Google Earth VR

Adam Glazier, Per Karlsson, Nadav Ashkenazi

# Background



Adam Glazier
@AdamGlazier

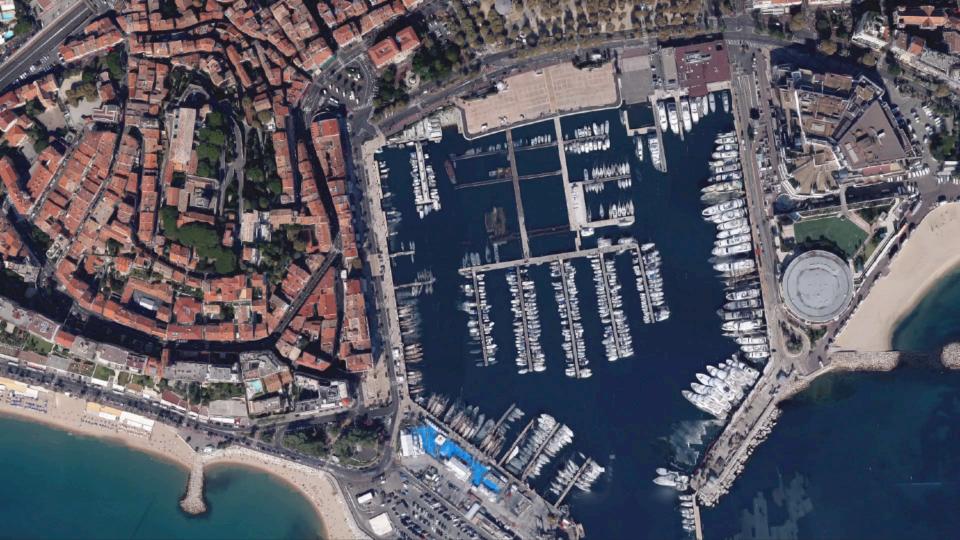




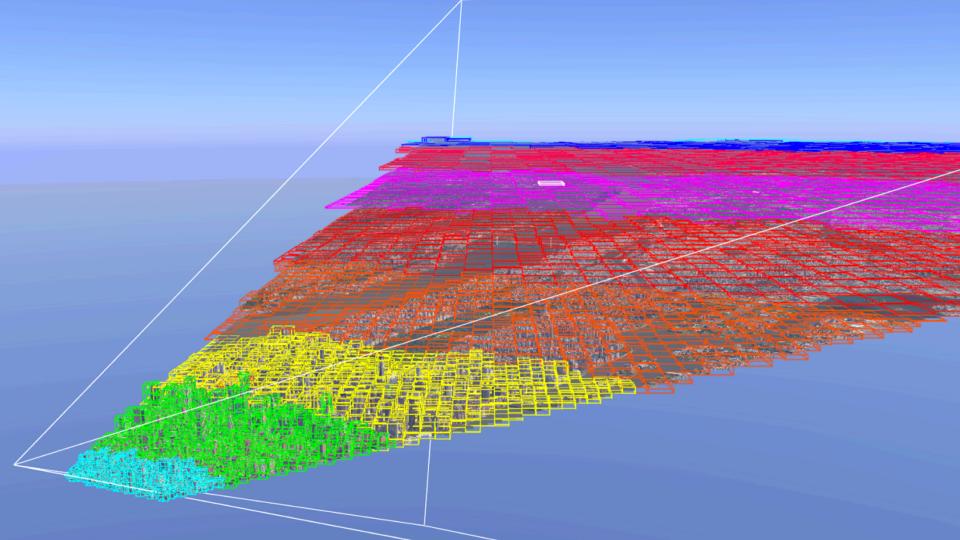












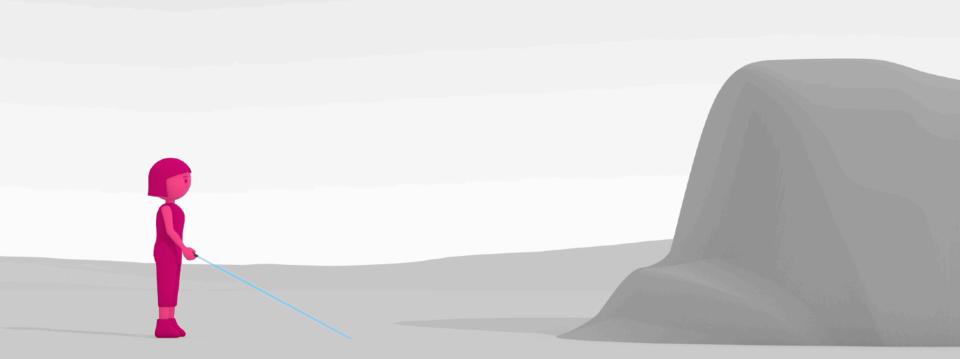
#### 2016 SIGGRAPH Talks

#### "Bringing Google Earth to virtual