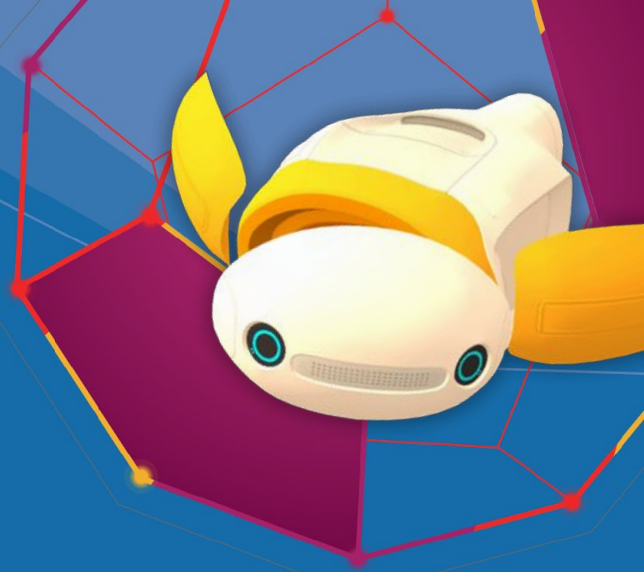
VRDC

VR Interaction Design of **Cosmic Trip**



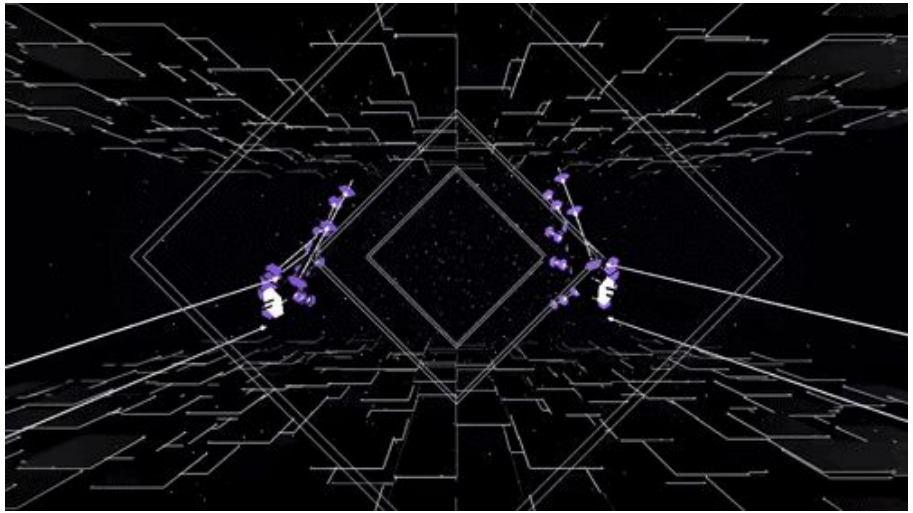
Eddie Lee
Founder, Funktronic Labs

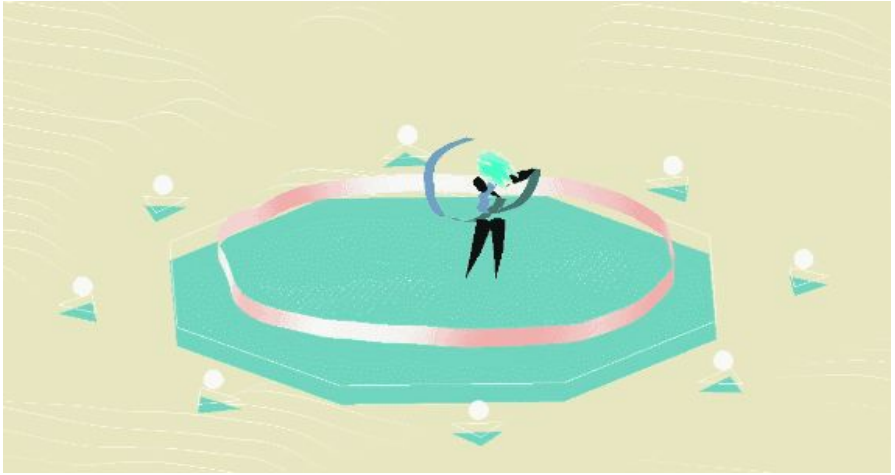
Hello!

