The Overview & Background

An application where the user is stuck on an island while continuing on with their day.
The LITTLE Island VR System

input

- keyboard & mouse

computation

- game engine Unity

output

- visual rendering
- Unity vr render pipeline
- screen

input

- movement of the first view scene of the user by keyboard

computation

- calculate transform and position of the user

- determine the condition of the interactive and do some effect

output

- transform of the space
- effect rendering

input

- interactive of the 3d object by keyboard and mouse
- selection of the menu by mouse
Interacting with Objects

Controllers

- Left and right hand can grab objects to interact.
- Line color indicates if an object is selected to be picked up; white = selected
- Hold and release objects using “0”, “9”
Challenges Faced/Tasks to do

- Writing C# script for moving objects initially did not drop with gravity
- Objects passing through each other
- Configuring camera set up for a first person point of view
- Limiting user movement to only the island once game officially start
- Getting the selected grab item to be attached to the hand