# CSE 165: 3D User Interaction

Lecture #16: 3D Menu Widgets

# **Upcoming Deadlines**

- Sunday, February 28<sup>th</sup> at 11:59pm:
  - Homework project 3 late deadline
- Monday, March 1<sup>st</sup> at 4pm:
  - Discussion project 4
- Sunday, March 7<sup>th</sup> at 11:59pm:
  - Homework project 4 due
- Sunday, March 14<sup>th</sup> at 11:59pm:
  - Homework project 4 late deadline

## 3D UI Presentations

- Milanka Trang:
  - Exploring a Mixed Reality Framework for the Internet-of-Things
- Thomas Lauer:
  - SLAM vs Lighthouse tracking
- Ashwin Rao:
  - SimX

#### Labels

- Describe individual widgets or groups
- Need to be legible:
  - Font
  - Font size
  - Color
- Switchable label sets for multi-lingual applications





## **Action Buttons**

- No state
- Trigger action when pressed



#### Radio Buttons

- Can be selected or not
- Visually organized in groups, often in framed box
- In each group only one radio button can be selected

What burger do you want?

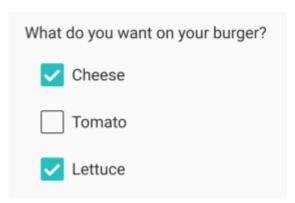
Hamburger

Chicken burger

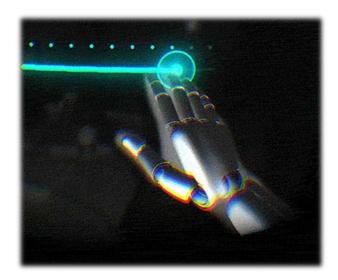
Veggie burger

## Check Boxes

- Two states: checked or unchecked
- Independent of other check boxes



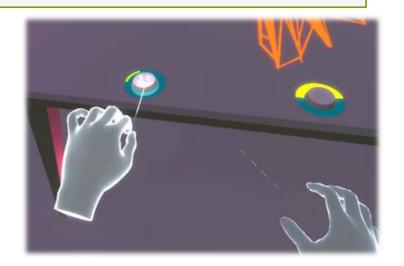
#### Sliders

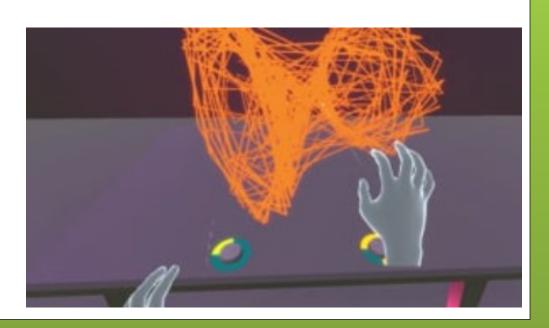


- Intuitive use
- Horizontal or vertical orientation
- Limited at low and high end
- Narrow but long
- Twitchy when used with raycast

### Dials

- Compact size
- Options for limits:
  - Limited low end
  - Limited high end
  - No limits
- Intuitive interaction
- High precision
- Great for scrolling through data





### Choice Lists

- Single or multiple selections allowed
- Unlimited list entries
- Only subset of items is shown, rest can be reached by scrolling

What burger do you want?	What burger do you want?
Hamburger	Chicken burger ▼
Chicken burger	
Veggie burger	
Mushrooom burger	
Beef burger	
Bacon burger	
Bunless burger	
Ostrich burger	
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