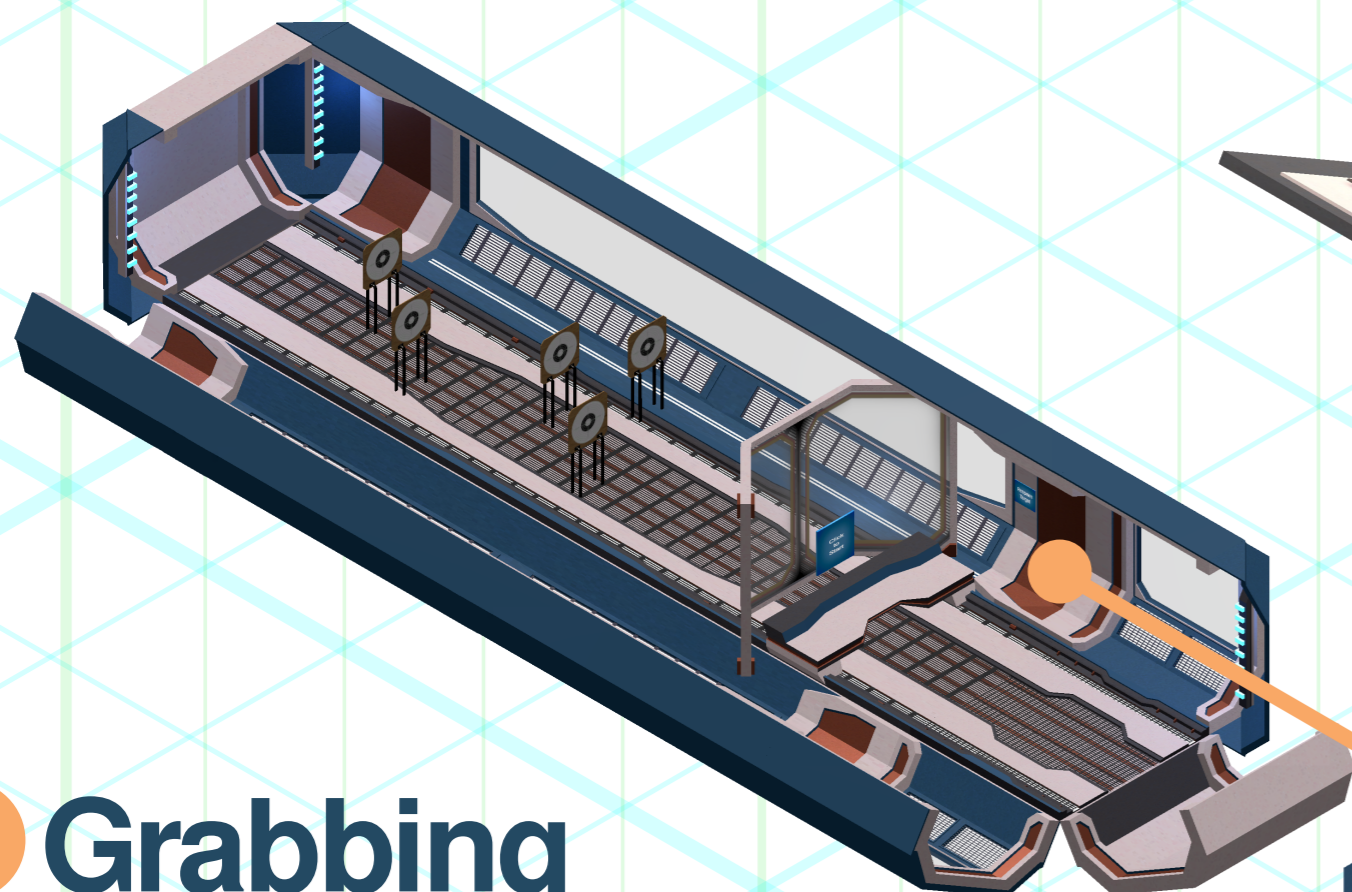


3 HUD

This scene is concerned with the use of Heads-Up Displays (HUD) in VR. Namely, how it can provide information but obstruct the user.