COSMIC
FUNHAUS

4am

PIXEL JUNK





COSMIC Trip
COSMICTRIPVR.COM
VIVE
oculus

COSMIC Trip
COSMICTRIPVR.COM
VIVE
oculus

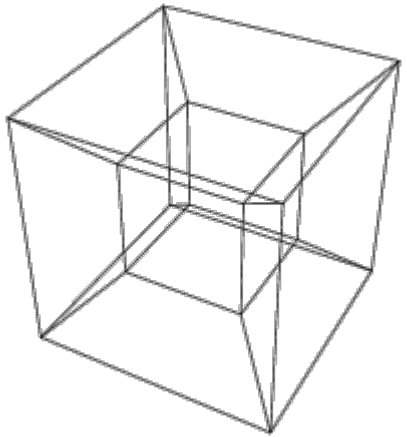
- OUR GOAL -

To create a **virtual world** that **feels real** in VR

GIFSec.com

VR Design Topics

1. Visuals
2. Interaction
3. Sense of Space
4. Weight / Motion
5. Emotional



VR Design Topics

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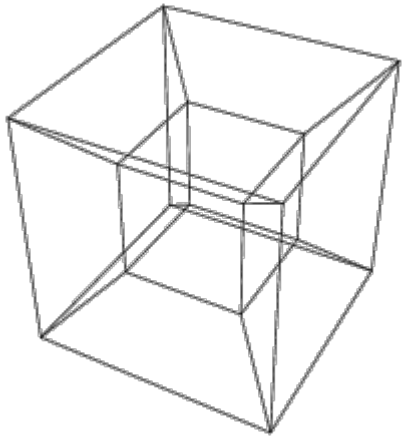
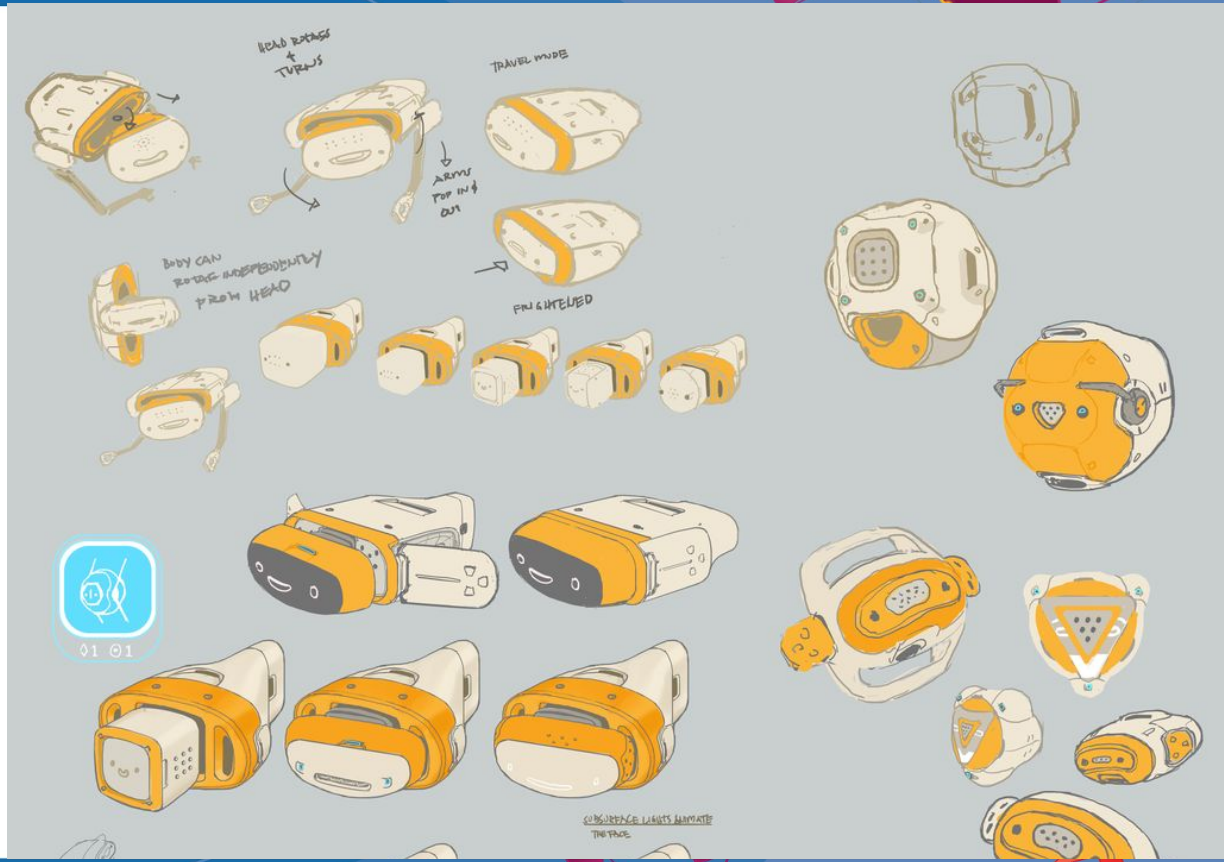


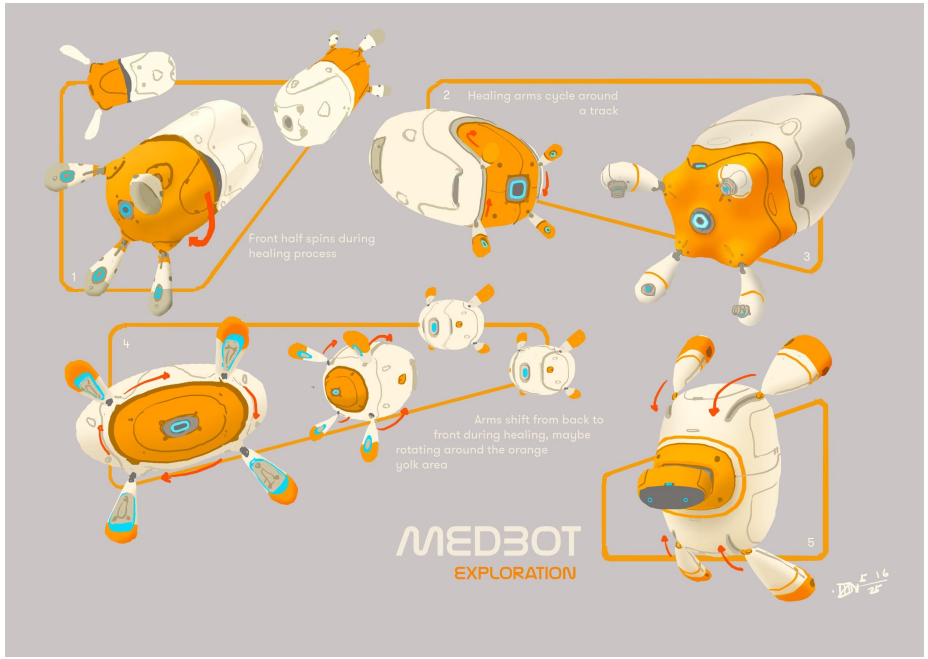
Visuals

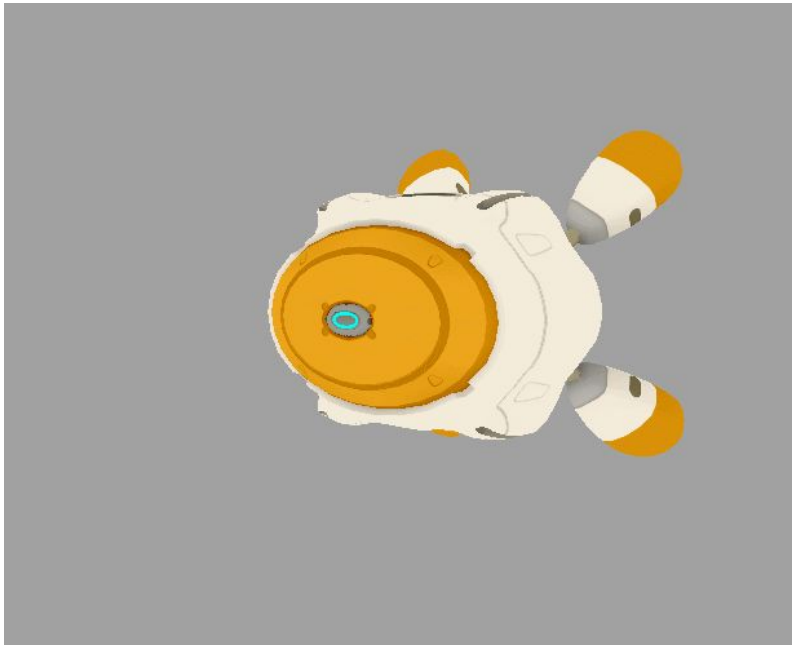
Art of Cosmic Trip



circular wave
LIGHT PULSES
INPUT PORT
LIGHTS UP RUNES FROM CENTER ORIGIN

Visuals - Art of Cosmic Trip





Photorealism! …?

