CSC 2524, Fall 2017

AR/VR Interaction Interface

Karan Singh

Adapted from and with thanks to Mark Billinghurst

Typical Virtual Reality System

HMD

User Interface

Input

Tracking

How can we Interact in VR?

Traditional UI design issues applicable in VR

- Input device
- Interaction style
- Feedback to the user

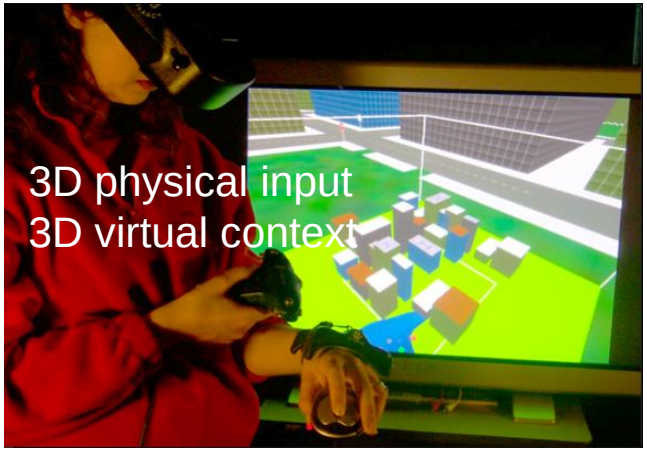
- Gulf of execution

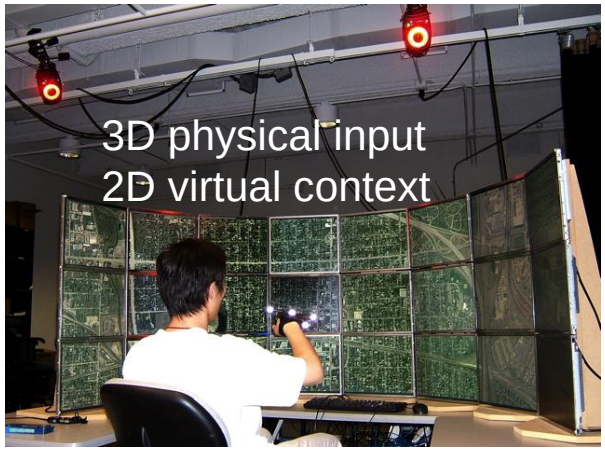
The difference between the user's perceived execution actions and the required actions.

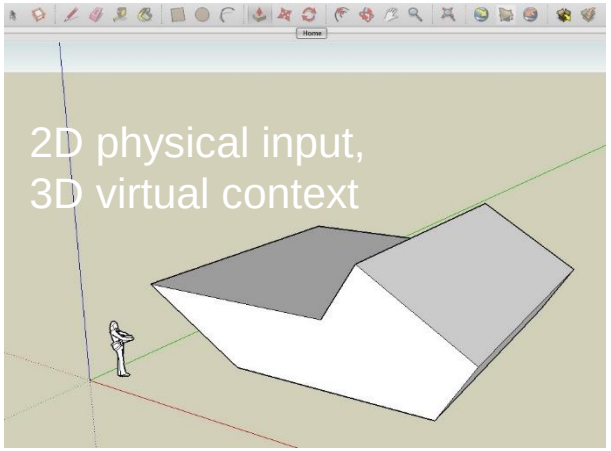
- Gulf of evaluation

The gap between the time an external stimulus and when a user understands what it means: interface -> perception -> interpretation -> evaluation.

3D UI Examples







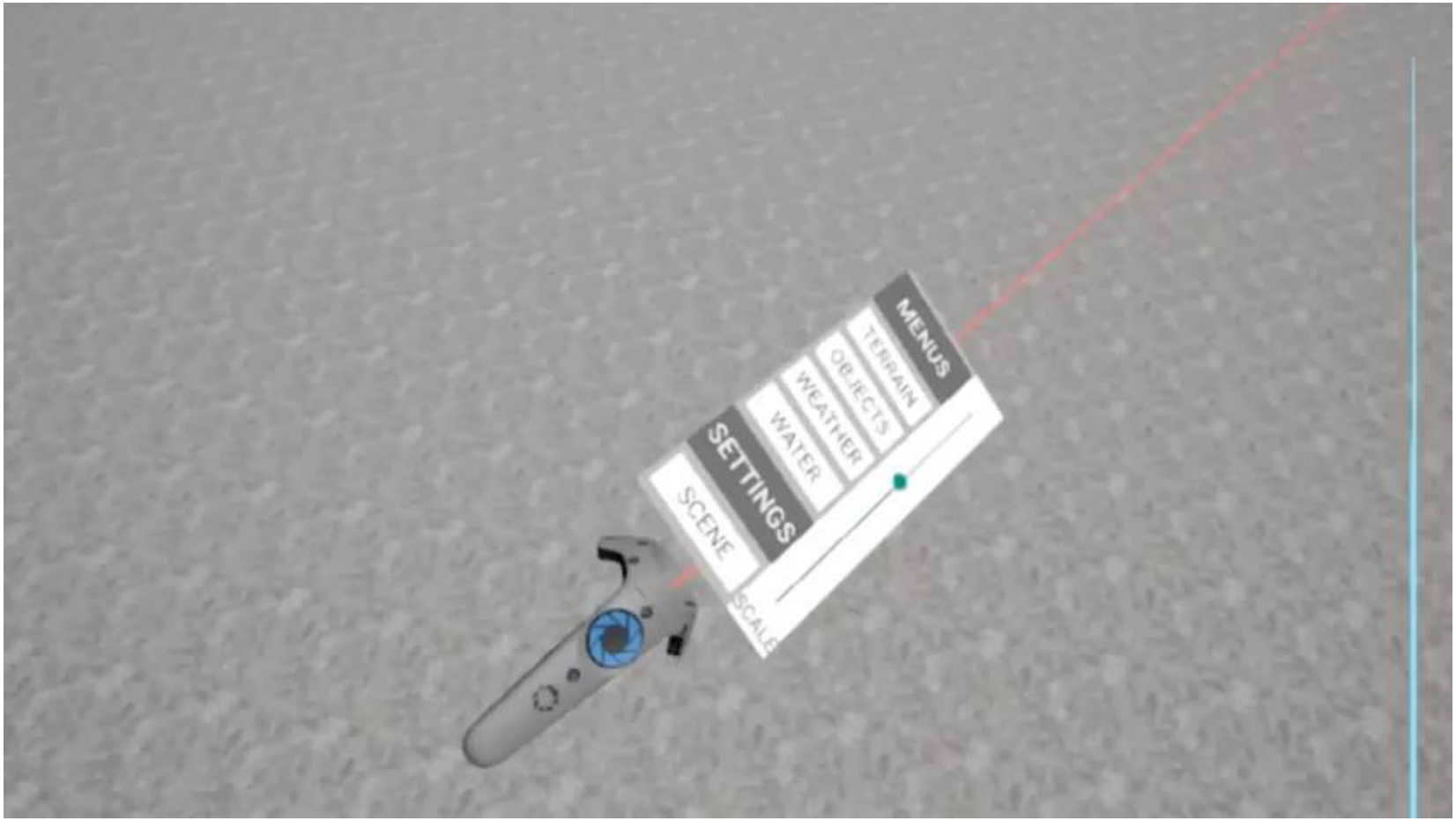
What makes 3D interaction difficult?

- Lack of precision
- Lack of constraints
- Fatigue
- Layout more complex
- Depth Perception
- Variations in Scale
- Lack of device standards

Natural Interface Concept - WorldBuilder

- https://www.youtube.com/watch?v=FheQe8rflWQ&t=43s

World Builder Today (Available on Steam)



- https://www.youtube.com/watch?v=65u3W7wjXs0

Vision vs. Reality – Still Work to Do..