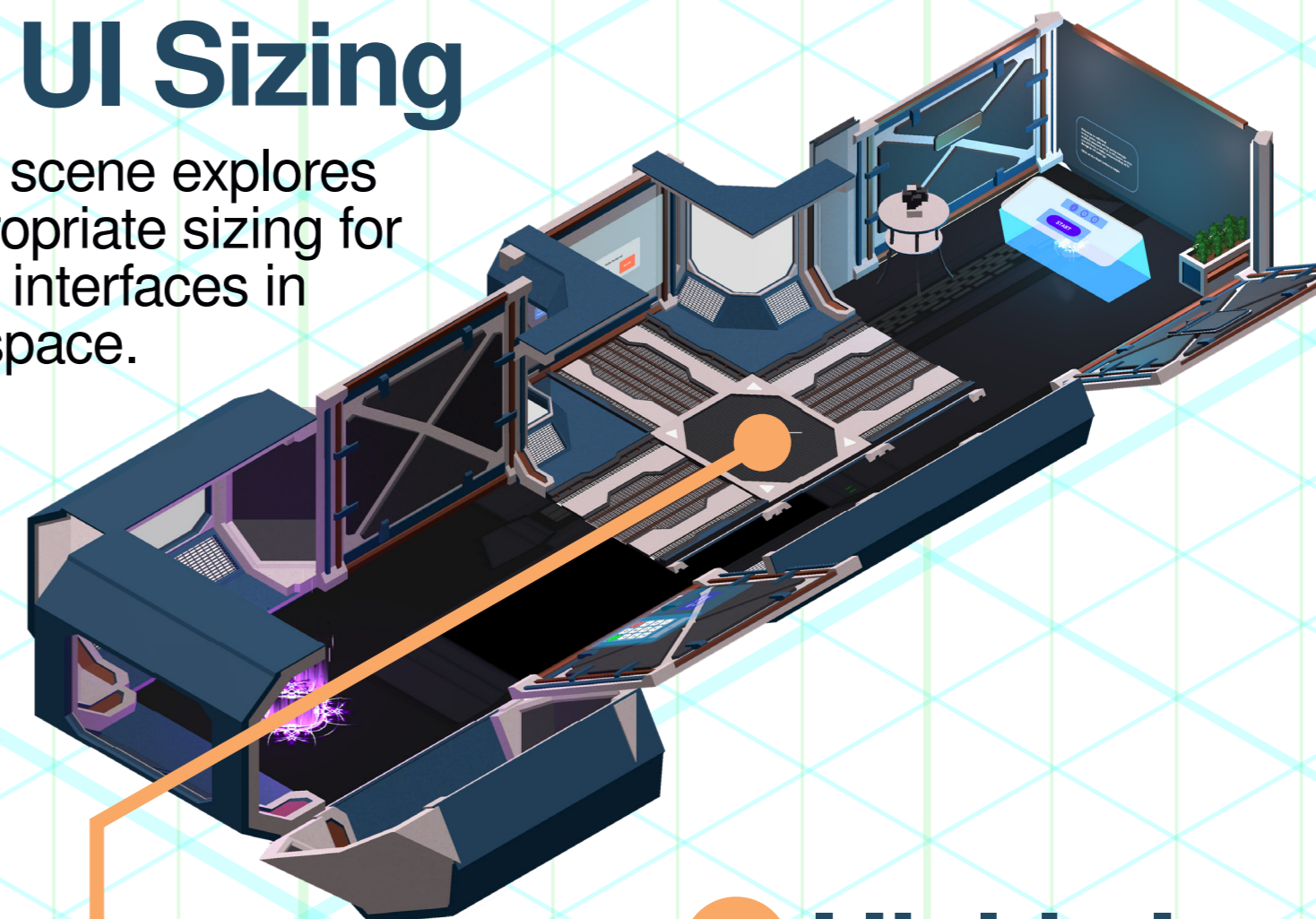
4 UI Height

This scene lets the user adjust UI elements to an appropriate eye level for best viewing.



