



CSE 165: 3D User Interaction

Lecture #11:
Graphical Menus

Announcements

- Sunday, February 14th at 11:59pm:
 - Homework project 2 late deadline
- No discussion on Monday, February 15th
- Sunday, February 21st at 11:59pm:
 - Homework project 3 due
- Project 3: set up Oculus Quest first

3D UI Presentations

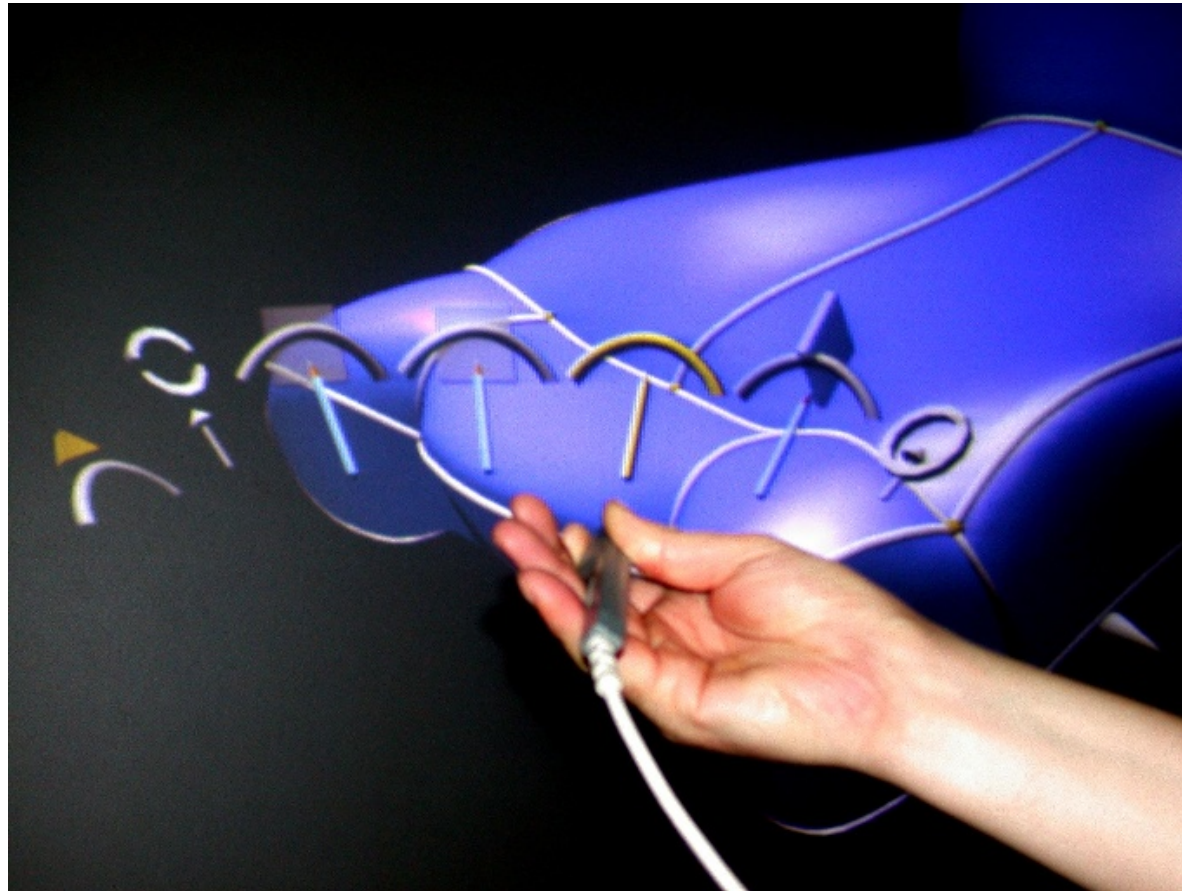
- Weijia Zeng:
 - NextMind VR Demo
- James Cor:
 - NaviSeat and NaviBoard
- Jeremy Lin:
 - Multidevice Interactions in Augmented Reality (Megereality)

System Control

Graphical Menus – Adapted 2D Menus

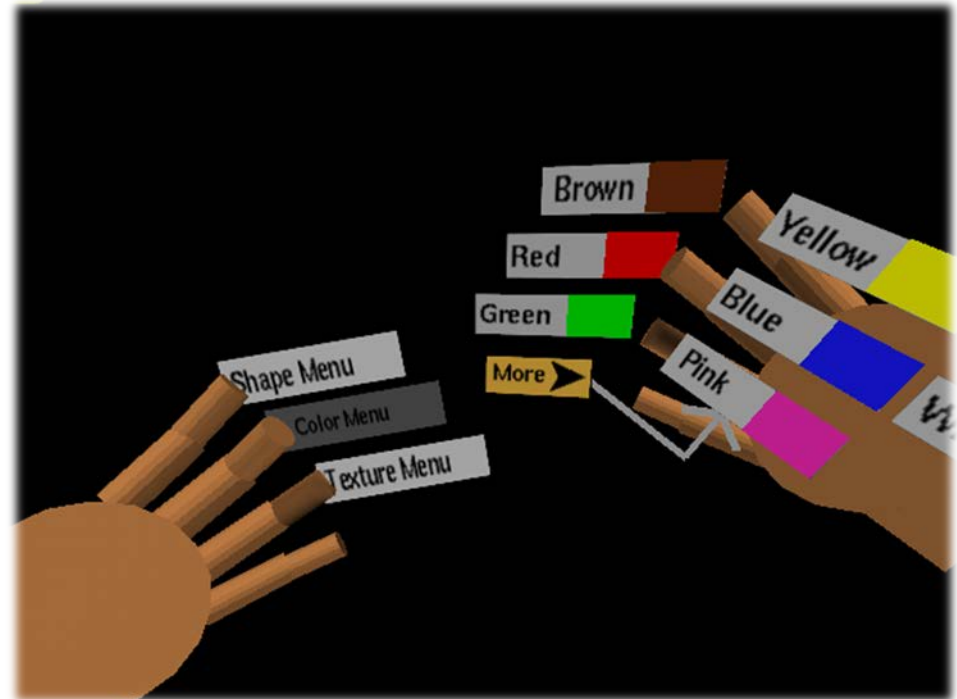


Graphical Menus – 1-DOF Menus



Graphical Menus – TULIP

- Uses pinch gloves
- Limited to 16 menu items
 - 8 per hand
- More than 16 menu items possible with “more” option on pinky finger



Bowman, Wingrave 2001

Arm Widget for Leap Motion