reality"

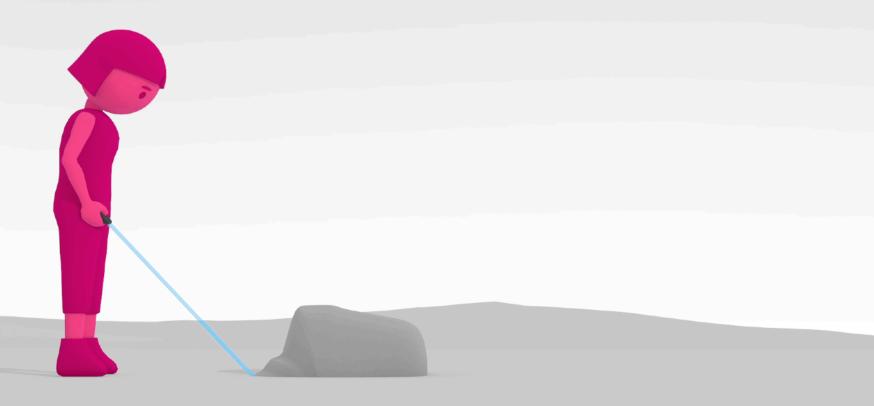
- Dominik Kaeser, Matthias Buhlmann

# Navigation

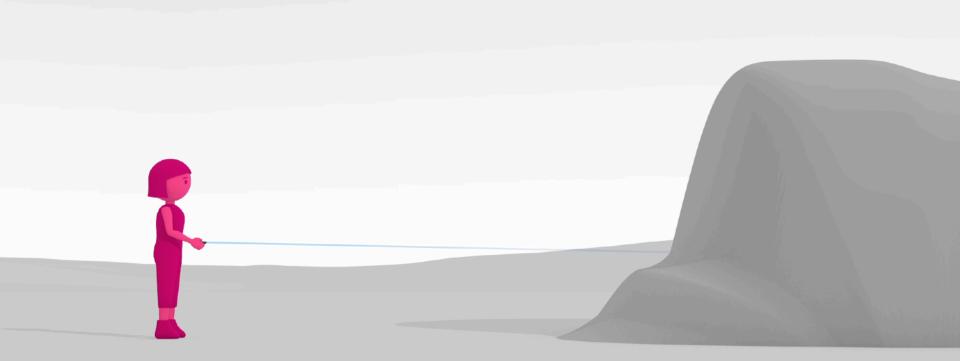
# Teleport



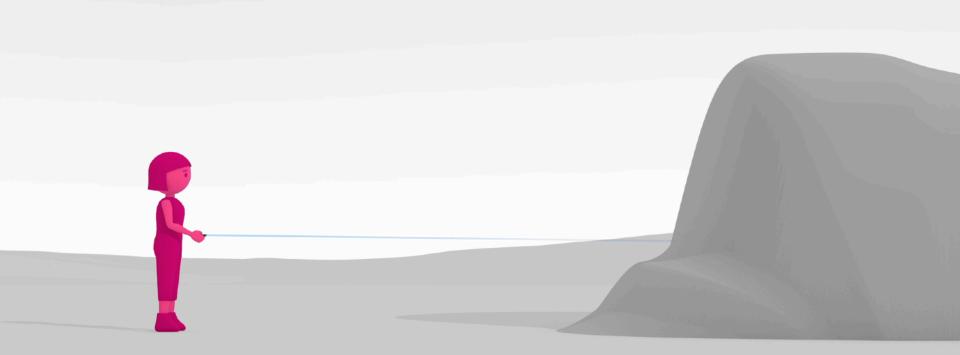
# Scale



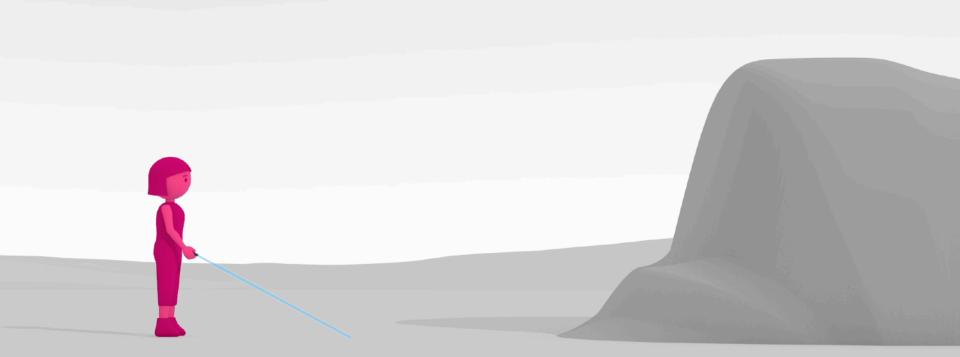
# Step teleport



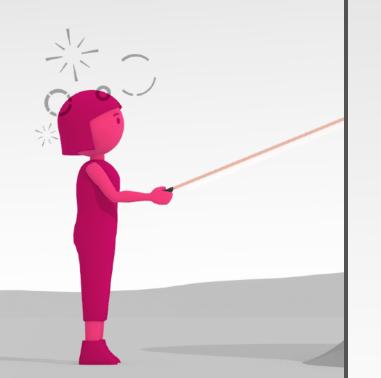
