EE/CprE/SE 491 WEEKLY REPORT XY
Start Date – End Date: 11.5 – 11.10
Group number: 8
Project title: VR UI design for engineering
Client &/Advisor: Pin & Chu
Team Members/Role:

YuwenXia- Project Manager

XueyuanChen- Web Manager

ZhenFang- Testing Engineer

HongjiLuo- Meeting Scribe

JianchengZhang- Report Manager

ZimingLiu- Meeting Facilitator

o **Weekly Summary**
Based on the client's demand, each of us have found a technical paper to present the idea to client on next two weeks later.

o **Past week accomplishments**
- **Virtual reality technology in product design and manufacturing – Ziming**
  1. VR features
  2. Software and hardware
  3. Problems and chellenges
- **Towards a Taxonomy of Virtual Reality User Interfaces-yuwen**
  1. HCI model
  2. UI Taxonomy
  3. VR UI analysis

Visual language and FOV- Visual and interactive concerns for VR application- hongji

1. User attention
2. Visual Language and FOV

- **Smart Prototyping - Improving the Evaluation of Design Concepts Using Virtual Reality** –xuanyuan
  1. with VR Prototypes
  2. Interaction Techniques
  3. Smart Prototyping

- **Efficient VR and AR Navigation through Multi-Perspective Occlusion management** –Zheng Fang
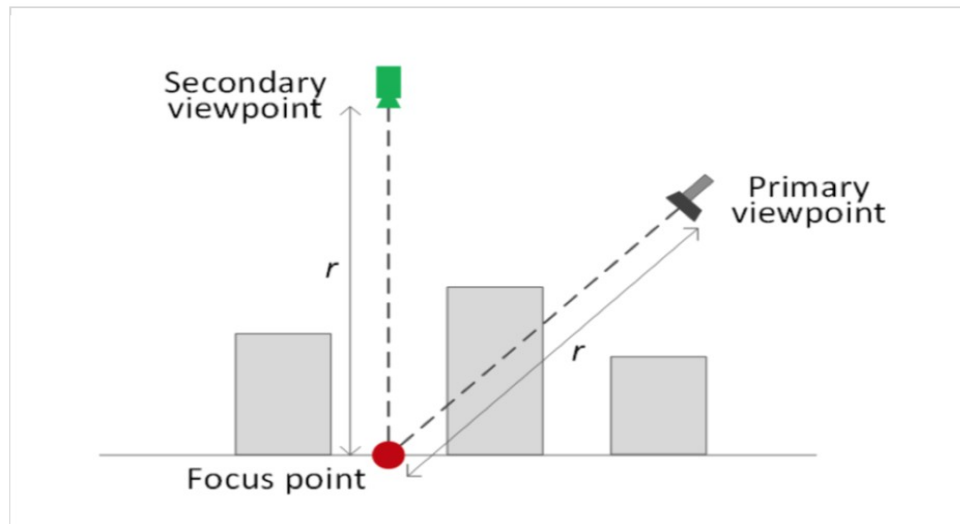
- **Design of Collaborative 3D User Interfaces for Virtual and Augmented Reality – jiancheng**

1. Fundamental aspects of 3D virtual environments
2. Collaborative 3D Manipulation using Mobile Phones

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	**Virtual reality technology in product design and manufacturing**	6	47
Member Xueyuan	**Towards a Taxonomy of Virtual Reality User Interfaces**	6	51
Member Zheng	**Efficient VR and AR Navigation through Multi-Perspective Occlusion management**	8	45
Member Hongji	**Visual language and FOV-Visual and interactive concerns for VR application**	7	46

Member Jiancheng	**Design of Collaborative 3D User Interfaces for Virtual and Augmented Reality**	6	43
Member Ziming	**Virtual reality technology in product design and manufacturing**	5	46

o **Comments and extended discussion**

Even we have found out the technical paper to show to the client, some technical are out of date. In this way, we should find out other materials that is published from 2015 to 2017.

o **Plan for coming week**

Team members who have trouble on their technical paper should find other technical paper.(See Table)

Yuwen	Replace technical paper
ziming	**Virtual reality technology in product design and manufacturing**
Zheng	**Efficient VR and AR Navigation through Multi-Perspective Occlusion management**
Hongji	Replace technical paper
xueyuan	**Towards a Taxonomy of Virtual Reality User Interfaces**
jiancheng	Replace technical paper