

# 3D User Interface Travel Techniques

Lecture #9: Navigation I – Travel  
Spring 2013  
Joseph J. LaViola Jr.

Spring 2013

CAP6121 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Universal 3D Interaction Tasks

- Navigation
  - Travel – motor component
  - Wayfinding – cognitive component
- Selection
- Manipulation
- System control
- Symbolic input

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

# Travel

- The motor component of navigation
- Movement between 2 locations, setting the position (and orientation) of the user's viewpoint
- The most basic and common VE interaction technique, used in almost any large-scale VE

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

# Travel Tasks

- Exploration
  - travel which has no specific target
  - build knowledge of environment
- Search
  - naive: travel to find a target whose position is not known
  - primed: travel to a target whose position is known
  - build layout knowledge; move to task location
- Maneuvering
  - travel to position viewpoint for task
  - short, precise movements

Spring 2013

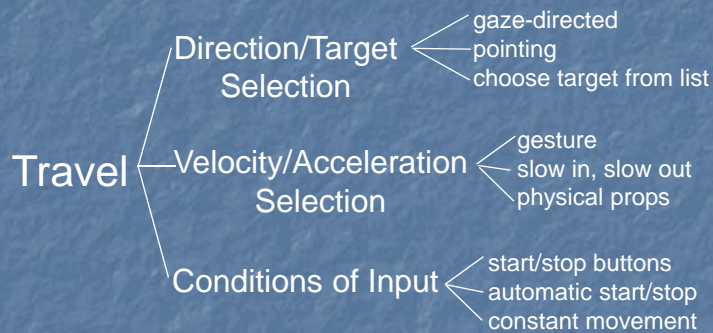
CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

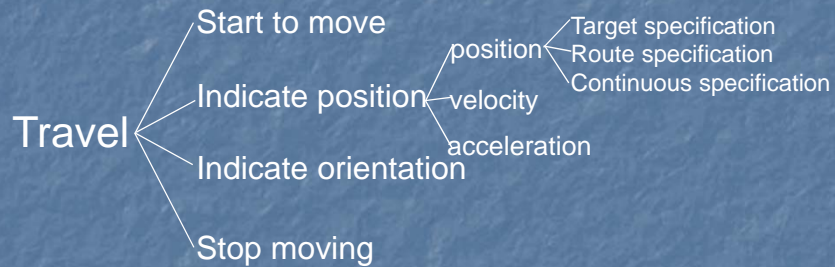
# Travel Characteristics

- Travel distance
- Amount of curvature/number of turns in path
- Target visibility
- DOF required
- Accuracy required
- Other tasks during travel
- Active vs. passive
- Physical vs. virtual

# A Technique Classification – Component Decomposition



## Alternate Technique Classification – User Control Level



Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Travel Techniques

- Physical locomotion (“natural” metaphors)
- Steering techniques
- Route planning
- Target-based techniques
- Manual manipulation
- Viewpoint orientation techniques

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.



# Physical Locomotion Techniques

- Walking techniques
  - large-scale tracking
  - Walking in place (GAITER)
- Treadmills
  - single-direction with steering
  - omni-directional
- Bicycles
- Other physical motion techniques
  - VMC / Magic carpet
  - Disney's river raft ride



Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

# Physical Locomotion Devices (I)



Omni-Directional Treadmill



GaitMaster II



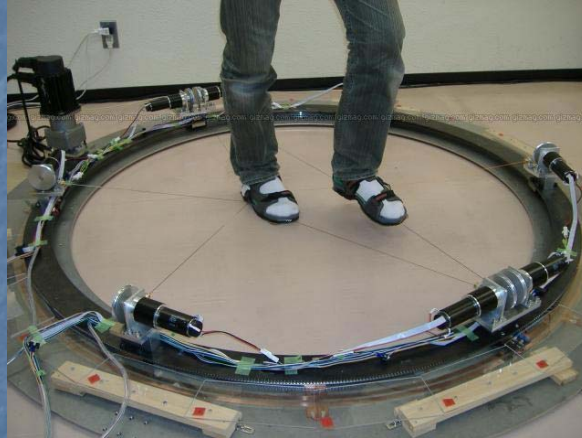
Large Scale Tracking

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Physical Locomotion Devices (II)



String Walker

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Steering Techniques

- continuous specification of direction of motion
  - gaze-directed
  - pointing
  - torso-directed
  - camera-in-hand
  - semi-automated
  - physical device (steering wheel, flight stick)

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Steering – Gaze-Directed

- Move viewpoint in direction of “gaze”
- Gaze direction determined from head tracker
- Cognitively simple
- Doesn't allow user to look to the side while traveling

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Steering – Gaze-Directed Implementation

- Each frame while moving:
  - Get head tracker information
  - Transform vector  $[0,0,-1]$  in head CS to  $v=[x,y,z]$  in world CS
  - Normalize  $v$ :  $\hat{v} = \frac{v}{\|v\|}$
  - Translate viewpoint by  $(\hat{v}_x, \hat{v}_y, \hat{v}_z) \times \text{current\_velocity}$