Source: eTribArt

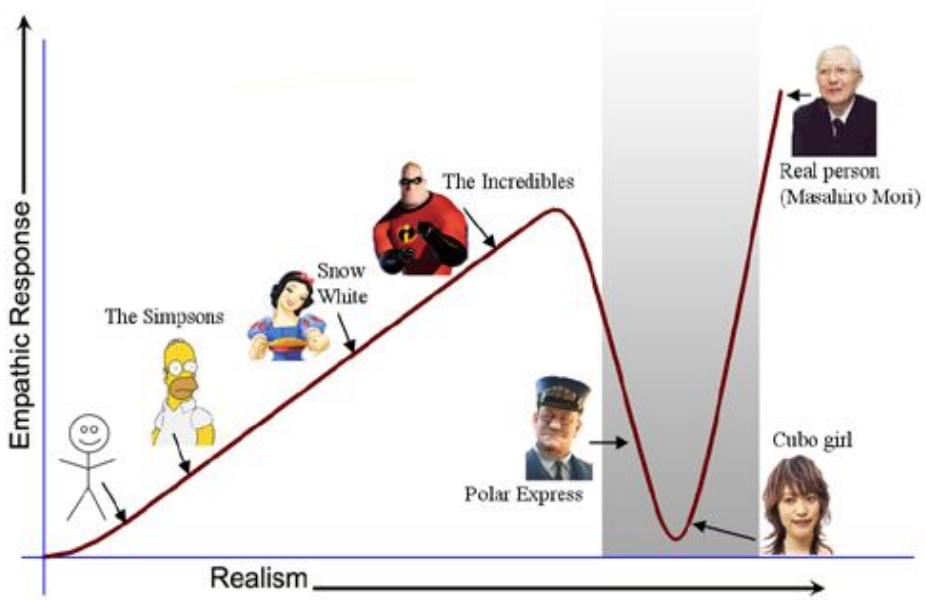
Source: Up by Pixar

Coherence is key

JOB SIMULATOR
FORGE

JOHN
SHOE
YACKY GOLF

Uncanny Valley



VR Design Topics

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2. **Interaction**
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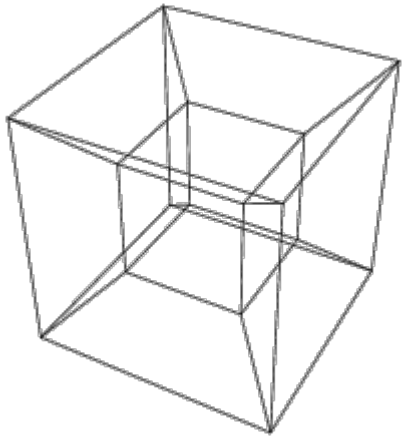
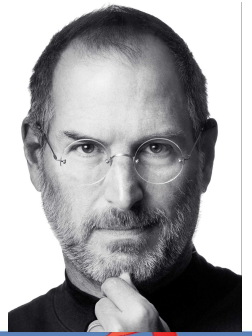
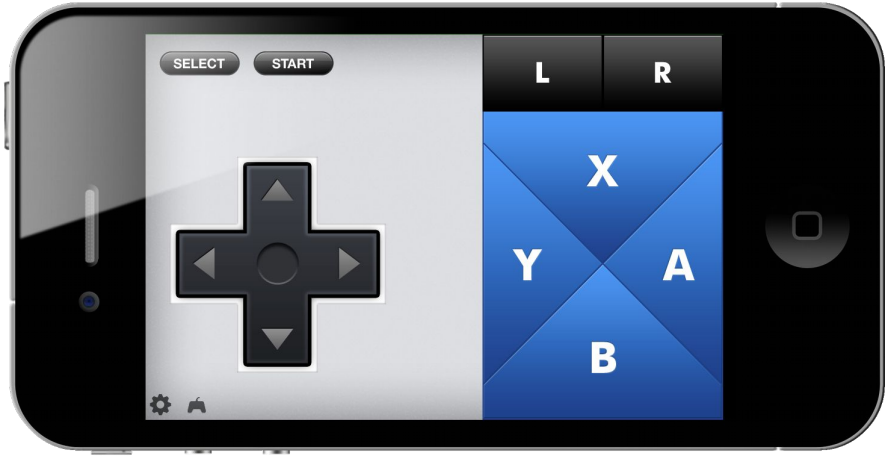


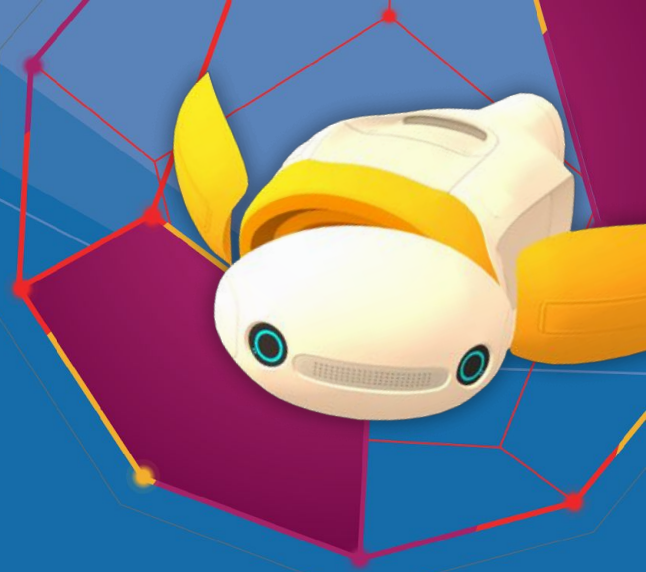




Virtual D-Pad

VRDC

Don’t Virtual D-Pad your VR game!



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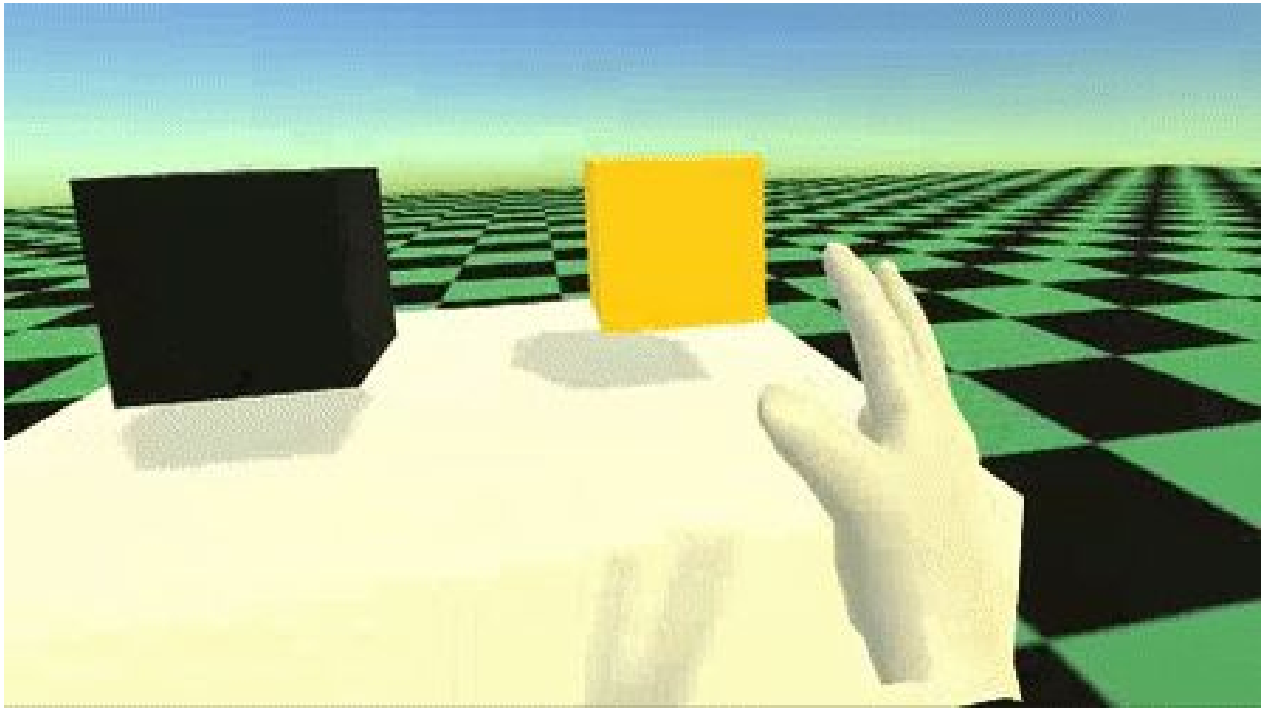
Interaction

Social Contract

Ignoring is rude



Don’t be **rude**!