Universal 3D Interaction Tasks in VR

- Object Interaction
  - *Selection:* Picking object(s) from a set
  - *Manipulation:* Modifying object properties
- Navigation
  - *Travel:* motor component of viewpoint motion
  - *Wayfinding:* cognitive component; decision-making
- System control
  - Issuing a command to change system state or mode

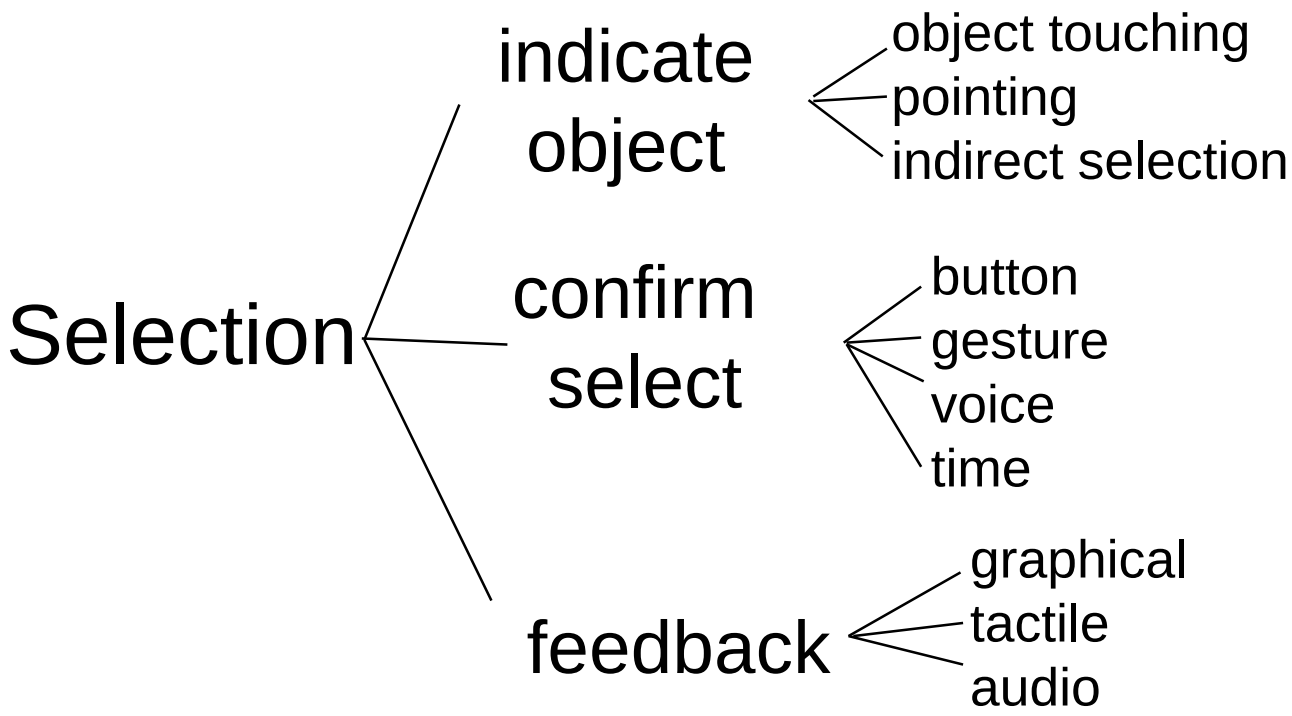
Selection and Manipulation

- Selection:
  - specifying one or more objects from a set
- Manipulation:
  - modifying object properties
    - position, orientation, scale, shape, color, texture, behavior, etc.

Variables affecting selection performance

- Object distance from user
- Object (visual) size
- Density of objects in area
- Occluders

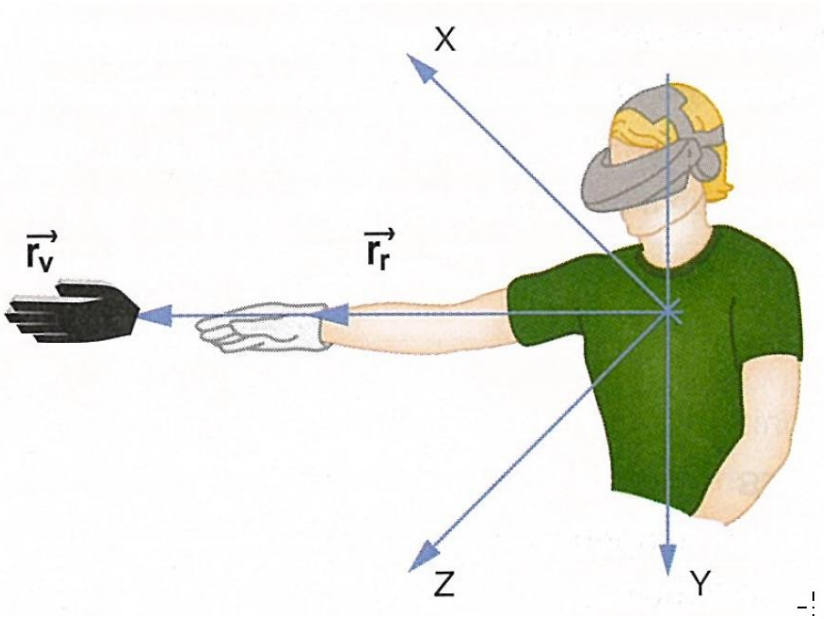
Selection breakdown

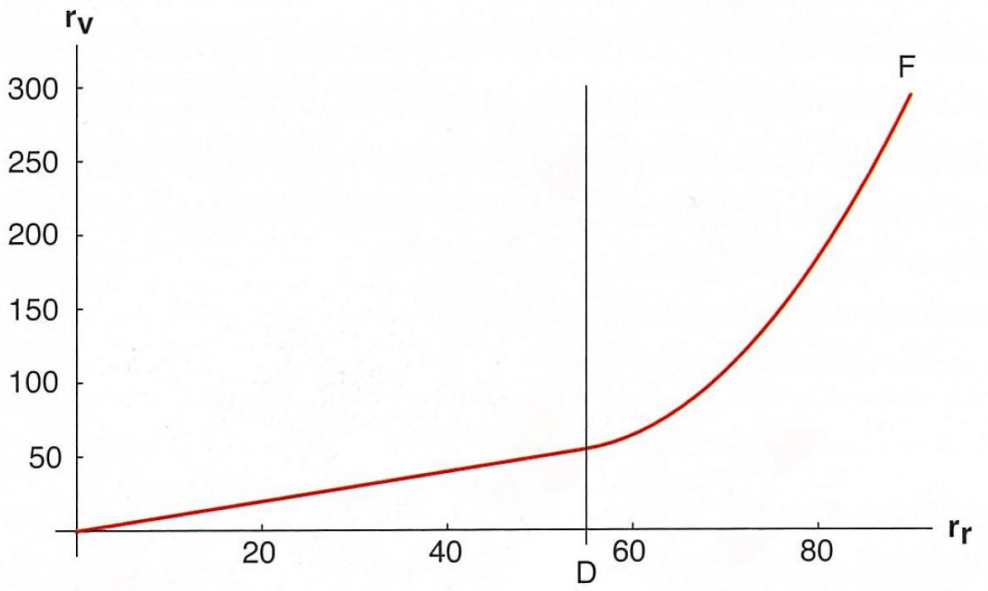


Common Selection Techniques

- Simple virtual hand
- Ray-casting
- Occlusion
- Go-go (arm-extension)

