CS 491 – Project 1

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How To Use:

Upon execution of the project, the player will spawn towards the front of the room facing the back. The first sight should be some lofted beds lining the walls. A faint slurping sound should be heard on spawn to signify the importance of a highly caffeinated office. The user may move towards the sound if they would like a cup of coffee. In the front of the classroom (right blind spot of the user upon spawn) there are three massage chairs surrounding a coffee table. On top of the coffee table there is a mug which the user can pick up, put back down, drop, throw, etc. Towards the back of the classroom, the user should see desks underneath each lofted bed. On top of the desks should be a stapler which can be used similarly to the mug. On top of the lofted bed is a pillow which can also be used similarly to the mug and stapler. For aesthetic purposes there is a fridge, countertop, posters, and other miscellaneous objects throughout the room.

Compared to the Real Classroom:

The goal of Virtual Reality Simulations is to make the virtual world as similar to the real world as possible. In my opinions, one of the biggest differences between the virtual classroom and actual classroom is the size. While a user walks around the virtual world, the lack of peripheral vision makes the room seem a lot less open. Changing the field of view modifies the feeling slightly, but often times distorts the images. In the virtual world, it is hard to replicate normal sounds one would hear in a classroom. For example, a pen being dropped on the floor across the room would be a very audible, yet very soft at the same time. In the virtual world, it is hard to replicate such a slight noise without it drowning out the other sounds being made in the room.

Teleportation vs Wand-based Navigation:

Teleportation and wand-based navigation are two ways a user can move through a virtual world. As the name suggests, teleportation lets the user instantaneously transport their character to a different coordinate in the virtual world. Wand based navigation is the virtual navigation method most people think of when they think of virtual reality. The user uses the two Vive wands to control the character movements. In my opinion, the wand-based navigation is a more traditional and enhances the experience of the virtual world. The feel of slowly moving throughout a world is much more interactive and enjoyable than teleporting.