

Great Writers Read

Week 2 - Day 1

What does this class teach?



THEORY



APPLICATION



COMMUNICATION

What does this class teach?



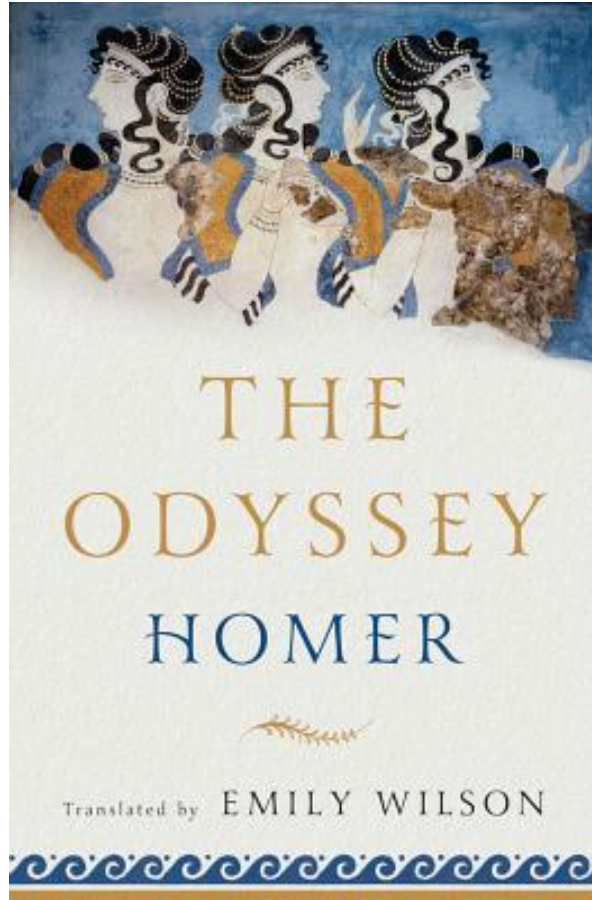
THEORY



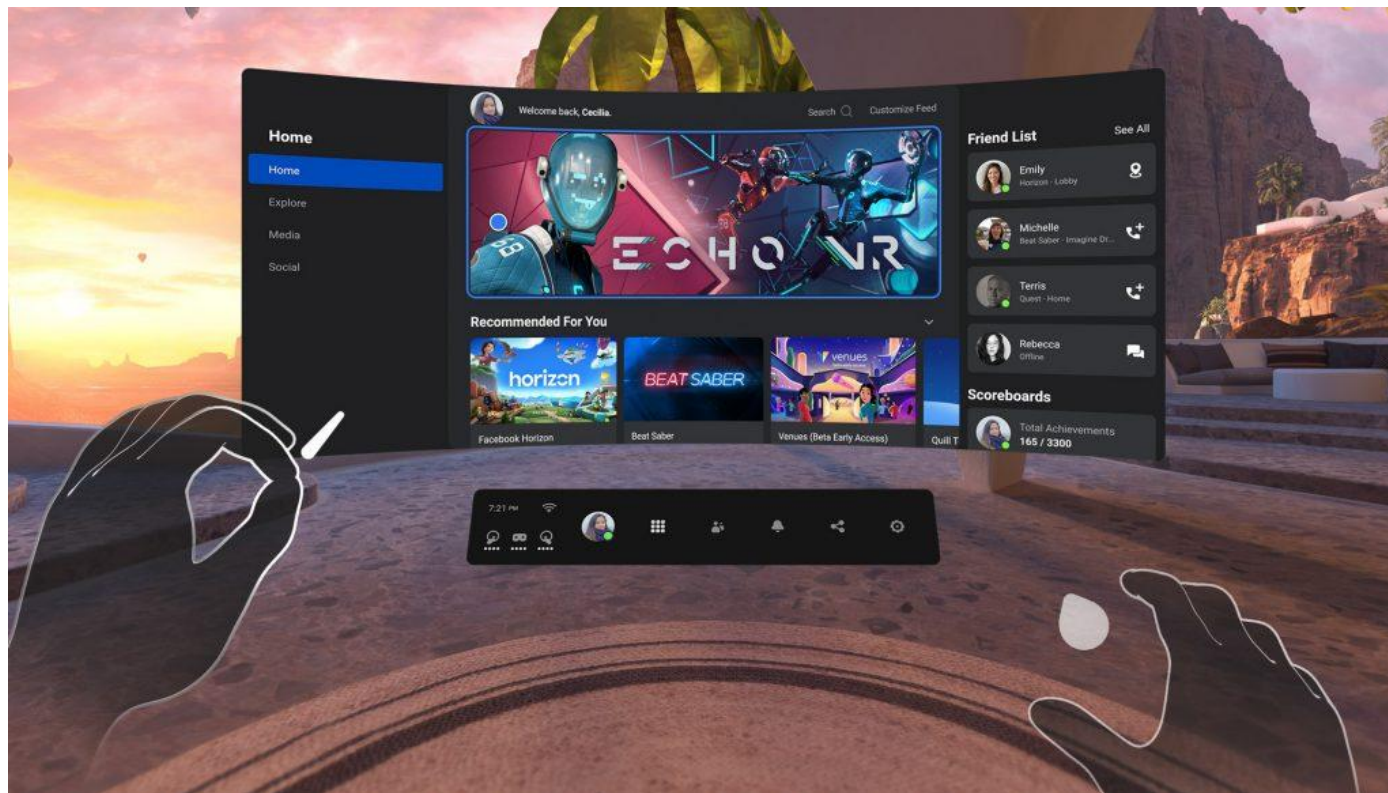
APPLICATION



COMMUNICATION



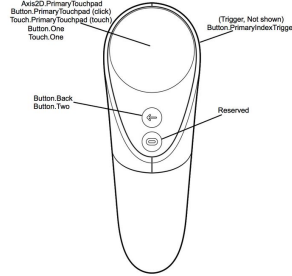
Let's analyze the Oculus menu



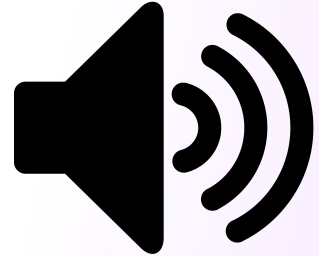
Elements to Notice



VISUAL



INTERACTION



AUDIO

What we found?

- The virtual controller mirrors the appearance of the real one.
- There is a ray pointing out of the top that gets darker when you're pointing at an interactable object.
- There is accompanied by a soft ringing sound that indicates you can now click that object.
- That object also glows with a soft outline, showing that it is the current one being selected."

Analysis "HW"

You make a presentation showing...:

- Overview of app
- What parts of VR it utilizes
- 3 - 5 goods
- 1 - 3 bads
- Focus on:
 - Visual
 - Audio
 - Interaction

Some Suggestions

Beatsaber

Virtual Virtual Reality

ShapesXR

Built-in VR Browser

...Anything else you can find!

TRY THESE – 12 min

TEAM 1 - Henry / Sketchfab VR

TEAM 2 - Virtual Virtual Reality / Virtual Speech

TEAM 3 - Wander / A Night Sky

TEAM 4 - Firefox Reality / Keep Talking and Nobody Explodes
(<http://www.bombmanual.com/how-to-play-oculus-go.html>)

TEAM 5 - MEL Chemistry VR / Sounds of the Woods

