

EE/CprE/SE 491 WEEKLY REPORT XY

Start Date – End Date: 10.30 – 11.3

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

After realizing the mistakes that we made in our draft design, we knew that we need to rework on the literature review to improve and refresh our concepts about Virtual Environment and technology. By doing so, we have searched some VR application from some famous companies including Google, Unity and Autodesk.

o Past week accomplishments

Suggested by our client and adviser, each team member focused on different companies and projects to analysis and learn from their VR experience. The

specific companies and application name is listed on the Individual contributions part. Yuwen were mainly focusing on the PlayStation 4 VR gaming interface while Ziming focused on the general searching of VR game and UI design.

We made an informal presentation for our client and advisor during the weekly meeting. After this we discussed which concept and idea that can inspiring our team for this project specifically.

o **Pending issues**

We Don't have any pending issues this week. All problems for this week was solved.

o **Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	VR Game UI	6	41
Member Xueyuan	Dassault	6	45
Member Zheng	ICIDO	5	37
Member Hongji	Google	7	39
Member Jiancheng	Autodesk VRED	6	37
Member Ziming	VR Game UI and UI design	5	41

o **Comments and extended discussion**

Different those commercial products from those companies, which are facing normal customers, the interface that we are planning to design is industry engineers. Thus, our interface should achieve various engineer's function, such

as change colors, rotating and grip object. The researches that we have done during this week help us a lot; however, those experience are not enough to support us do further. Thus, we decide to do some academic paper for next working period.

o **Plan for coming week**

Each team member is assigned to do at least one academic paper about Virtual Environment and UI design. The publish date should be in recent 2 or 3 years. We will have another presentation to show our work during next meeting.

o **Summary of weekly advisor meeting**

Considering we lack Virtual Environment knowledge and experience, we should spend sometimes on the paper researching and literature reviewing. We already did a good job for last week. But since VR technology has been improved a lot in recent years, we need more up to date information for the relating area.