Go-Go Technique





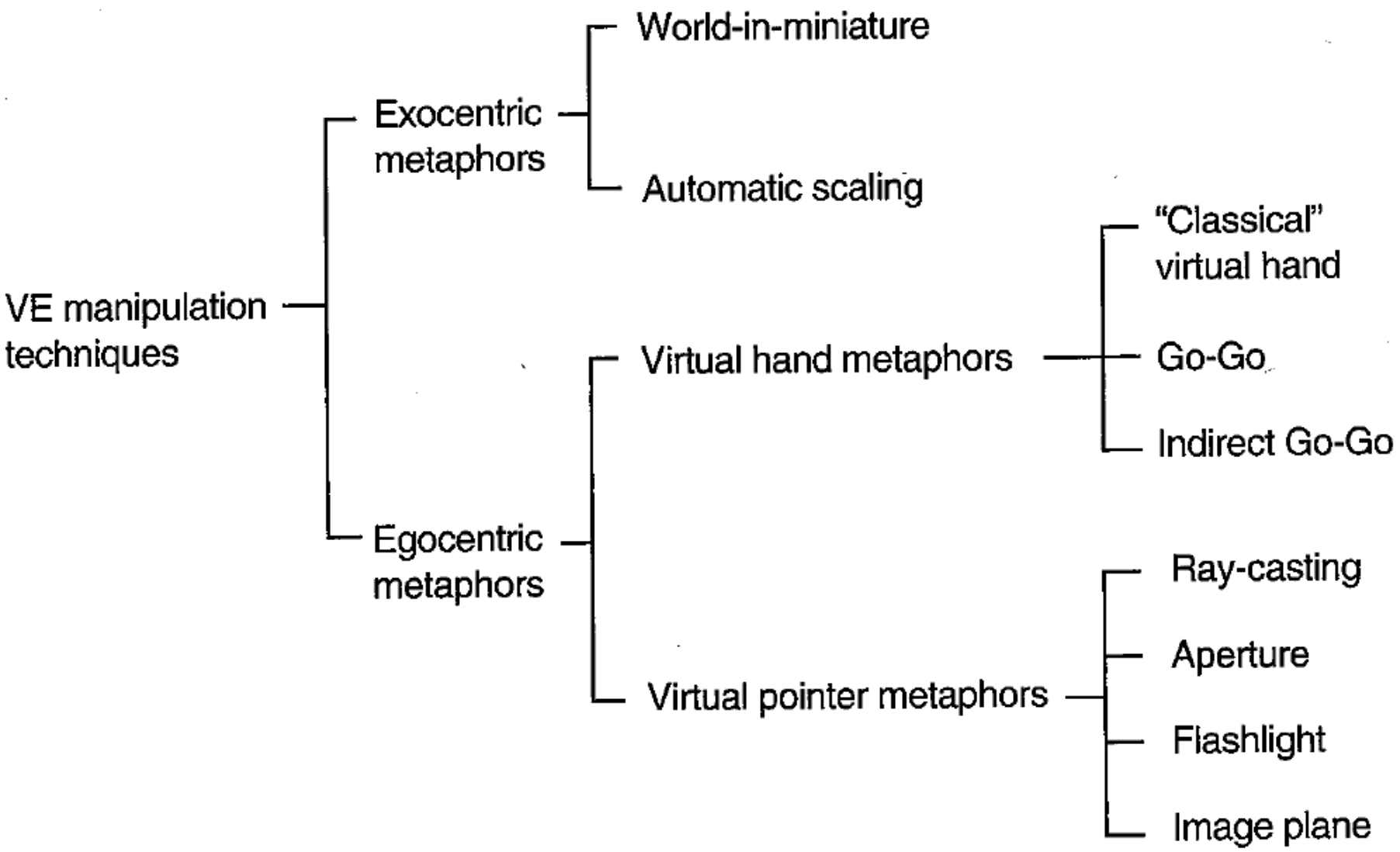
- Arm-extension technique
- Non-linear mapping between physical and virtual hand position
- Local and distant regions (linear < D, non-linear > D)

Poupyrev, I., Billinghurst, M., Weghorst, S., & Ichikawa, T. (1996). The Go-Go Interaction Technique: Non-linear Mapping for Direct Manipulation in VR. UIST, 79-80.

Precise 3D selection techniques

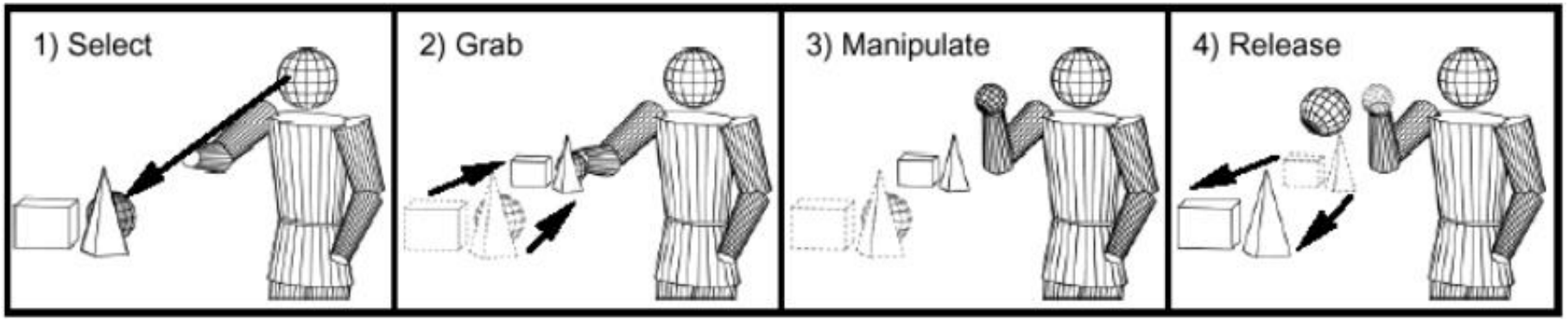
- Increase selection area
  - Cone-casting (Liang, 1993)
  - Snapping (de Haan, 2005)
  - 3D Bubble Cursor (Vanacken, 2007)
  - Sphere-casting (Kopper 2011)
- Increase control/display ratio
  - PRISM (Frees, 2007)
  - ARM (Kopper, 2010)

Classification of Manipulation Techniques



Scaled-world Grab Technique

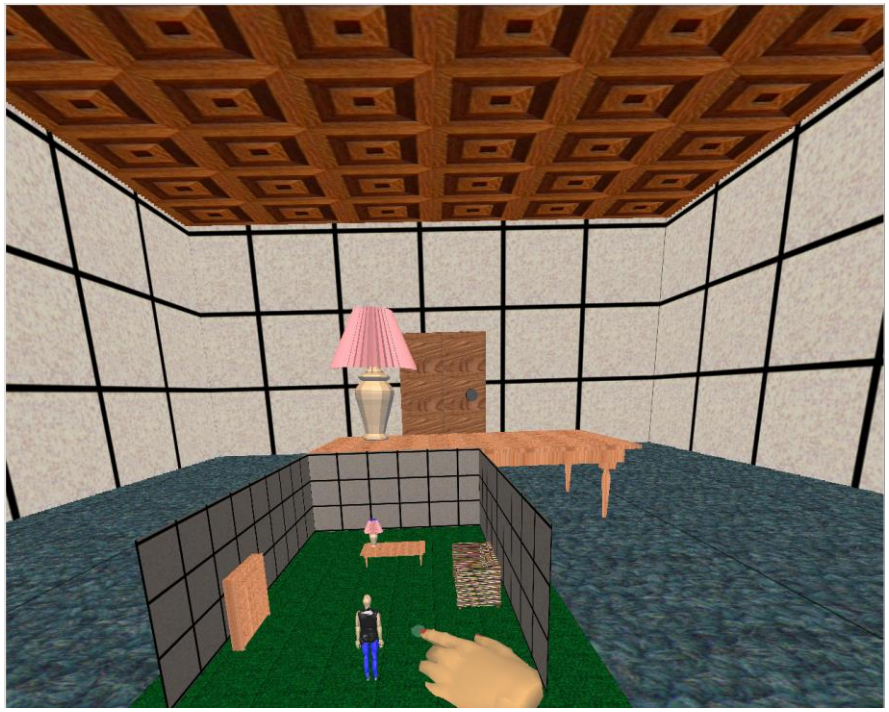
- Often used w/ occlusion
- At selection, scale user up (or world down) so that virtual hand is actually touching selected object
- User doesn‘t notice a change in the image until he moves



Mine, M., Brooks, F., & Sequin, C. (1997). *Moving Objects in Space: Exploiting Proprioception in Virtual Environment Interaction.* Proceedings of ACM SIGGRAPH, 19-26