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Pointing Technique

- Also a steering technique
- Use hand tracker instead of head tracker
- Slightly more complex, cognitively
- Allows travel and gaze in different directions – good for relative motion

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Pointing Implementation

- Each frame while moving:
  - Get hand tracker information
  - Transform vector  $[0,0,-1]$  in hand CS to  $v=[x,y,z]$  in world CS
  - Normalize  $v$ :  $\hat{v} = \frac{v}{\|v\|}$
  - Translate viewpoint by  $(\hat{v}_x, \hat{v}_y, \hat{v}_z) \times \text{current\_velocity}$

Spring 2013

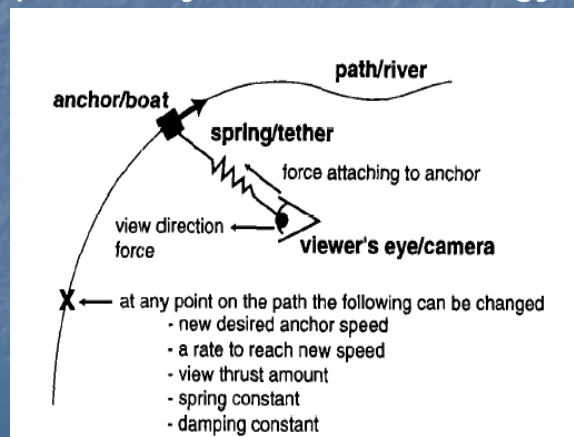
CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.



# Semi-Automated Travel

- Example – Galyean's river analogy (1995)



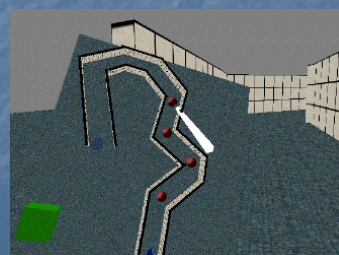
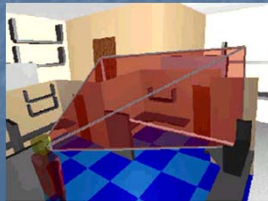
Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

# Route-Planning

- one-time specification of path
  - draw path
  - points along path
  - manipulating user representation



Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Target-Based Techniques

- discrete specification of goal
  - point at object
  - choose from list
  - enter coordinates
- Map/WIM-based target specification

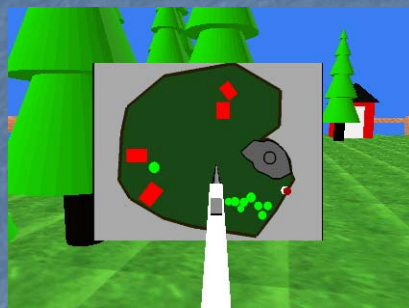
Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Map-Based Travel Technique

- User represented by icon on 2D map
- Drag icon with stylus to new location on map
- When released, viewpoint animated smoothly to new location



Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Map-based Travel Implementation

- Must know
  - map scale relative to world:  $s$
  - location of world origin in map CS:  $o = (x_o, y_o, z_o)$
- On button press:
  - if stylus intersects user icon, then each frame:
    - get stylus position in map CS:  $(x, y, z)$
    - move icon to  $(x, o, z)$  in map CS

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Map-Based Travel Implementation (cont.)

- On button release:
  - Get stylus position in map CS:  $(x, y, z)$
  - Move icon to  $(x, o, z)$  in map CS
  - Desired viewpoint:  $p_v = (x_v, y_v, z_v)$  where
    - $x_v = (x - x_o)/s$
    - $z_v = (z - z_o)/s$
    - $y_v = \text{desired height at } (x_v, y_v)$
  - Move vector:  $m = (x_v - x_{curr}, y_v - y_{curr}, z_v - z_{curr}) * (\text{velocity}/\text{distance})$
  - Each frame for  $(\text{distance}/\text{velocity})$  frames: translate viewpoint by  $m$

Spring 2013

CAP6938 – 3D User Interfaces for Games and Virtual Reality

©Joseph J. LaViola Jr.

## Manual Manipulation – Grabbing the Air Technique

- Use hand gestures to move yourself through the world
- Metaphor of pulling a rope
- Often a 2-handed technique
- May be implemented using Pinch Gloves™

## Grabbing The Air Implementation (one-handed)

- On pinch:
  - Obtain initial hand position in world CS:  $(x_{h'}, y_{h'}, z_{h'})$
- Each frame until release:
  - Obtain current hand position in world CS:  $(x'_{h'}, y'_{h'}, z'_{h'})$
  - Hand motion vector:  $m = ((x'_{h'}, y'_{h'}, z'_{h'}) - (x_{h'}, y_{h'}, z_{h'}))$
  - Translate world by  $m$  (or viewpoint by  $-m$ )
  - $(x_{h'}, y_{h'}, z_{h'}) = (x'_{h'}, y'_{h'}, z'_{h'})$
- Cannot simply attach objects to hand – do not want to match hand rotations



## Viewpoint Orientation Techniques

- Head tracking
- Orbital viewing
- Non-isomorphic rotation
- Virtual sphere

## Next Class

- Travel – Wayfinding
- Readings
  - 3DUI Book – Chapter 6