We all have
physical biases

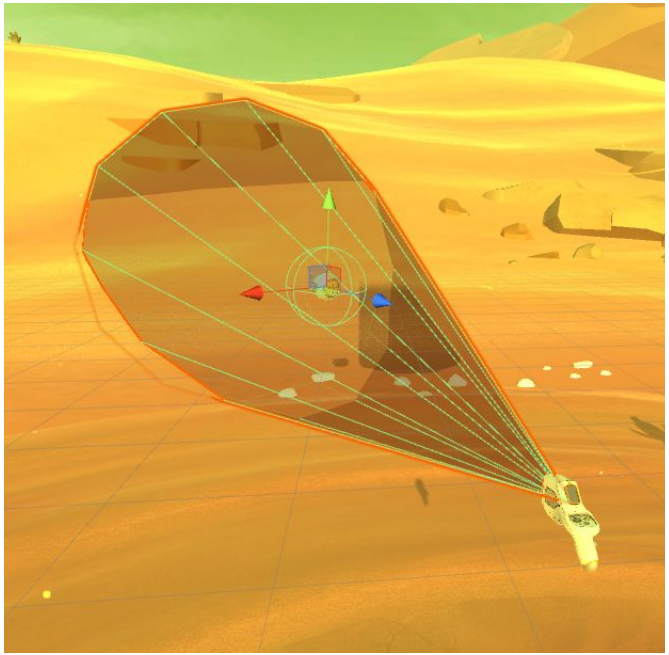
Get Physical!