World-in-miniature (WIM) technique

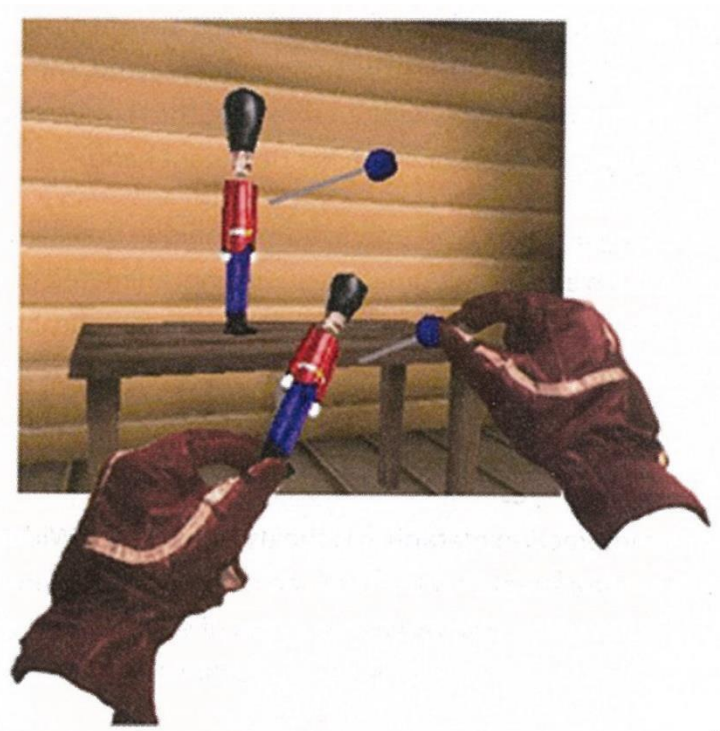
- "Dollhouse" world held in user's hand
- Miniature objects can be manipulated directly
- Moving miniature objects affects full-scale objects
- Can also be used for navigation



Stoakley, R., Conway, M., & Pausch, R. (1995). *Virtual Reality on a WIM: Interactive Worlds in Miniature.* Proceedings of CHI: Human Factors in Computing Systems, 265-272, and
Pausch, R., Burnette, T., Brockway, D., & Weiblen, M. (1995). *Navigation and Locomotion in Virtual Worlds via Flight into Hand-Held Miniatures.* Proceedings of ACM SIGGRAPH, 399-400.

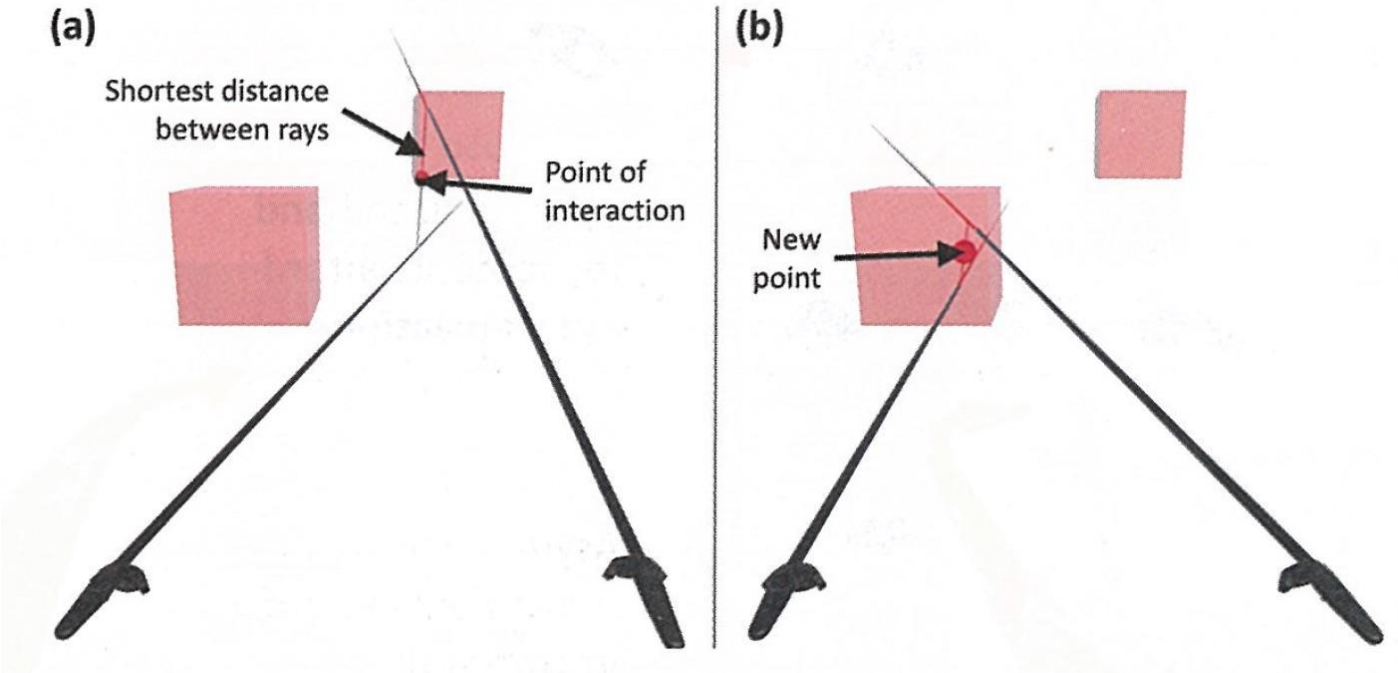
Voodoo Doll Interaction

- Manipulate miniature objects
  - Act on copy of objects
  - Actions duplicated on actual object
  - Supports action at a distance
- Two handed technique
  - One hand sets stationary reference frame
  - Second hand manipulates object



Pierce, J. S., Stearns, B. C., & Pausch, R. (1999). Voodoo dolls: seamless interaction at multiple scales in virtual environments. In *Proceedings of the 1999 symposium on Interactive 3D graphics* (pp. 141-145). ACM.

Symmetric Bimanual Technique

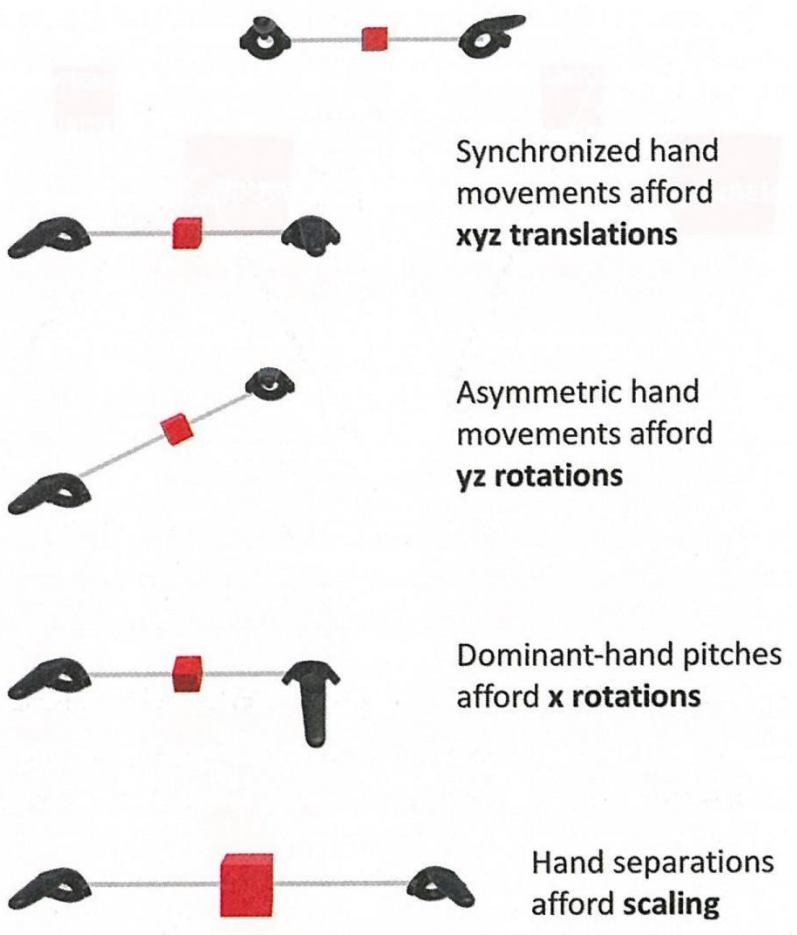


- iSith (Wyss 2006)
- Using two 6 DOF controllers each ray casting
- Intersection point of two rays determines interaction point

Wyss, H. P., Blach, R., & Bues, M. (2006, March). iSith-Intersection-based spatial interaction for two hands. In *3D User Interfaces, 2006. 3DUI 2006. IEEE Symposium on* (pp. 59-61). IEEE.

