**Assignment #2**

*Part One*

Everyone has access to Maya files with whales and swim animations : Your files are here: <https://courses.cs.washington.edu/courses/cse490j/19wi/>.

1. Export one whale and swim animation from Maya as fbx files.
2. Import your whale and animation into your Unity project from last week.
3. In your project set up a VR Camera Rig based on the guidelines from class.
4. Add the Whale Character to your scene.
5. Iterate on the scale and placement of the whale character for you view in VR.
6. Setup up the following interactions:- When the player looks at the whale, the whale swims in place. The animation pauses when the player looks away (gaze based interaction).
7. - When the player moves their head or hands close to the whale the whale swims in a direction (such as forward). (distance based interaction).
8. Extra points if you can get the whale to return (swim back) once the player's head or hands are farther away.

Note: Matt’s Lecture Notes: <https://github.com/mattdatwork/uwlecture2019>

Use 2019.1a13 to run Matt’s Demo project

You can download it from here: <https://unity3d.com/unity/alpha/2019.1.0a13>

Continue using 2018.3 for your homework project.

*Part Two*

1. Below you will find a plan of the Jacob Lawrence Gallery. The diagram is now your focus for the physical space you will be designing for. The Orca Pod will be presented in Gallery B to the left as you walk into the entrance of the Gallery. You can see this wall in the photo below. There will be three chairs distributed equally – 7 feet apart – in the space and you will need to have additional space for your equipment ( computer, etc) along the wall. Please consider the design of your chair. No casters please – but you could consider a swivel chair, the height of the chair ( adjustable?) a painted chair, etc? Please design the look of the installation in the real space considering that there will be three Orca experiences and a collective space for the entire pod.
2. Below you will find the list of VR interactions to consider that Natalie wrote on the white board in class. Please take a good look and write new paragraphs for Assignment #1 Part B - A through D now that you have more information about your space and your potential interactions. Be as specific as you can with the plan and photo of the gallery in mind. Please chat with your colleagues but be sure to send your own spin in on your project so that we can discuss in class. Your work needs to be thoughtful - not perfect.

Here’s the list from Natalie:

Head Location/Position, Head Speed, Head location, Forward Direction, Voice, Collision – head and hand positions, boundary – distance head and hand are from objects, right and left hand postion, rotation and forward direction/speed, input ( tutorial to introduce participant).



  