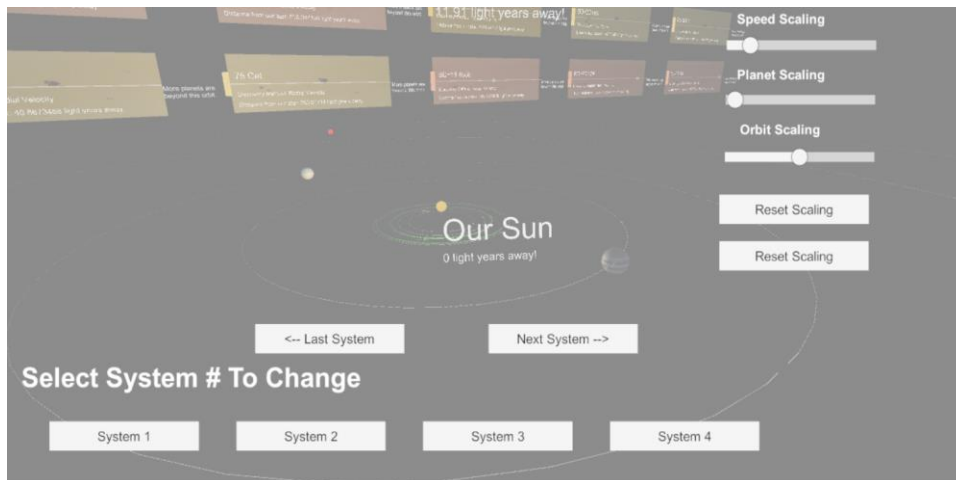


Name: Cang Le, Jon Tran

CS 491 Project 2: Here Comes the Sun

Link to download our zip folder:

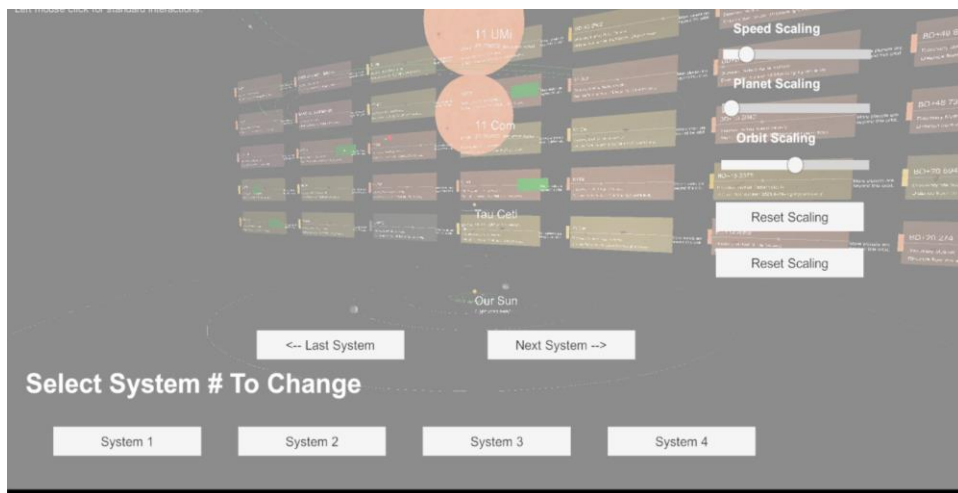
<https://drive.google.com/file/d/0BxsryFL2N7VGOGIJaIRibEppMGc/view>



Description of how to use the application and the things we can do with it:

-This is a 3D VR-enabled application that lets you observe the universe around us via the VIVE headset.

If you open up the application, you will see a Menu with several settings on it that would follow your point of view around. User can use the HTC VR Controller to interact with the all of the buttons and sliders within the menu.



The left controller will have to be the one that interact with the UI Laser. Pulling the controller trigger will act as a click. Holding down the trigger and drag it will act as a mouse drag action normally. The right controller will have the option of summoning the Menu upon the trigger pulls. Pulling on the right controller trigger again will hide the Menu, allowing user more free view of the surroundings.

By using the left HTC Controller, you can point and click on each of the 2D Panel. Doing that will change the 3D system that is currently in view.

The options include:

**Planet Scaling:** this slider will handle the scaling of all planets you'd see in front of you. Sliding it towards the right direction will increase the size of all planets. Sliding it towards the left will do the opposite

**Orbit Scaling:** this slider will handle the scaling of all orbits you'd see in front of you. Slider works the same way as the Planet scaling slider

**Orbit Speed:** this slider will modify how fast/slow all the planets are moving along their orbit around the planetary system

**Reset View:** clicking on this button will reset all the settings you've changed, bring the user of a normal planetary system (size, speed and orbit scale)

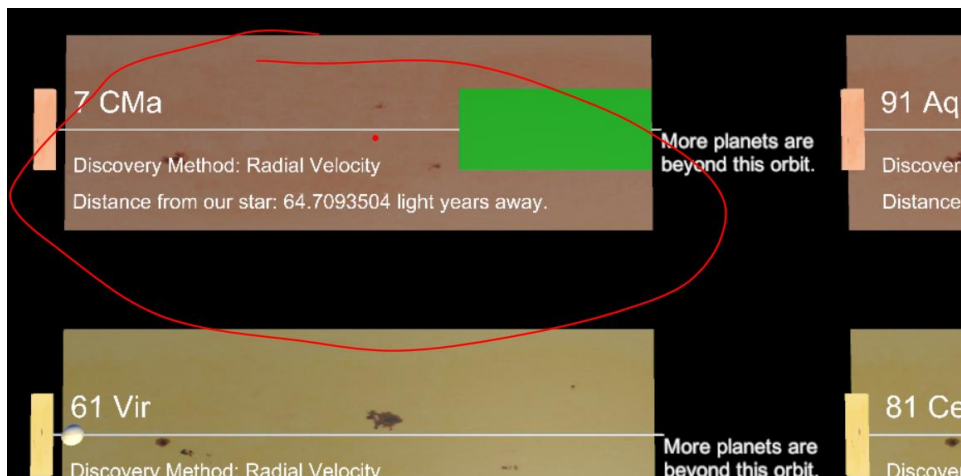
**Reset Player Position:** clicking on this button will reset the player's position to default position

**Last System:** clicking on this button will rotate and allow user to view the last 40x 2D panels of other planetary system

**Next System:** clicking on this button will rotate and allow user to view the next 40x 2D panels of other planetary system

**System 1-4:** allowing the user to manually pick which system he/she would like to change the 3D view of. System 1 is the bottom most solar system and System 4 is the upper most planetary system.

Note that clicking on any of the button and/or slider will play a soundclip.



Sources / Information we got from online:

Jupiter sound : <https://www.youtube.com/watch?v=e3fqE01YYWs>

Instruction on how to add and interact HTC controller with laser:

<https://unity3d.college/2017/06/17/steamvr-laser-pointer-menus/>

Scripts that allows us to interact with GUI via laser: <https://github.com/wacki/Unity-VRInputModule>

Website we used to get all the planet / solar system information : <http://exoplanet.eu/>