Asymmetric Bimanual Technique

- Spindle + Wheel (Cho 2015)
- Two 6 DOF handheld controls
  - One dominant, one ND
- Movement one hand relative to other provides 7 DOF input

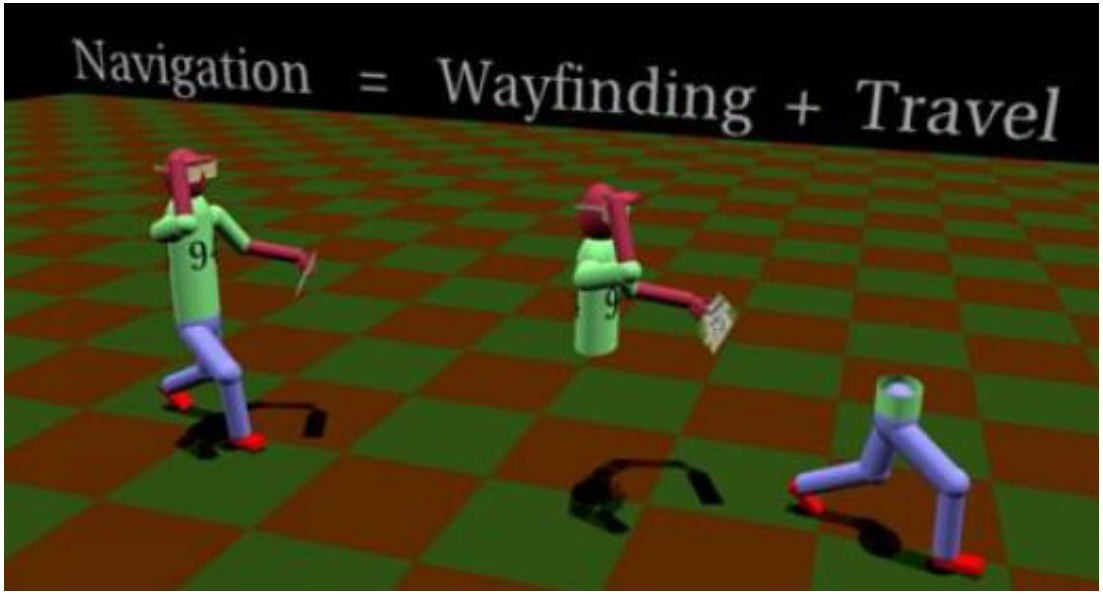


Cho, I., & Wartell, Z. (2015). Evaluation of a bimanual simultaneous 7DOF interaction technique in virtual environments. In *3D User Interfaces, 2015 IEEE Symposium on* (pp. 133-136). IEEE.

Design Guidelines for Manipulation

- There is no single best manipulation technique
- Map the interaction technique to the device
- Reduce degrees of freedom when possible
- Use techniques that can help to reduce clutching
- Consider the use of grasp-sensitive object selection
- Use pointing techniques for selection and grasping techniques for manipulation
- Explore existing techniques before designing a new application-specific method
- Consider the trade-off between technique design and environmental design

Navigation



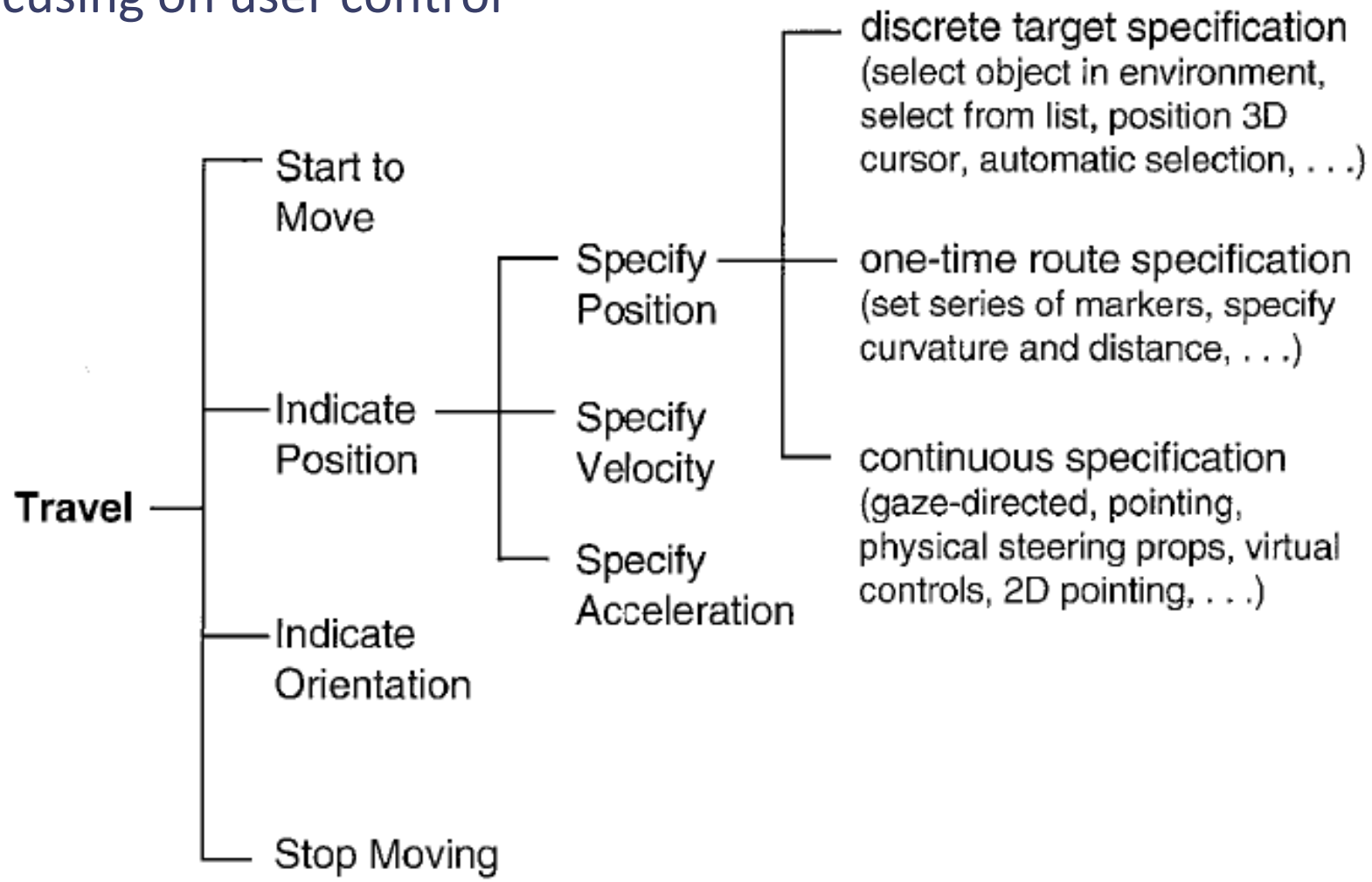
- How we move from place to place within an environment
- The combination of travel with wayfinding
  - *Wayfinding*: cognitive component of navigation
  - *Travel:* motor component of navigation
- Travel without wayfinding: "exploring", "wandering”

Types of Travel

- Exploration
  - No explicit goal for the movement
- Search
  - Moving to specific target location
    - Naïve – target position not known
    - Primed – position of target known
- Maneuvering
  - Short, precise movements changing viewpoint