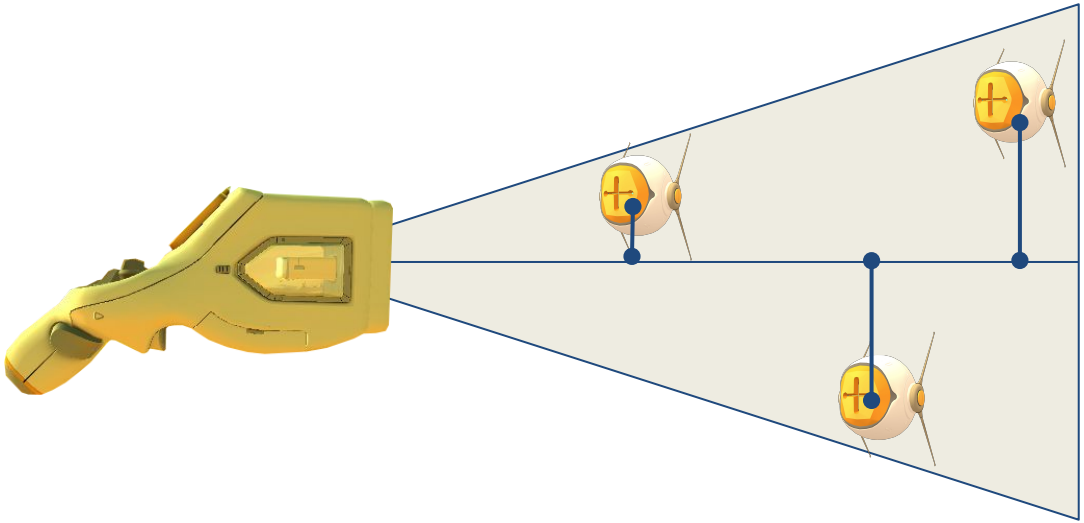
COSMIC
TRIP

Complex Action

Simple Gesture

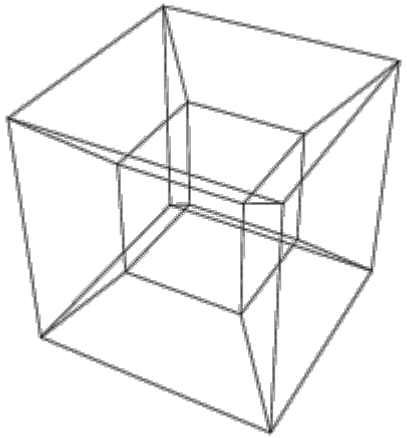
COSMIC
Trip

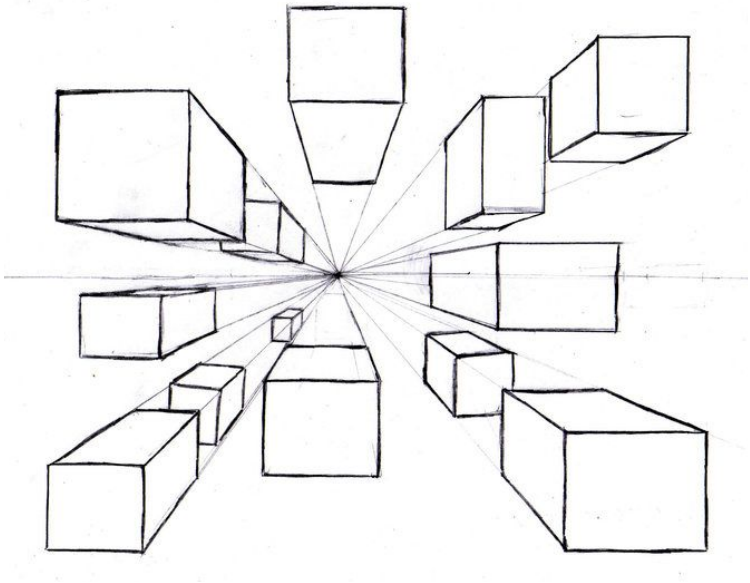




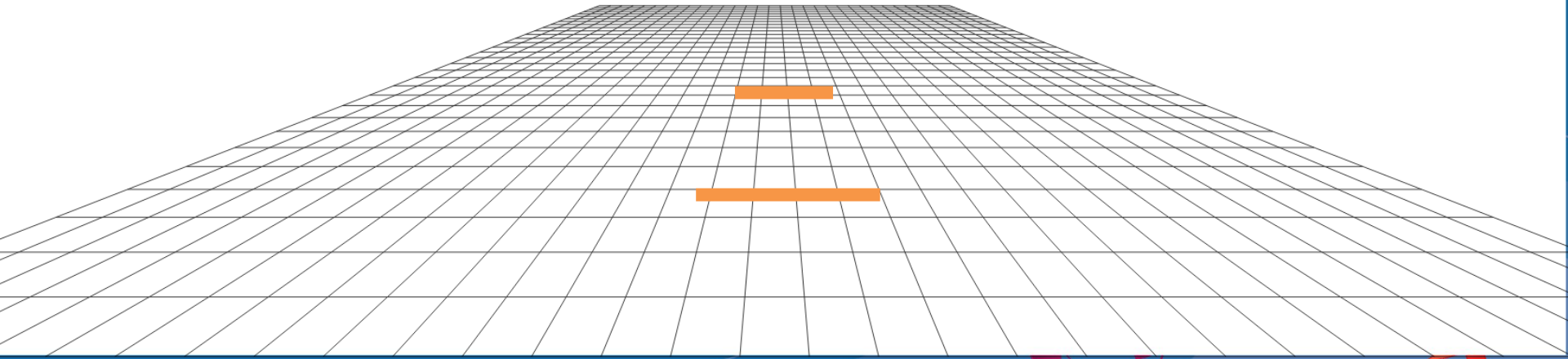
VR Design Topics

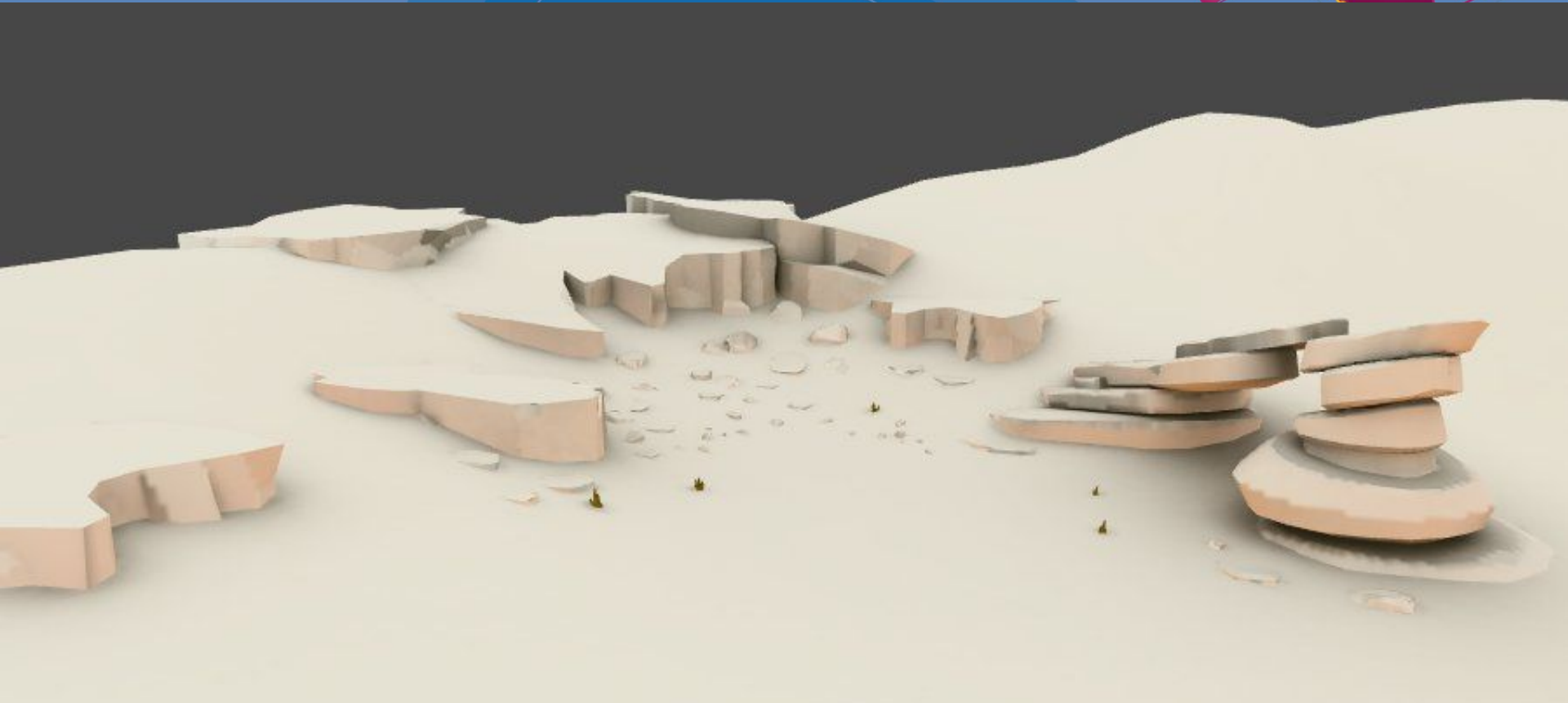
1. Visuals
2. Interaction
3. **Sense of Space**
4. Weight / Motion
5. UI
6. Emotional





Depth





Space - Locomotion

Budget Cuts

VR Design Topics

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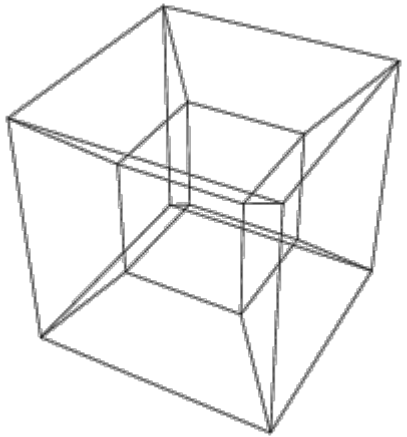
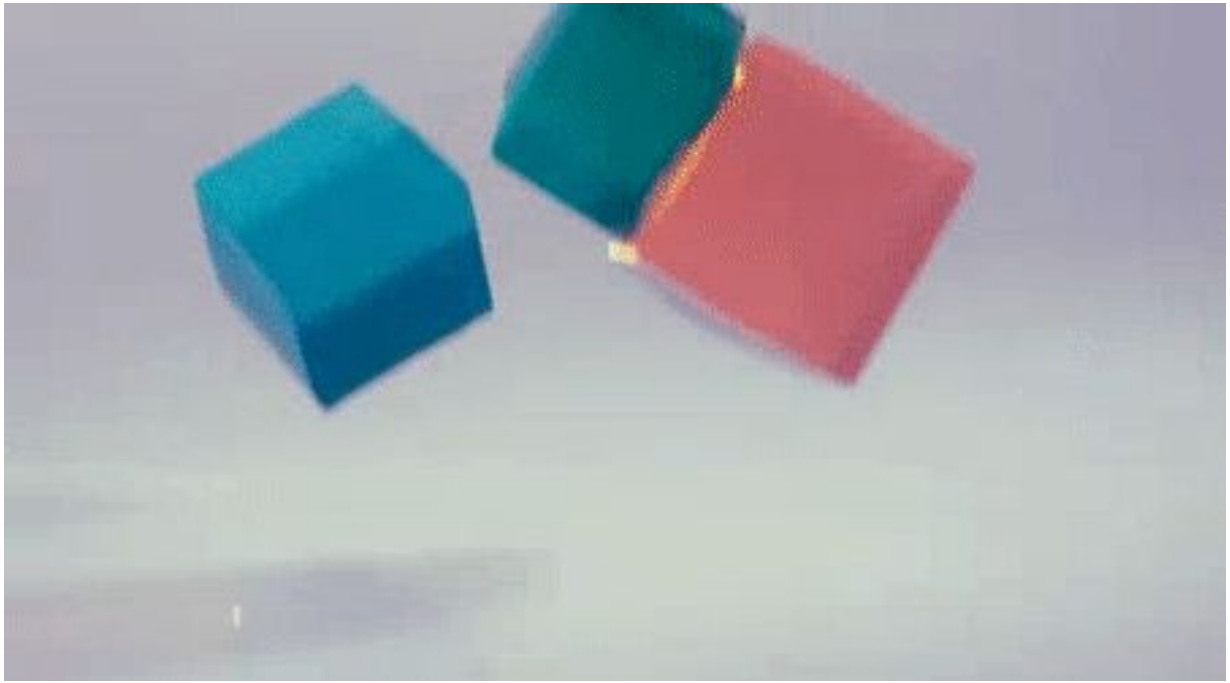
4. **Weight / Motion**
5. Emotional