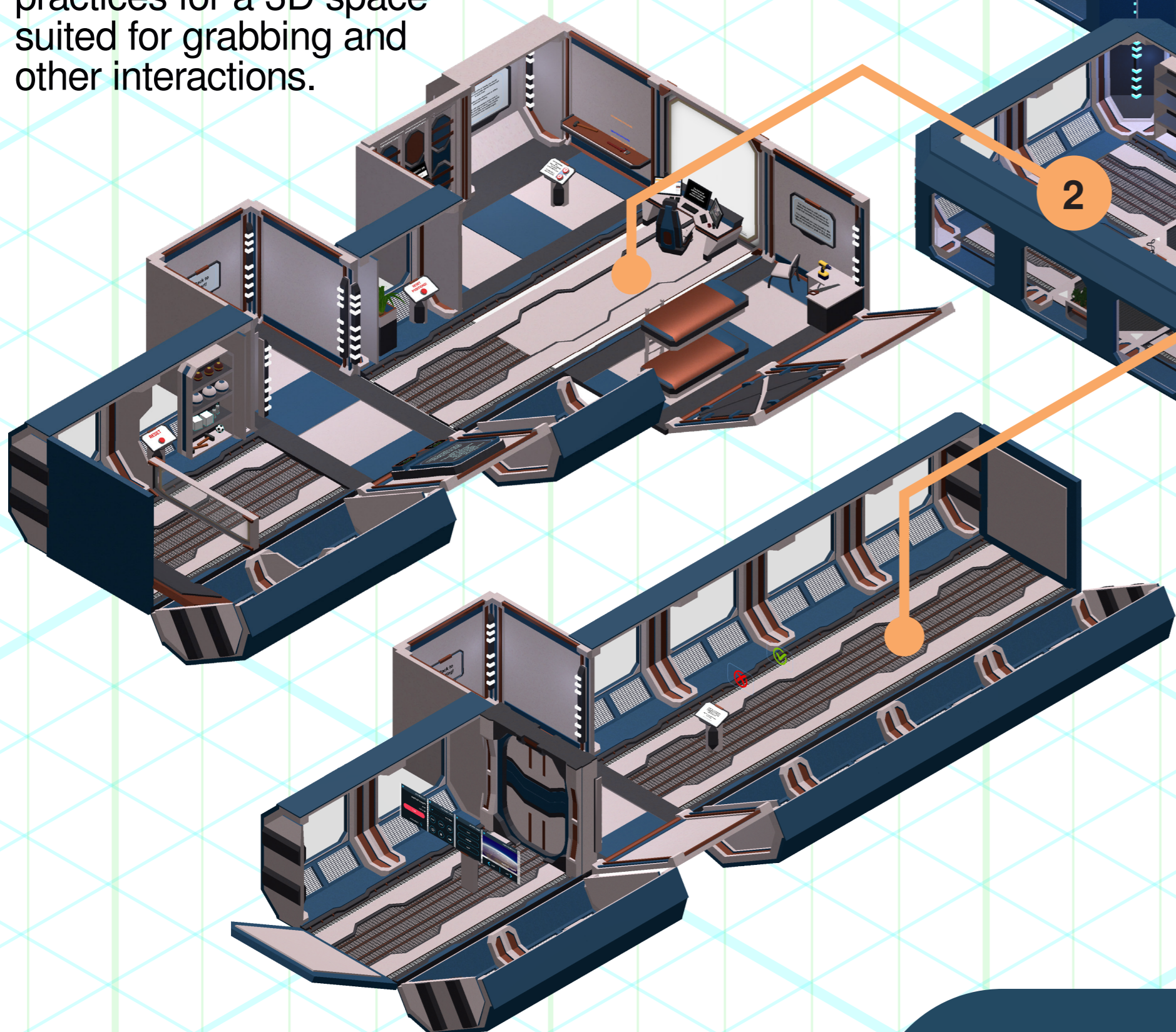
5 UI Sizing

This scene explores appropriate sizing for user interfaces in 3D space.



2 Grabbing

As one of the most common interaction modes, this scene explores design practices for a 3D space suited for grabbing and other interactions.