Movement Process

- Focusing on user control

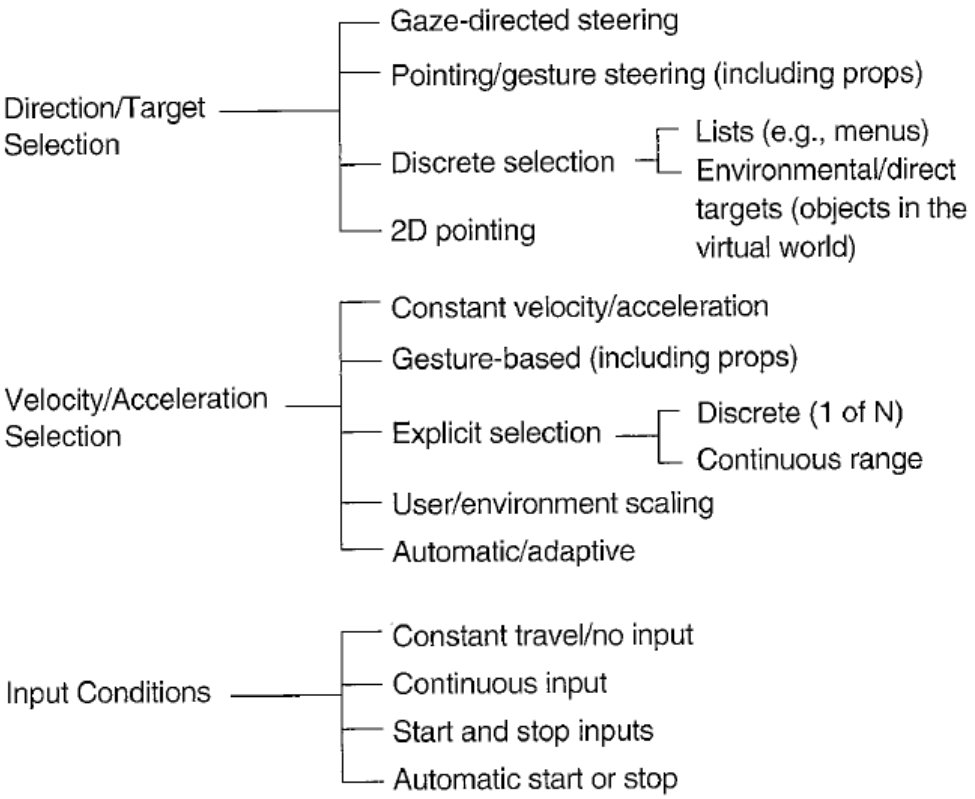


Technique classification

- Physical locomotion metaphors: treadmills, cycles, etc…
- Steering metaphor
- Route planning metaphor
- Target specification metaphor
- Manual manipulation metaphor
- Scaling metaphor

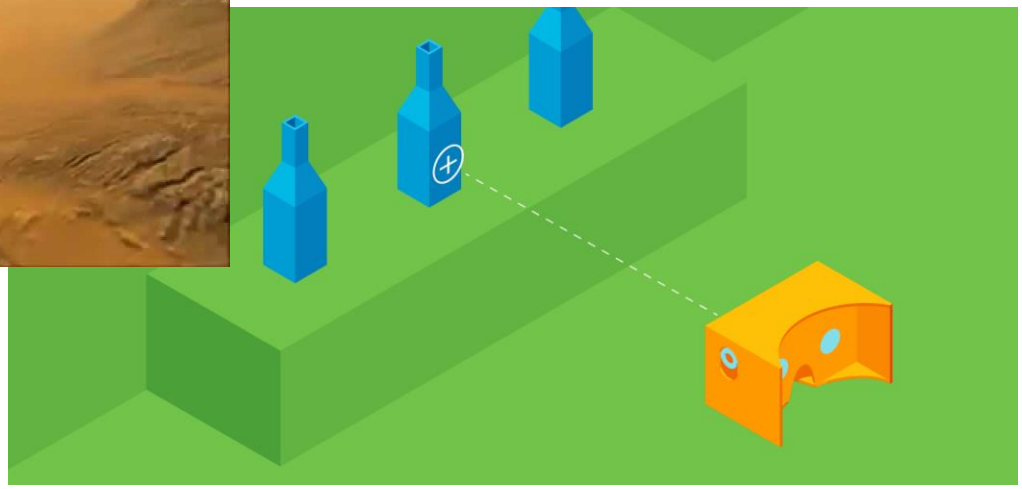
Different Locomotion Devices

Taxonomy of Travel Techniques



Bowman, D. A., Koller, D., & Hodges, L. F. (1997, March). Travel in immersive virtual environments: An evaluation of viewpoint motion control techniques. In *Virtual Reality Annual International Symposium, 1997., IEEE 1997* (pp. 45-52). IEEE.

Gaze Directed Steering



- Move in direction that you are looking
- Very intuitive, natural navigation
- Can be used on simple HMDs (e.g. Google Cardboard)
- But: Can’t look in different direction while moving

Pointing to Steer

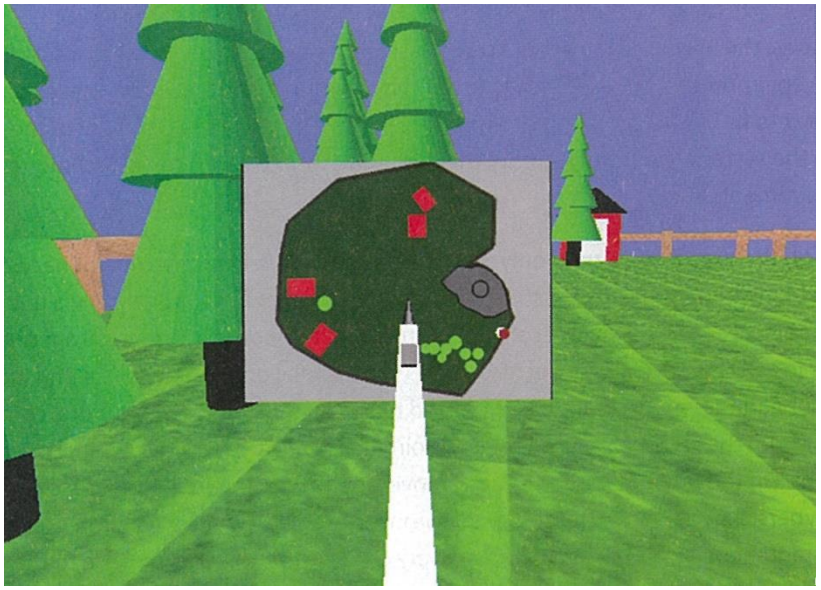
- Use hand tracker instead of head tracker
  - Point in direction you want to go
- Allows travel and gaze in different directions
  - good for relative motion, look one way, move another

Grabbing the Air Technique

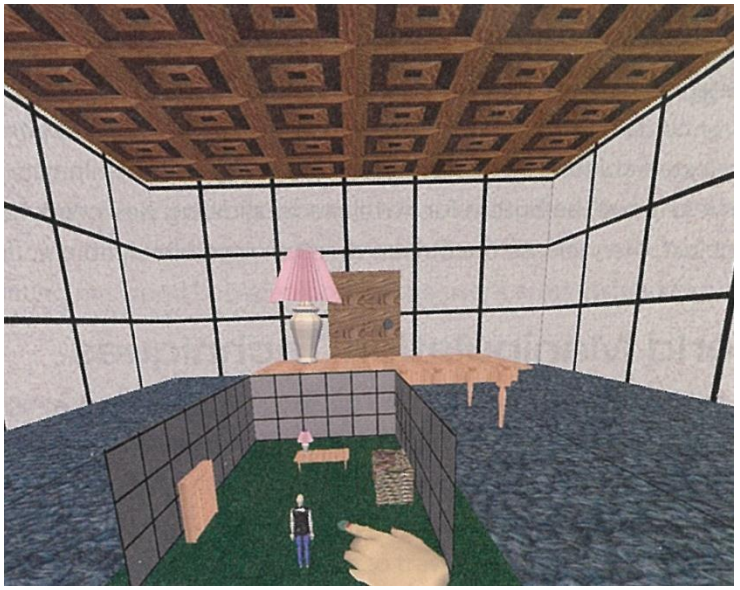
- Use hand gestures to move yourself through the world
- Metaphor of pulling a rope
- Often a two-handed technique
- May be implemented using Pinch Gloves

Mapes, D., & Moshell, J. (1995). A Two-Handed Interface for Object Manipulation in Virtual Environments. *Presence: Teleoperators and Virtual Environments, 4*(4), 403-416.

