

A VR Interface for Interactive Selection

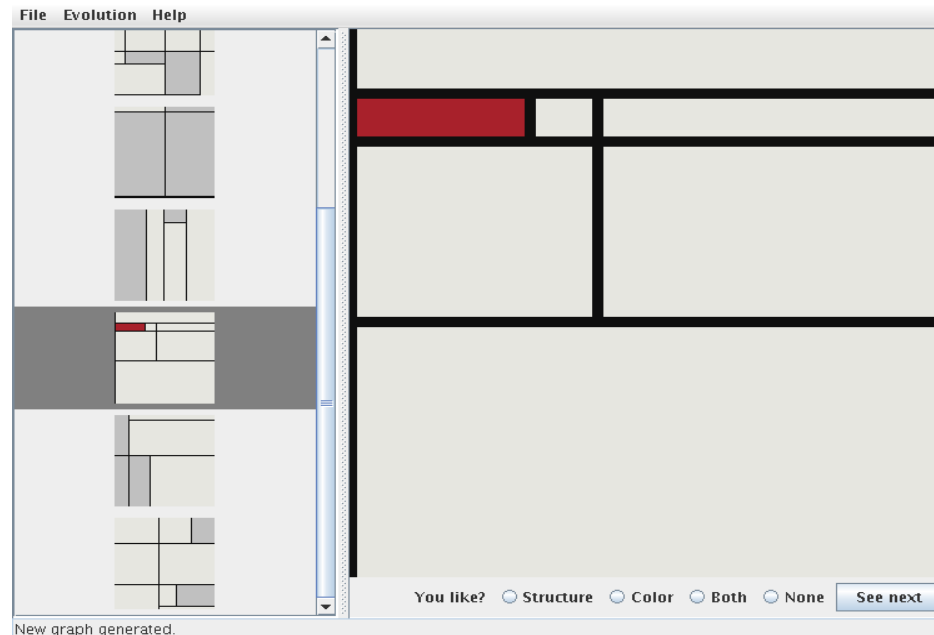
by Gareth Oliver

Interface Design

- Normally you take a task and make a user interface that is intuitive for it
- The project is modifying the task to resemble a task that people are already familiar with

Specifics

- Mondrian evolution art program
- Created by Jian Yin Shan
- Supervised by Tom Gedeon
- Additional work by Kerryn Boorman



Cars!



Logitech G25 Racing Wheel



Programming and Testing

- DirectX will be used to interface and create 3D interface
- Will be tested among peers for speed and intuition of design