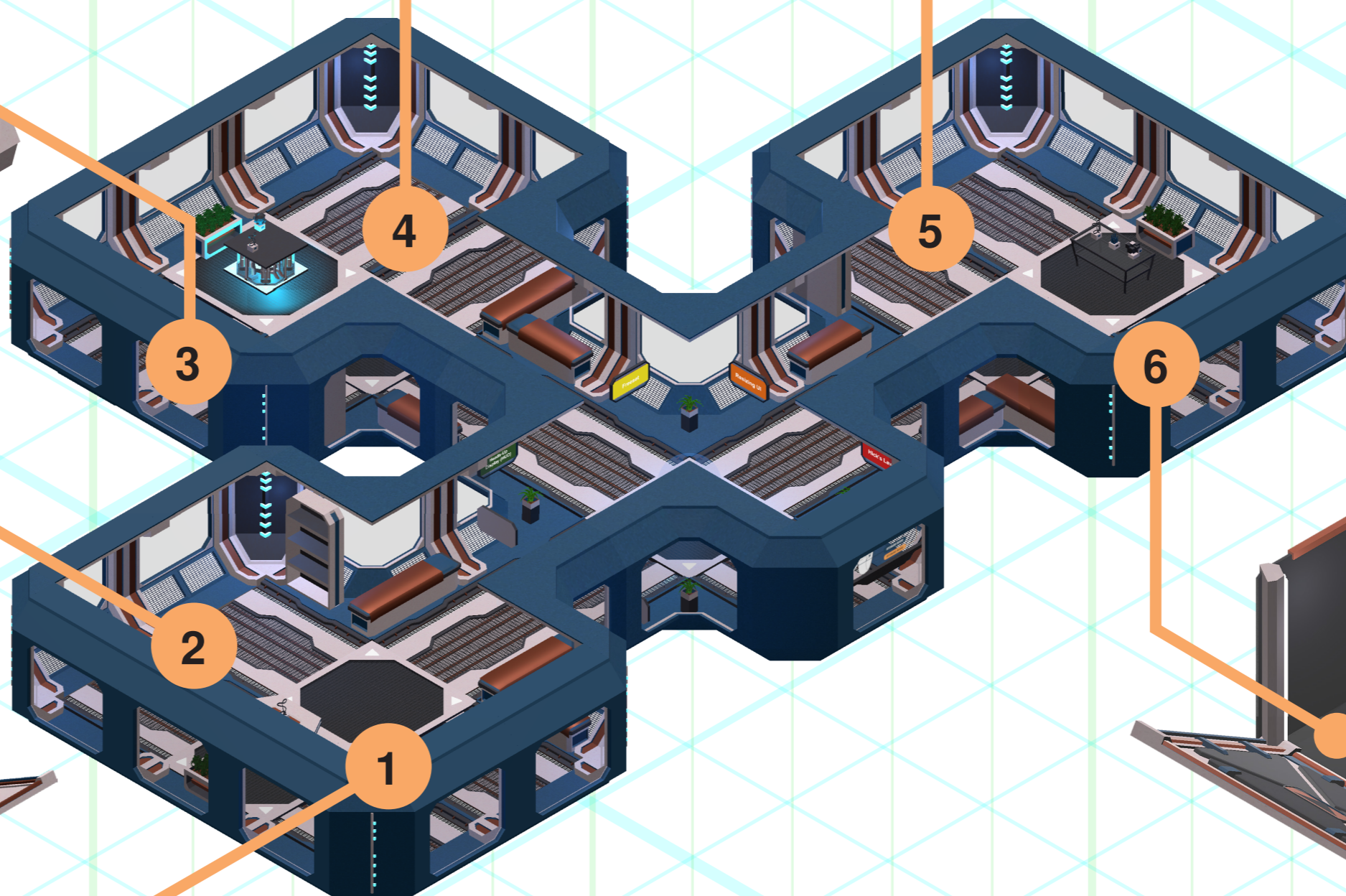
6 Hick's Law

The number of actions available to the user at a time influences decision making time. This scene allows you to adjust the number of options on a UI screen to experience this.



1 UI Distance

This scene explores designing proper UI distancing through its curvature and position from the user.



Scene Layout

Concepts are explored in their respective scenes. The main scene is connected to each individual scene through teleporting portals.

intuitive!

Overview

Intuitive (stylised as intUltive!) is a project to showcase Virtual Reality (VR) user interface and user interaction (UI/UX) principles within the VR environment itself.

Our project aims to enable learning of VR UI/UX design principles through hands-on experience.

Project Page

Check out our project homepage to learn more!
<https://cs4240-group5.github.io/intuitive/>



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