### Scaled step teleport



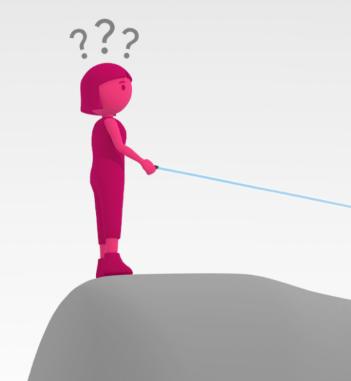
# Scaled flying

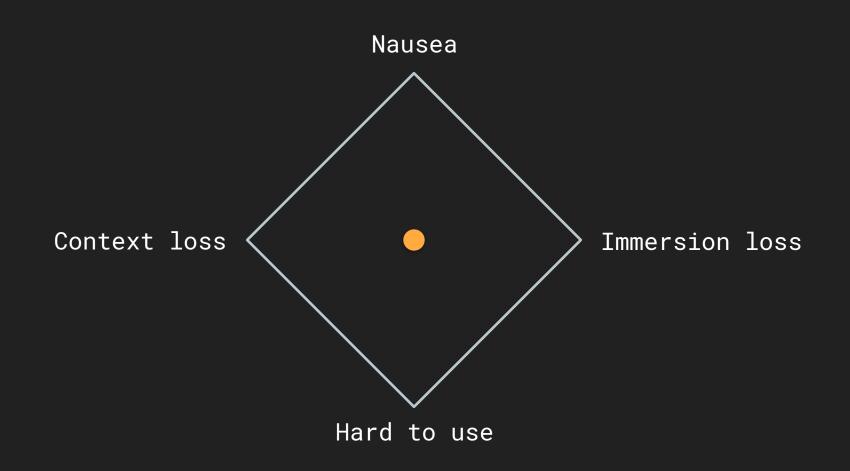


Flying = Nausea



#### Teleport = Context loss





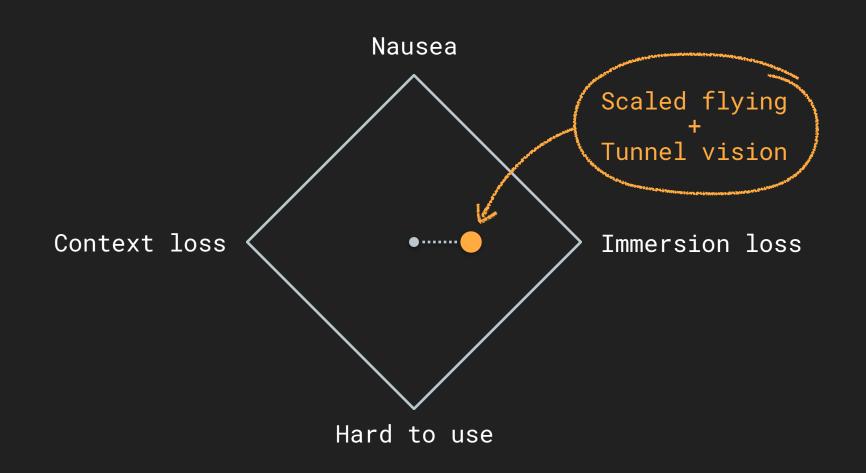


#### Tunnel Vision

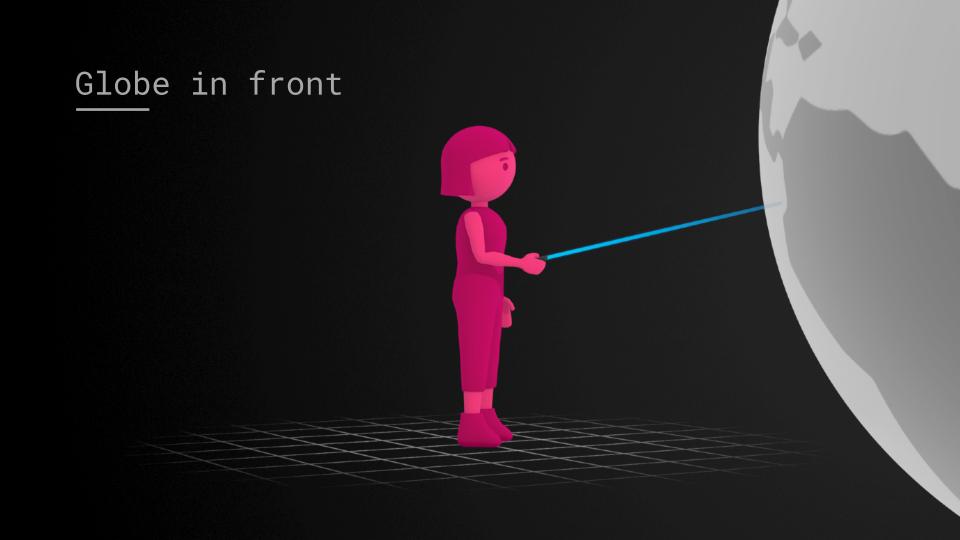
Horizon line

High contrast floor





