



# CSE 165: 3D User Interaction

Lecture #10: System Control

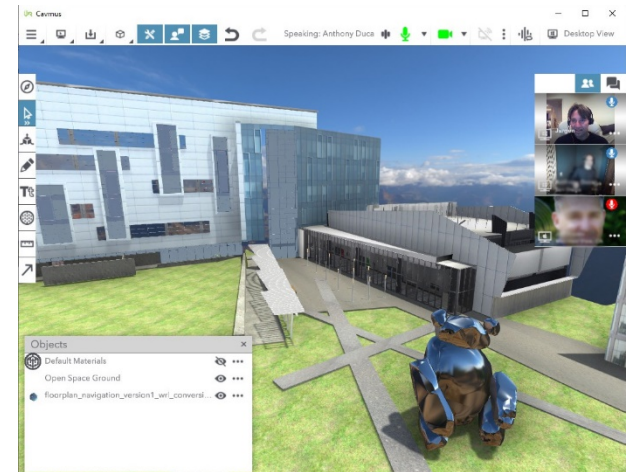
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# Announcements

- Sunday, February 7<sup>th</sup> at 11:59pm:
  - Homework project 2 due
- Monday, February 8<sup>th</sup> at 4pm:
  - Discussion Project 3
- Sunday, February 14<sup>th</sup> 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

- Juan Carlos Amistoso
- 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