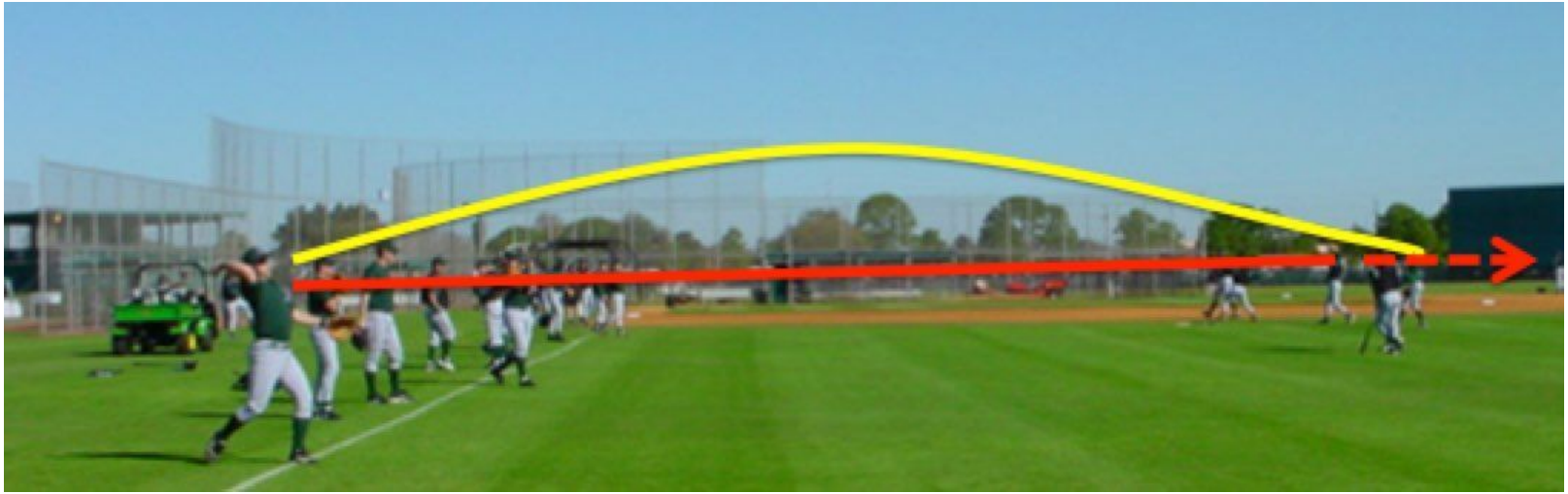


Weight and **motion**
is what makes things
feel **juicy**

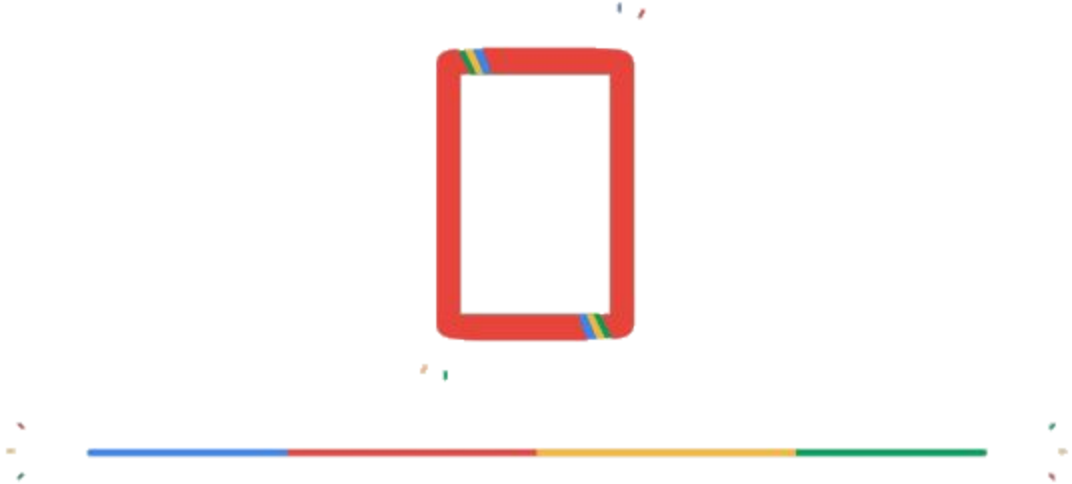
Source: Trend Central



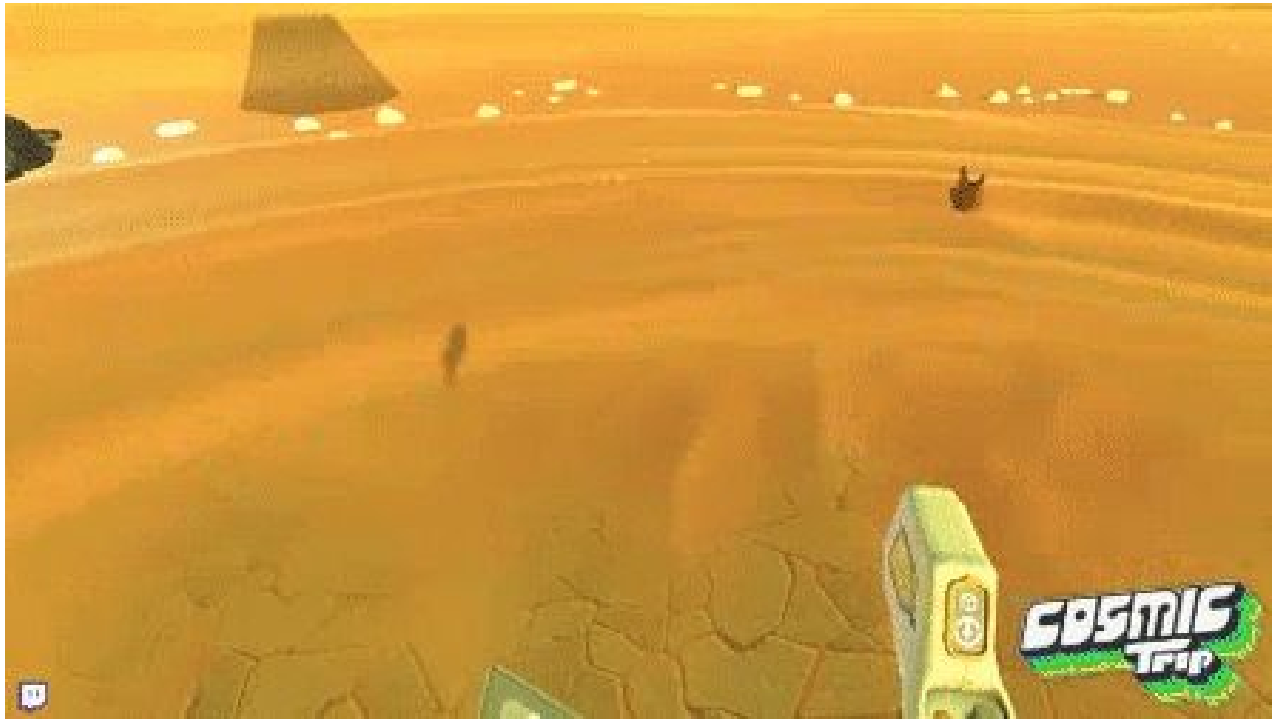
Source: Steve Romano



LONGBOW
THE LAB
WAVE: 2/8



Source: Think with Google 2013