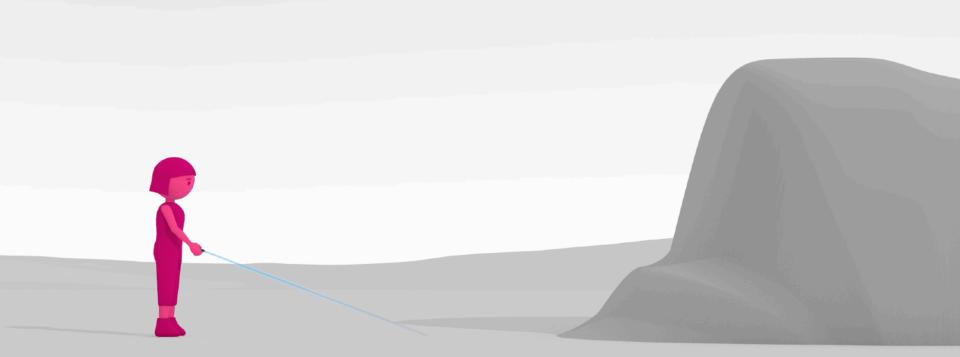
# Globe below



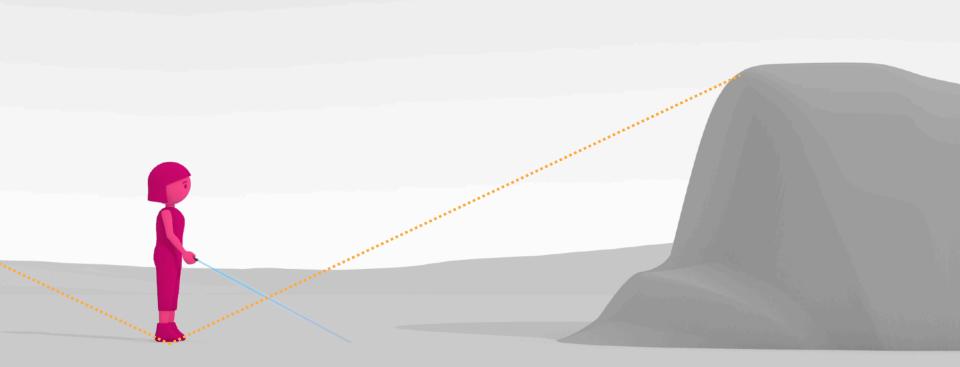
# Basic drag



## Basic drag



# Cone drag



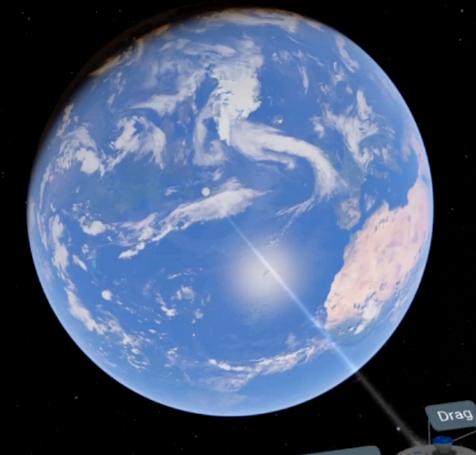


- 1. Scaled flying
- 2. Tunnel Vision
- 3. Cone drag
- 4. Globe in front

# The feel



## Drag



Tilt Earth down