Moving Your Own Body



Moving avatar in Map View

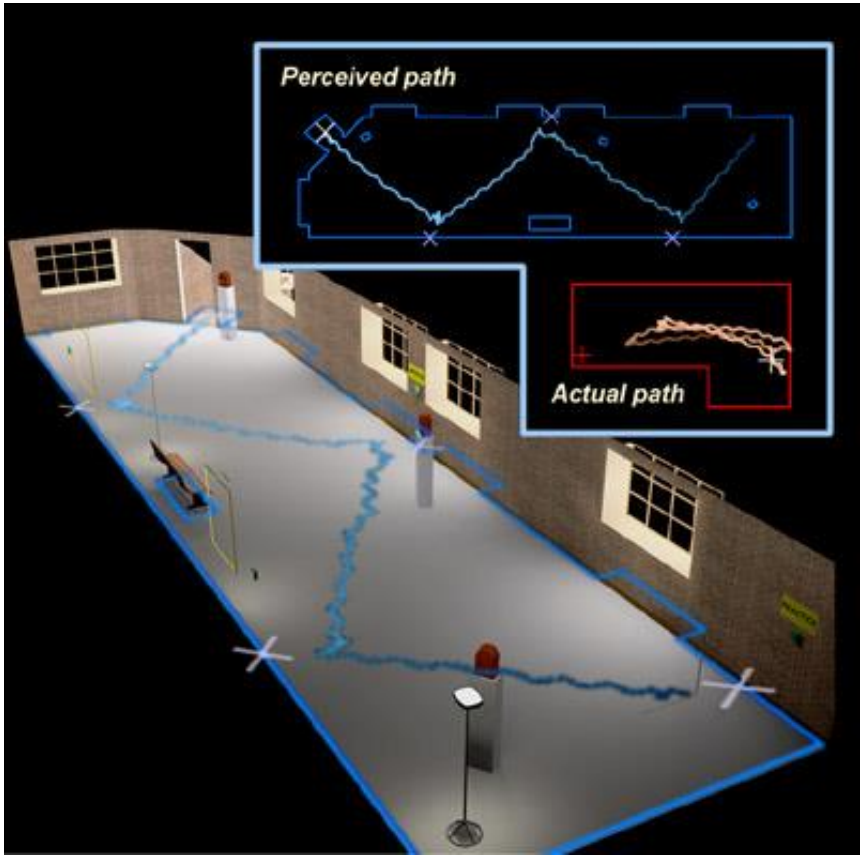


Moving avatar in WIM view

- Can move your own body
  - In World in Miniature, or map view
- Grab avatar and move to desired point
- Immediate teleportation to new position in VE

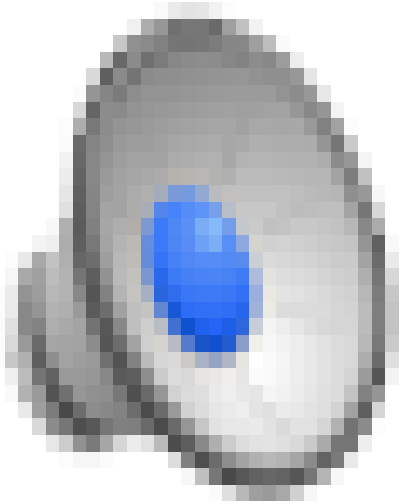
Redirected Walking

- Address problem of limited walking space
- Warp VR graphics view of space
- Create illusion of walking straight, while walking in circles



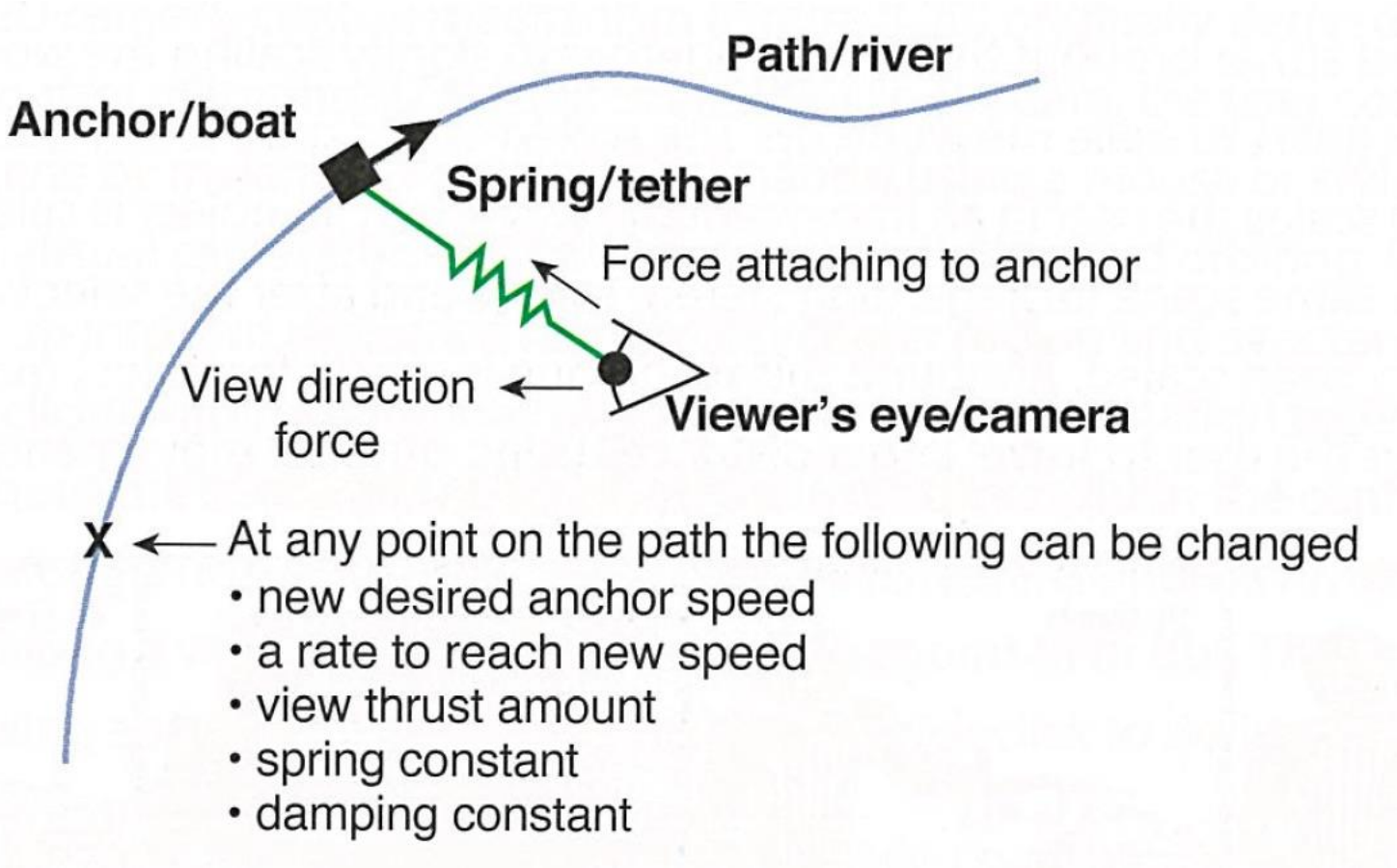
Razzaque, S., Kohn, Z., & Whitton, M. C. (2001, September). Redirected walking. In *Proceedings of EUROGRAPHICS* (Vol. 9, pp. 105-106).

