Learning with Virtual Reality 5.0

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Problem
- The remove wall feature is not fully implemented
- The viewing angle and area for the soil animation is not well implemented
- A wall needs to be removed to be able to view the elevator machines.

Solution
- Fix the remove wall to allow the user to see the ventilation system.
- Move the animation to an area where it is the main focus and can be seen easily.
- Use the system for removing other walls to do the same with the elevator wall.

Current System
- The button is moved to an area where the user can be able to see the change in the wall and how it glows when looked at.
- The animation is in a void to be able to be focused.
- The wall disappears next to the button to reveal the mechanics.

Requirements
- Informative and easy to understand models with accompanied text.
- A intuitive and simple interface for the user to use that won’t make them confused or sick from virtual reality.
- User is able to follow a tour that will explain the workings of the building.
- A computer that can run a VR Oculus headset.

System Design

Implementation
- Main program: Unity
- Backend: C#
- Using OVR api

Screen Shots

Requirement

- Users can explore the SIPA building in virtual reality and view information about its architecture.
- Users can see the inner workings of the finished building in a presentable manner.

Verification

Test Case Id: Learning_vr_5.0_319
(Sunny)

Purpose
- Let the user easily see the ventilation
- Get the user to know to push the button

Input
- User pushes button

Expected output
- Wall disappears
- The button glows

Acknowledgement

The material presented in this poster is based upon the work supported by … I am thankful to the help that I received from my group members, …