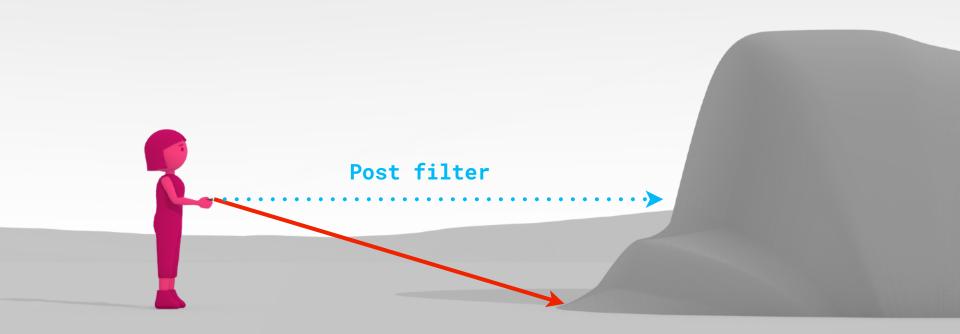
#### Distance based smoothing

```
Small angle delta = Little movement
Small angle delta = Large movement
```

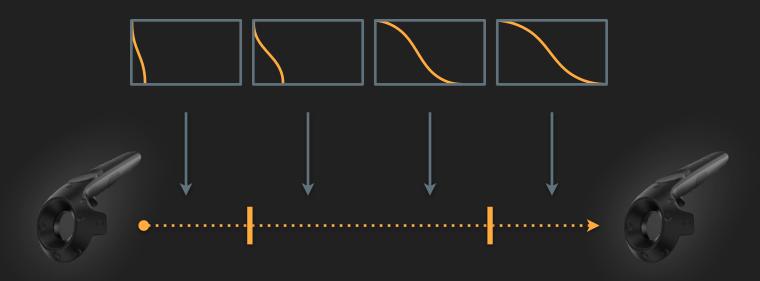
## Spring based model

F = kx - cv - frictionDamping ratio >= 1 Switch between **static** and **kinetic** friction