Everything has **mass!**

COSMIC
TRIP

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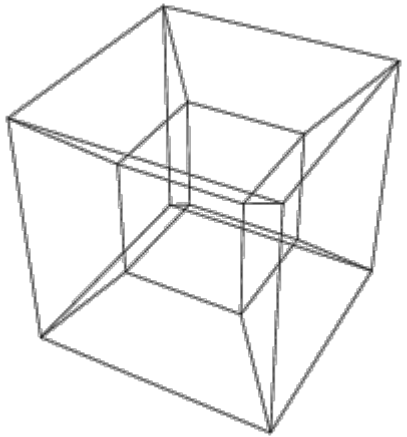
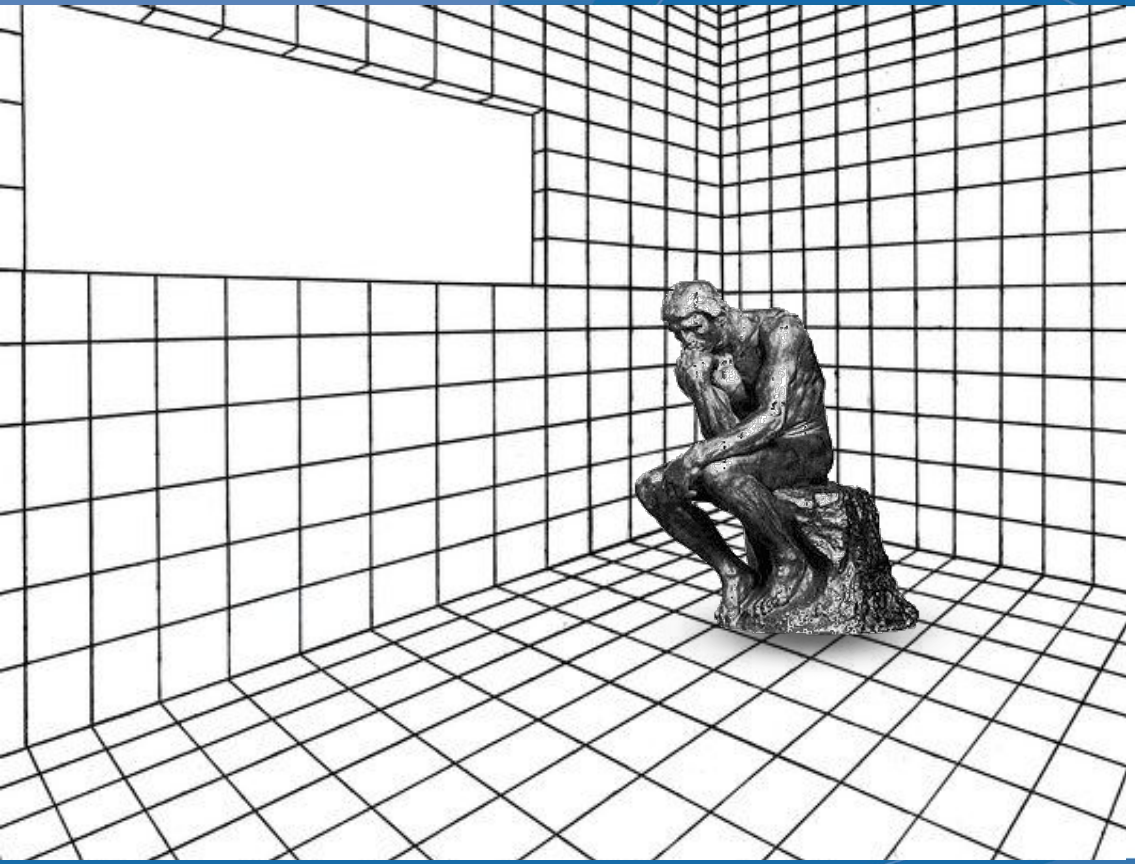
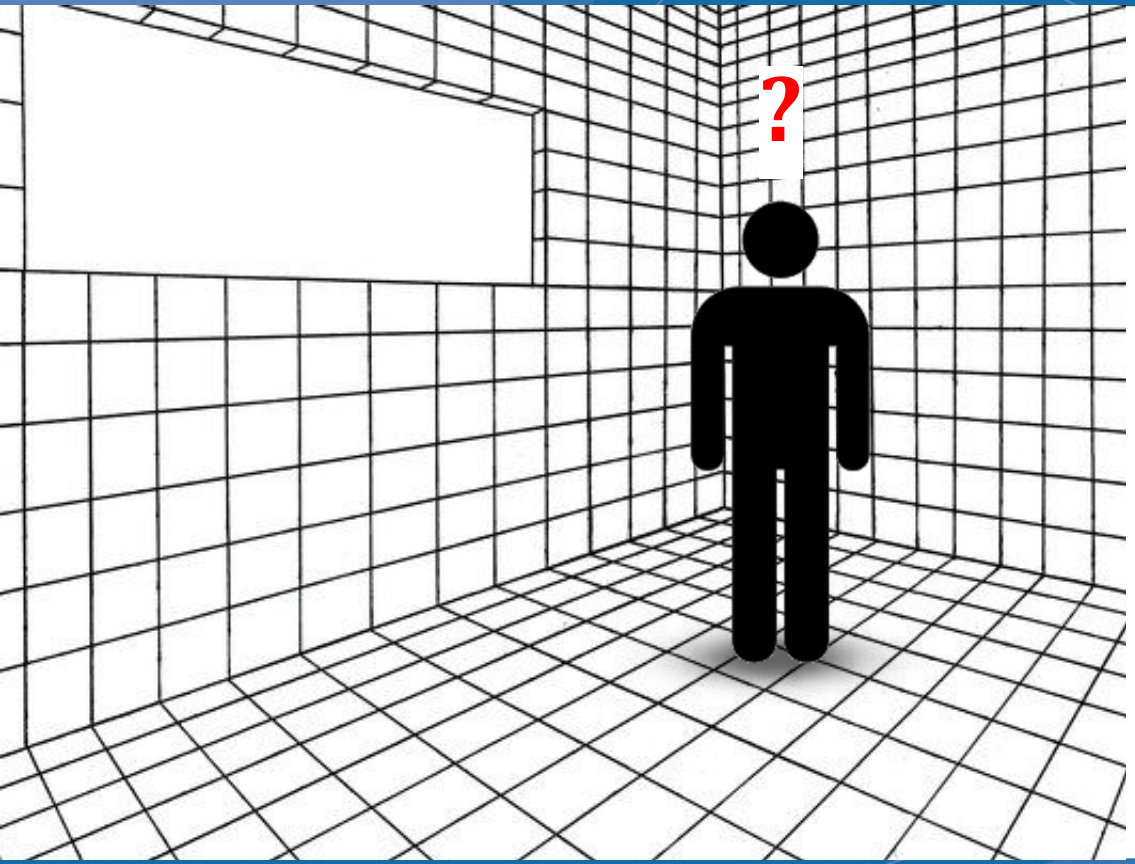




Sense of Value

Why should I leave my reality to go into yours?

