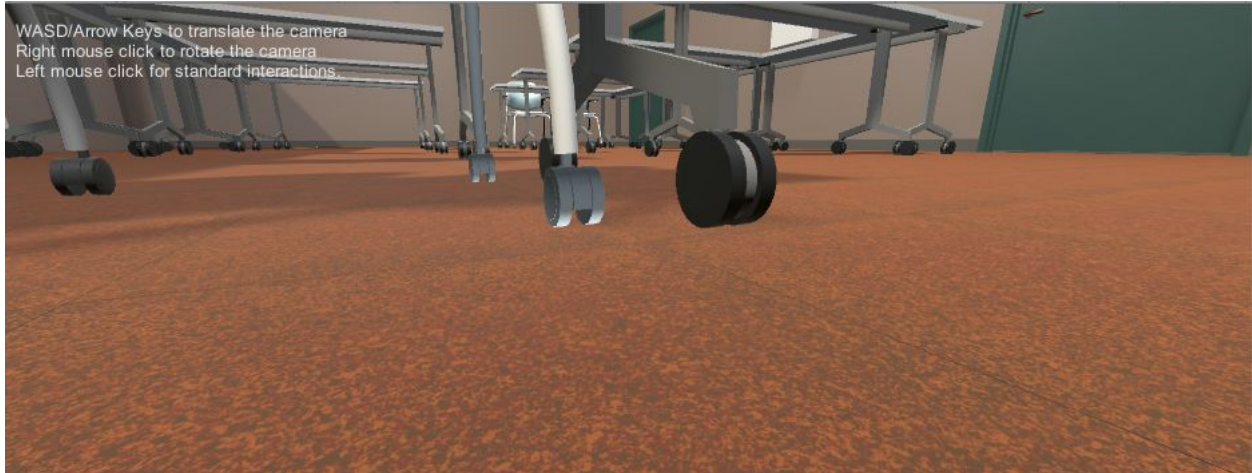


A New Perspective

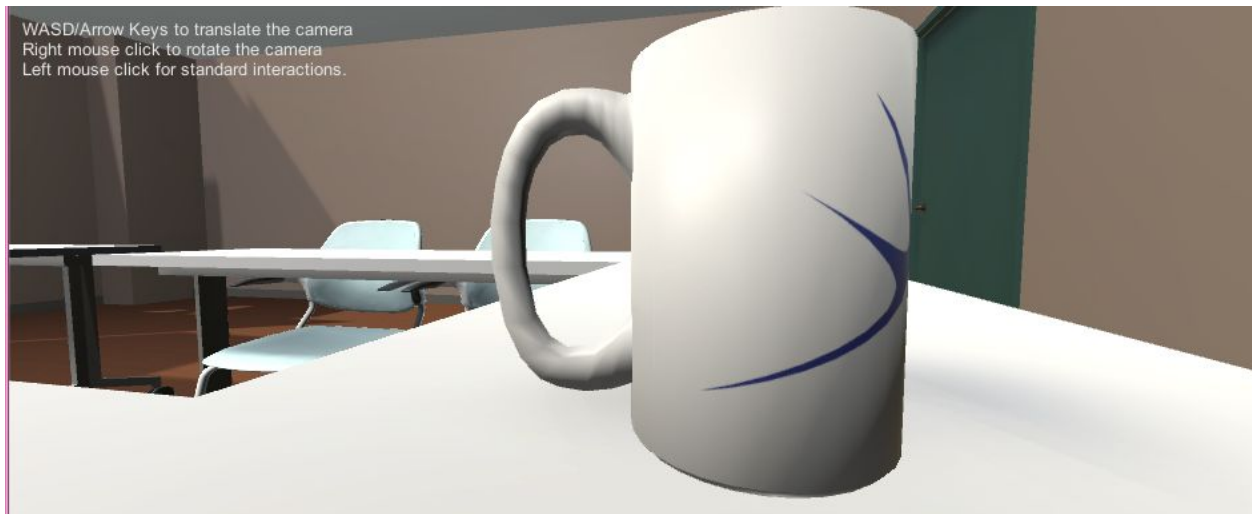


I shrunk down the user so I could experience the office space in another, micro perspective. The two main points that quickly became apparent was that detail on models is more noticeable and a new perspective makes you focus on completely different things within the scene.

Changing your perspective allows you to notice details you might not have seen prior. Low resolution objects are incredibly noticeable when you are small. You can even see the individual pixels on some textures. You can see textures and quality of models but you can also see little things, such as how close a desk really is to the wall. Any object that is not exactly aligned or even symmetrical becomes much more apparent because a pixel can now account for 1 inch vs 1 mm.

There are obvious immediate problems with changing perspective though. Navigation becomes much harder to make realistic. You shouldn't be able to walk off a

desk without there being impact when touching the ground. When falling from such large heights you would also experience rotation and velocity. As for manipulation, objects can still be picked up. The problem is that picking up a mug or stapler takes up your entire field of vision which again makes one lose their sense of immersion. You shouldn't be able to pick up an object larger than yourself and throw it with ease. Another thing is what if a user is in reality very short? Seeing tables at lower heights than normal can feel very unrealistic and again, break immersion.



The benefit of being able to scale yourself and your point of view is so you can see a space from another perspective. Take, for example, designing a house. What if the owner of the house was very tall, like 7 feet, or very short, like 4 feet? Things like door frames, height of sinks, or where shower heads are placed will change completely based on the person. So using virtual reality to test out house plans or interior design would be beneficial in making sure that the customer would be happy with the design choices. Changing your perspective when designing things for human consumption would be a great use of virtual reality as people come in all shapes and sizes.

Overall, it was very eye opening to rethink how scenes are viewed by different people and how different a scene feels by even changing the height by a foot.