## Apply low pass filters



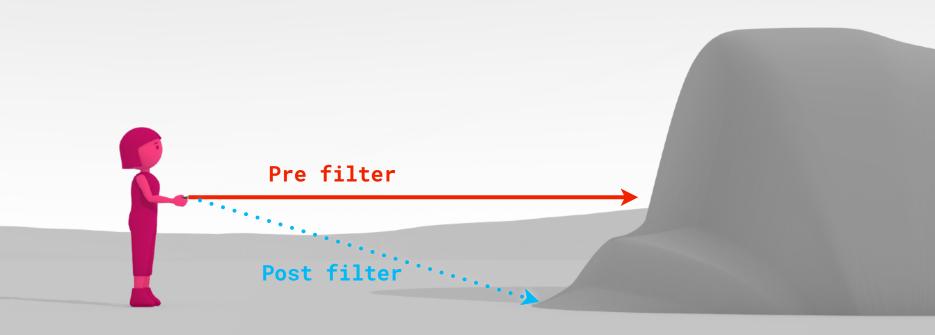
### The filters



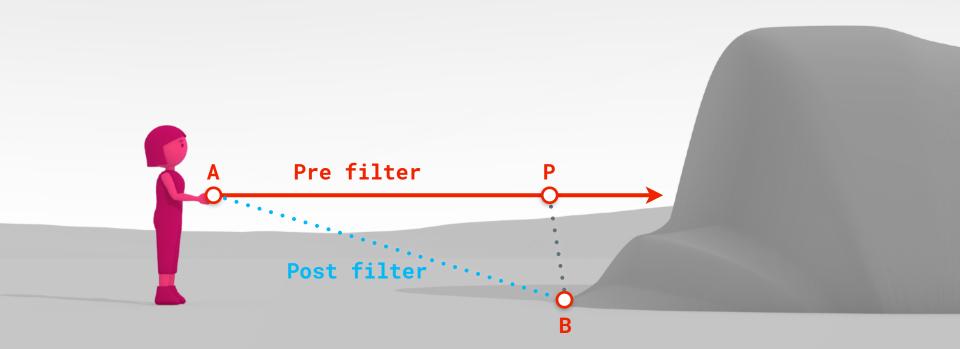
Initial transform

Current transform

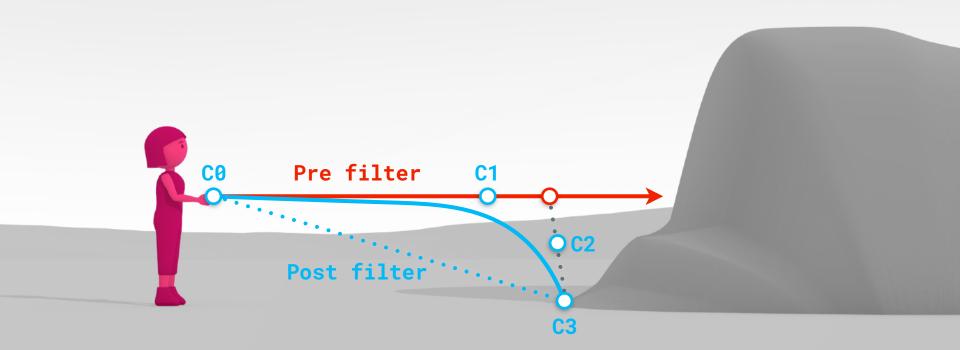
