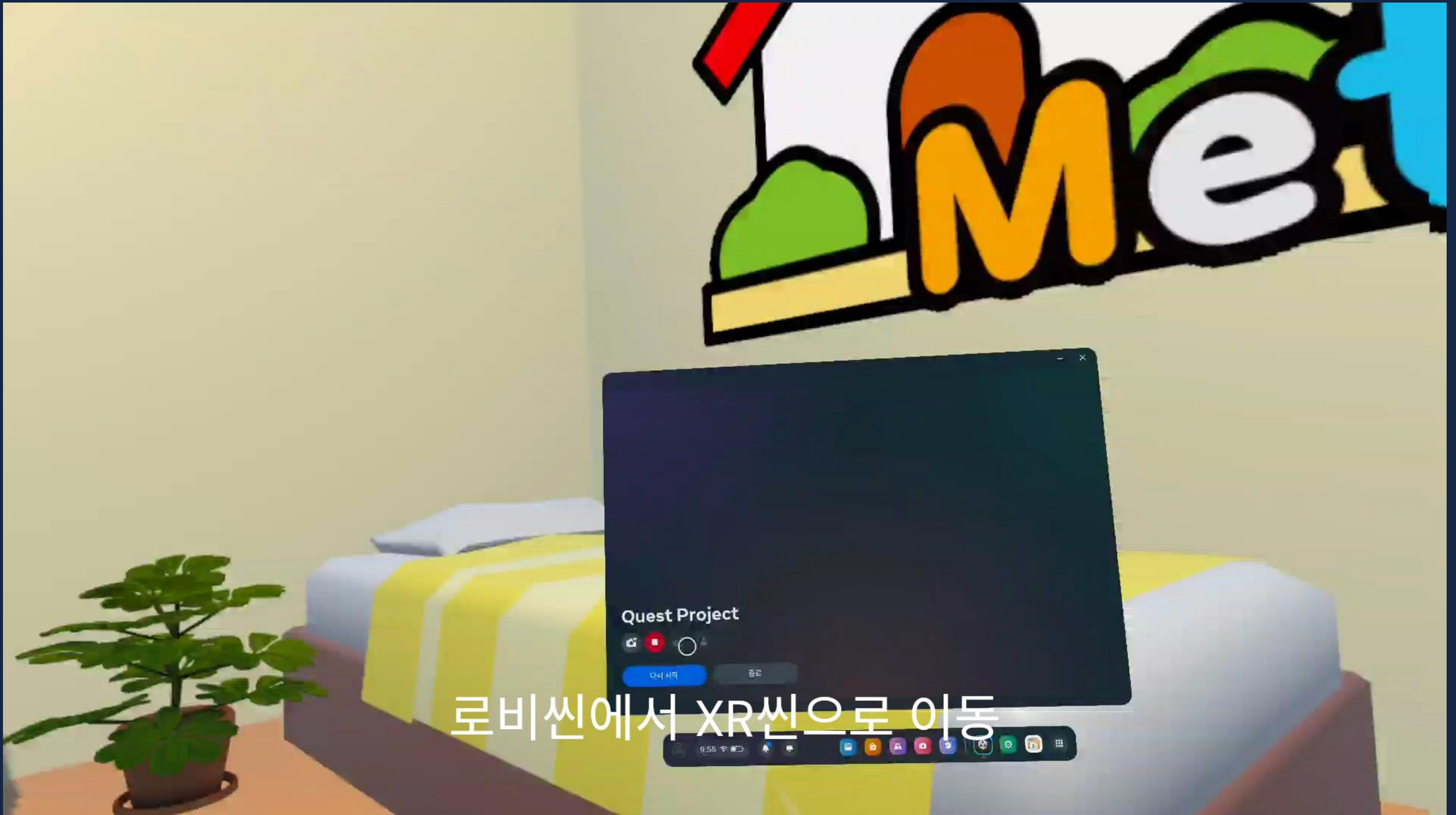
Furniture FREE (오브젝트)

- <https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-260522>

Meta XR All-in-One SDK (Meta SDK 통합 애셋)

- <https://assetstore.unity.com/packages/tools/integration/meta-xr-all-in-one-sdk-269657>

시연 영상



로비씬에서 XR씬으로 이동



감사합니다!

