



CSE 165: 3D User Interaction

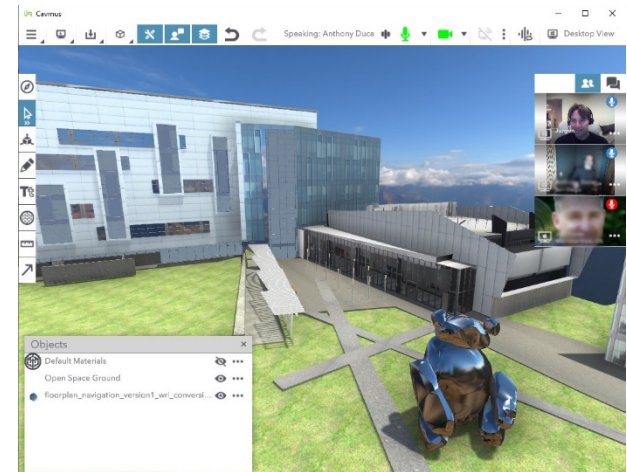
Lecture #10: System Control

Announcements

- Sunday, February 7th at 11:59pm:
 - Homework project 2 due
- Monday, February 8th at 4pm:
 - Discussion Project 3
- Sunday, February 14th at 11:59pm:
 - Homework project 2 late deadline

CAVRNUS Test

- Today at 3pm
- Click the link below and then "Join via app"
 - <https://cavrnus.cavrn.us/join/758-209-505>
- Download and install the app
- Enter the guest code in the box on the main screen to join
 - Guest Code: 758-209-505



3D UI Presentations

- Vincent Li:
 - Haptx Gloves DK2
- Winston Durand:
 - MEgATrack: Monochrome Egocentric Articulated Hand-Tracking for Virtual Reality

System Control

Universal 3D Interaction Tasks

- Selection
- Manipulation
- Navigation
- **System control**
- Symbolic input

System Control

- Often considered glue of 3D UI
- Commands are issued to
 - request system to perform a particular function
 - change interaction mode
 - change system state

Classification

