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### **VR Demos from Lab:**

1)NightCafe:

I think this demo is based on a picture from Vincent Van Gogh. Actually this is my first time to experience the VR. I was amazed by its fact and it felt like I was just in the bar in the flesh. A little minor is that I could not move forward or back too much.

2)WorldAxis:

I think this game is a quite good prototype for some 3D games. Probably one day people can play games World of Warcraft or Legend of League using Virtual Reality and it will be fantastic user experience. Well, I am not good at play such games, so I just reached some areas.

3)Don't Let Go:

So far this one was the most vivid one I have ever seen. It was just you sitting in your office in front of a laptop and watching a video. While it is short and easy, it just fun and like real world.

### **VR Demo from online:**

Kittypocalypse:

<https://www.oculus.com/experiences/rift/911170512333286/>

I have to see that this VR game is gorgeous. Its user experience is elegant, particular for its environment and special effects. It must take game developers great effort to design, build the every component of the game. Because the it feels so real! Well, personally, I feel a little bit discomfort when "killing" those "evil" cat. In the general, I would recommend this VR game to be added to our library.