Other team members -- brainstorm ideas for your project or practice Unity....**look for the most unique VR project you can find online!** <https://vr.berkeley.edu/decal/hw/1>

You will present:

Overview of app

What parts of VR it utilizes

3 - 5 goods

1 - 3 bads

Focus on:

- Visual
- Audio
- Interaction

Points of interest

- “Reticle”
- Types of sounds? When?
- Trigger interactions?
- Touchpad interactions?
- Text input?
- What kinds of interactions?
- Movement?
- Text display?
- UI displays?

Points of interest

- “Reticle”
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- UI displays?

In the meantime - come up
and show us your
snowmen!



Watch for...

1. Understand visual cue best practices for VR:
 - a. Reticle for pointer
 - b. Reticle indicators
 - c. Objects glowing / highlighting on hover
2. Understand audio cue best practices for VR:
 - a. Spatial pings / cues
 - b. Reinforcement sounds (dings and errs)
3. Understand input best practices for VR:
 - a. Trigger vs. touchpad click
 - b. Touchpad scrolling
 - c. Touchpad directional click
 - d. Touchpad swipe
 - e. Text input?

1. Understand engagement best practices for VR:
 - a. Quality of interactions
 - b. Quantity of interactions
 - c. Encouraging turning and exploration
2. Understand sickness management best practices for VR:
 - a. No accelerational movement of camera
 - b. Forms of locomotion
 - c. Keeping text to a minimum
 - d. UI far from face

