Assignment:

Part 1:

In each of your Unity project

-          Add a surface to represent the water. Position this surface so when seated you are below it and when standing you are above it. Write 5 ideas about how the world could look and sound differently based on being below or above this plane.

-          Edit your gaze interaction so the player has to look at the whale for 2 seconds before it starts animating.

-          Pick one of the locomotion options from the list below and implement it into your project:

o   If the player gets too close to the whale – the whale swims away. When the whale starts swimming animate the position of the player to follow the whale. Stop the whale and player from moving after several seconds of motion. (Phil)

o   Allow the player to change their position using the thumbsticks on the oculus controller. (Ellie)

o   Move the player the direction they are facing when they move their hands in a particular fashion. (Jose)

o   Allow the player to teleport based on raycast from the controller to the water plane/surface above the player when sitting, below the player when standing. (Sharanya)

o   Import another whale to the scene – teleport and orient the player to line up with where this whale model was if the player looks at it for an extended length of time. (Sherry)

o   Import a fish (or other geo) into the scene, move the player to the location of this other geo if the player looks at it for an extended length of time. (Dana)

Have another idea you want to try – email the staff alias with your idea.

-          All teleports must fade the screen to black and back during teleportation

-          All movement must animate a vignette to block the peripheral during motion.

-          All motion must be constant – 0 acceleration

-          Do not rotate the camera (you may change orientation during a teleport)

Note: PostProcessing is only working on Oculus in Unity 2018.2. TAs will follow up with instructions on how to safely downgrade your project.

Part 2: Create a short interactive experience using twine: [http://twinery.org](http://twinery.org/).

Slides and example Unity Projects are on the google drive

<https://drive.google.com/drive/folders/1fXMc8EBatreYmTk-In4Kam66OHVrIrBi?usp=sharing>