

## ***EE/CprE/SE 491 WEEKLY REPORT XY***

***Start Date – End Date:*** 10.23 – 10.27

***Group number:*** 8

***Project title:*** VR UI design for engineering

***Client &/Advisor:*** Pin & Chu

### ***Team Members/Role:***

Yuwen Xia - Team Leader

Xueyuan Chen - Coding team member

Zheng Fang - Coding team member

Hongji Luo - Coding team member

Jiancheng Zhang - Research team member

Ziming Liu - Research team member

### ***o Weekly Summary***

Last we had a presentation to client and advisor about our two designs of user interface. Clients gave us his reflection and suggestions. Now we are getting clear about our working direction. Basically, both of our designs are not good enough because we are supposed to design immersive environment user interface but we are designing at the view of 2d(plain) environment. So we didn't take some problems that would happen in 3D into consideration.

### ***o Past week accomplishments***

Yuwen Xia,Zheng Fang and Xueyuan Chen came up with the first idea which is focus on the way user using controller and interact with machines.They also use online 3d software to build up a model to show their work.

Ziming Liu,Hongji Luo and Jiancheng Zhang came up with the second idea and this one is focus on the interface and menu, trying to make it as simple as possible and should not influence user's operation, to make a simple demo Ziming Liu made several effect pictures and Xueyuan Chen helped to make dynamic effect link between them.

#### o **Pending issues**

#### o **Individual contributions**

| NAME             | Individual Contributions          | Hours this week | HOURS cumulative |
|------------------|-----------------------------------|-----------------|------------------|
| Member Yuwen     | First design and present          | 7               | 35               |
| Member Xueyuan   | First design and demo effect      | 5               | 39               |
| Member Zheng     | First design                      | 5               | 32               |
| Member Hongji    | Second designand present          | 6               | 32               |
| Member Jiancheng | Second design                     | 5               | 31               |
| Member Ziming    | Second design and effect pictures | 6               | 36               |

#### o **Comments and extended discussion**

Based on client's suggestions and reflection, we decide to make another presentation two weeks later and show our research work. Client also offered us many real examples about VR UI and we are supposed to evaluate them and

analysis what good things they are doing and what needs to be corrected.

Besides that, we also need to find more examples and compare between them.

#### o **Plan for coming week**

Each of the team members are assigned with one real example and evaluate them, do research on them. We are supposed to give another presentation two weeks later about what they are doing good and what they are doing wrong, it is also better to combine their idea with our own design.

#### o **Summary of weekly advisor meeting**

Current designs are not mature and there are progress need to made, some normal problems happens in immersive environment are not being taken into consideration. Do more research on real examples and analysis them.