Redirected Walking



- https://www.youtube.com/watch?v=u8pw81VbMUU

Guided Navigation Technique



- Water skiing metaphor for VR movement
- Good for moving in a fixed direction, while giving user some control

Wayfinding

- The means of
  - determining (and maintaining) awareness of where one is located (in space and time),
  - and ascertaining a path through the environment to the desired destination
- Problem: 6DOF makes wayfinding hard
  - human beings have different abilities to orient themselves in an environment, extra freedom can disorient people easily
- Purposes of wayfinding tasks in virtual environments
  - Transferring spatial knowledge to the real world
  - Navigation through complex environments in support of other tasks

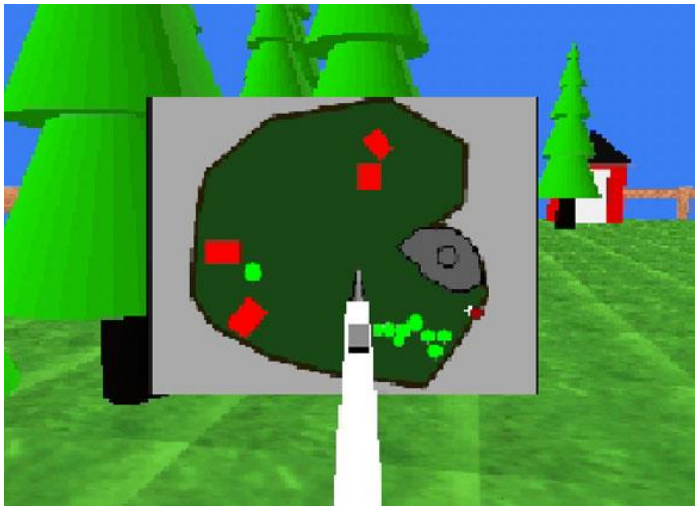
Wayfinding – Making Cognitive Maps

- Goal of Wayfinding is to build Mental Model (Cognitive Map)
- Types of spatial knowledge in a mental model
  - landmark knowledge
  - procedural knowledge (sequence of actions required to follow a path)
  - map-like (topological) knowledge
- Creating a mental model
  - systematic study of a map
  - exploration of the real space
  - exploration of a copy of the real space
- Problem: Sometimes perceptual judgments are incorrect within a virtual environment
  - e.g. users wearing a HMD often underestimate dimensions of space, possibly caused by limited field of view

Designing VE to Support Wayfinding

- Provide Landmarks
  - Any obvious, distinct and non-mobile object can serve as a landmark
  - A good landmark can be seen from several locations (e.g. tall)
  - Audio beacons can also serve as landmarks

- Use Maps
  - Copy real world maps
  - Ego-centric vs. Exocentric map cues
  - World in Miniature
  - Map based navigation



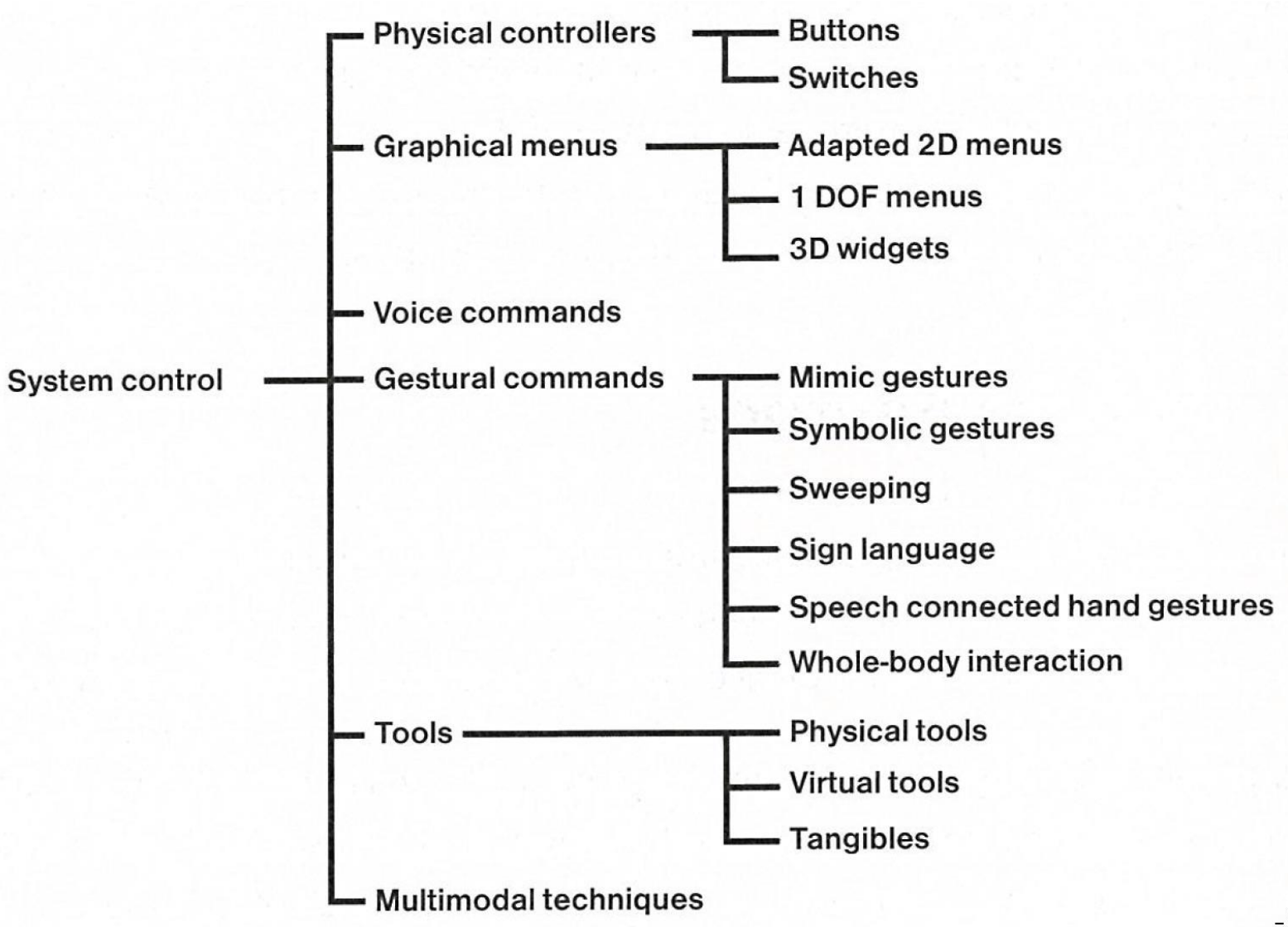
Design Guidelines for Navigation

- Match the travel technique to the application
- Use an appropriate combination of travel technique, display devices, and input devices
- The most common travel tasks should require a minimum of effort from the user
- Use physical locomotion technique if user exertion or naturalism is required
- Use target-based techniques for goal-oriented travel and steering techniques for exploration and search
- Provide multiple travel techniques to support different travel tasks in the same application
- Choose travel techniques that can be easily integrated with other interaction techniques in the application

System Control

- Issuing a command to change system state or mode
- Examples
- Launching application
- Changing system settings
- Opening a file
- Etc.
- Key points
- Make commands visible to user
- Support easy selection

System Control Options



Voice Input

- Implementation
  - Wide range of speech recognition engines available
  - E.g. Unity speech recognition plug-in, IBM VR speech sandbox
- Factors to consider
  - Recognition rate, background noise, speaker dependent/independent
- Design Issues
  - Voice interface invisible to user
    - no UI affordances, overview of functions available
  - Need to disambiguate system commands from user conversation
    - Use push to talk or keywords
  - Limited commands – use speech recognition
  - Complex application – use conversational/dialogue system

Design Guidelines for System Control

- Avoid mode errors
- Design for discoverability
- Consider using multimodal input
- Use an appropriate spatial reference frame
- Prevent unnecessary focus and context switching
- Avoid disturbing the flow of action of an interaction task
- Structure the functions in an application and guide the user
- 3D is not always the best solution – consider hybrid interfaces

Papers

SymbiosisSketch: Combining 2D and 3D Sketching for Designing Detailed 3D Objects in Situ

Belt: An Unobtrusive Touch Input Device for Head-worn Displays

Energy-Brushes: Interactive Tools for Illustrating Stylized Elemental Dynamics

Don't stand so close to me: investigating the effect of control on the appeal of virtual humans using immersion and a proximity-based behavioral task

One Reality: Augmenting How the Physical World is Experienced by combining Multiple Mixed Reality Modalities

Street slide: browsing street level imagery

Panning and Zooming High-Resolution Panoramas in Virtual Reality Devices

Estimation of Detection Thresholds for Redirected Walking Techniques

Towards Virtual Reality Infinite Walking: Dynamic Saccadic Redirection

SketchiMo: Sketch-based Motion Editing for Articulated Characters

Authoring Illustrations of Human Movements by Iterative Physical Demonstration

A Descriptive Framework for Temporal Data Visualizations Based on Generalized Space-Time Cubes

Attribit: content creation with semantic attributes

Using Deformations for Browsing Volumetric Data