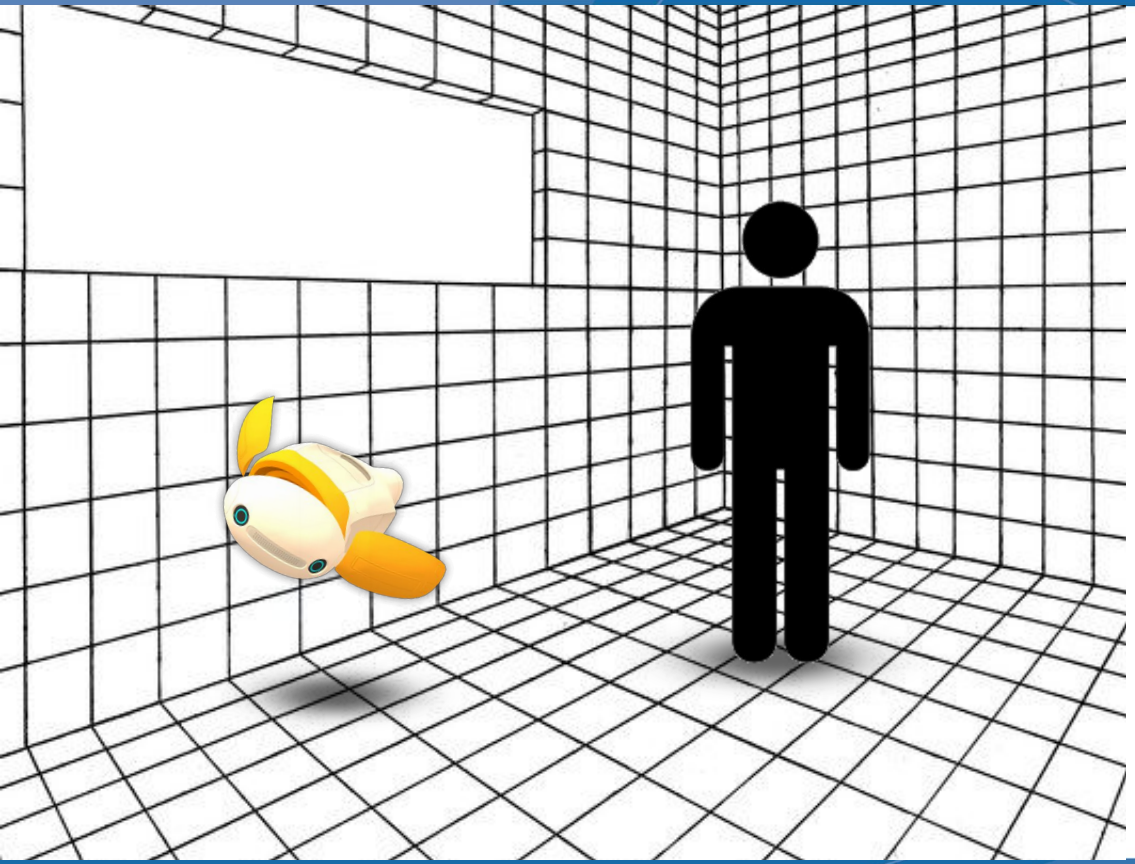


Sense of Place

Why am I here?

Where am I?

Who am I?



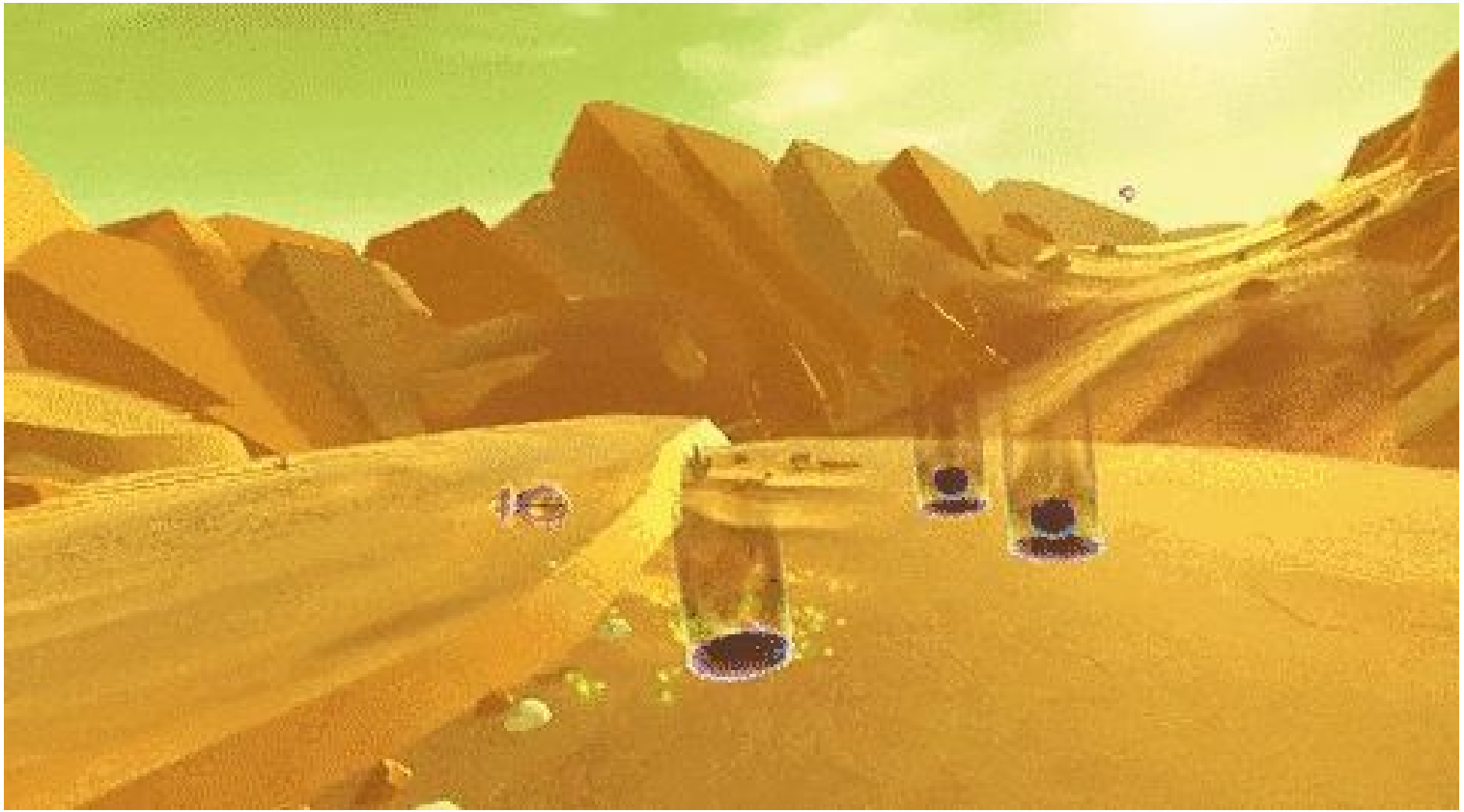
Sense of Self

VR may remind us that we are alone.

The best VR experiences
are still to come,
uncover it!

THANKS!

@eddietree

eddie@funktroniclabs.com

FUNKTRONIC LABS