### Bendable laser



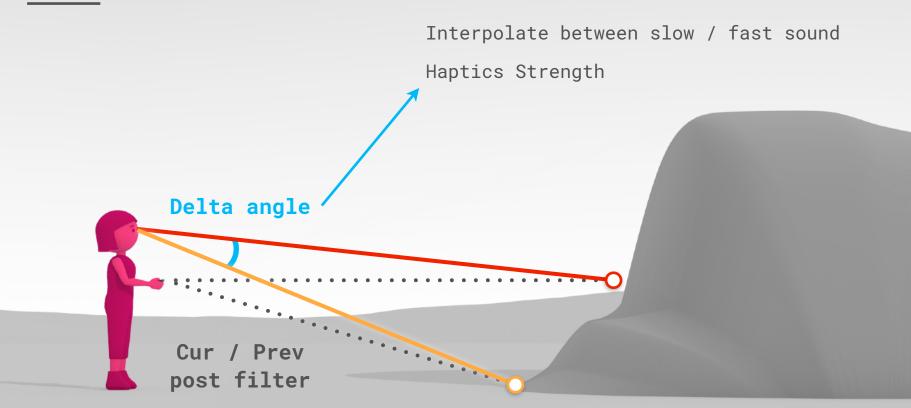
### Bendable laser



### Bendable laser

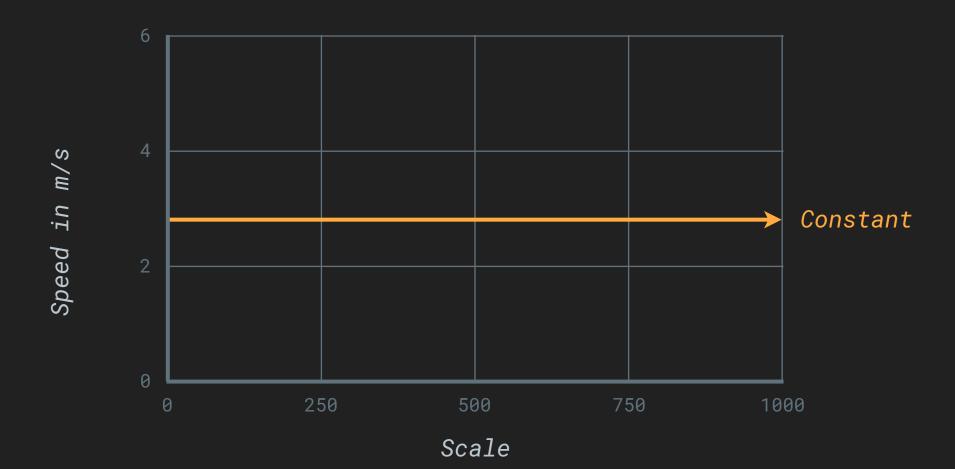


## Drag effects



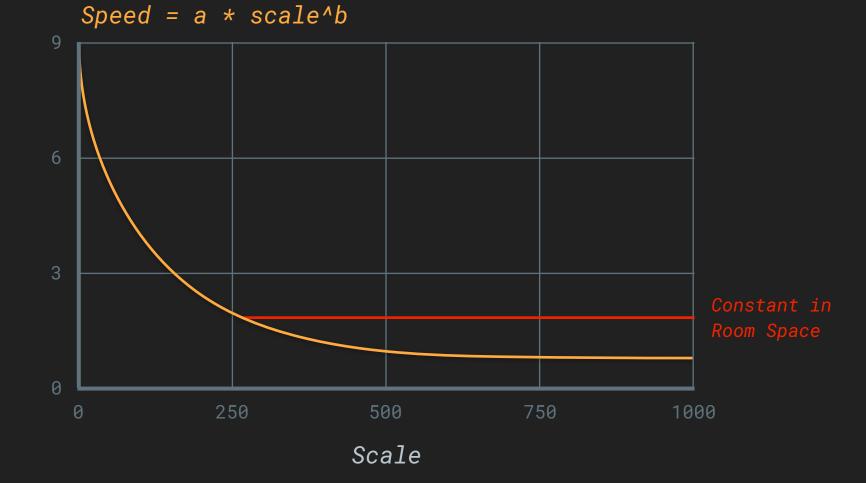




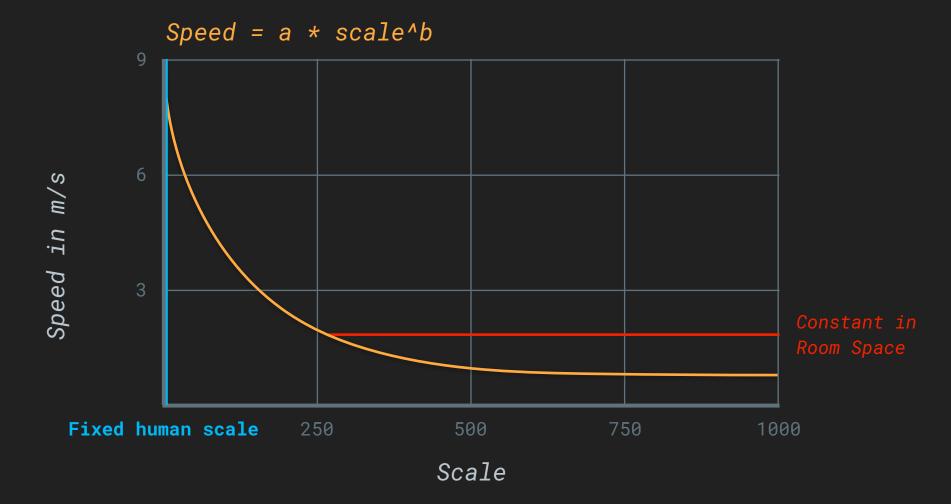




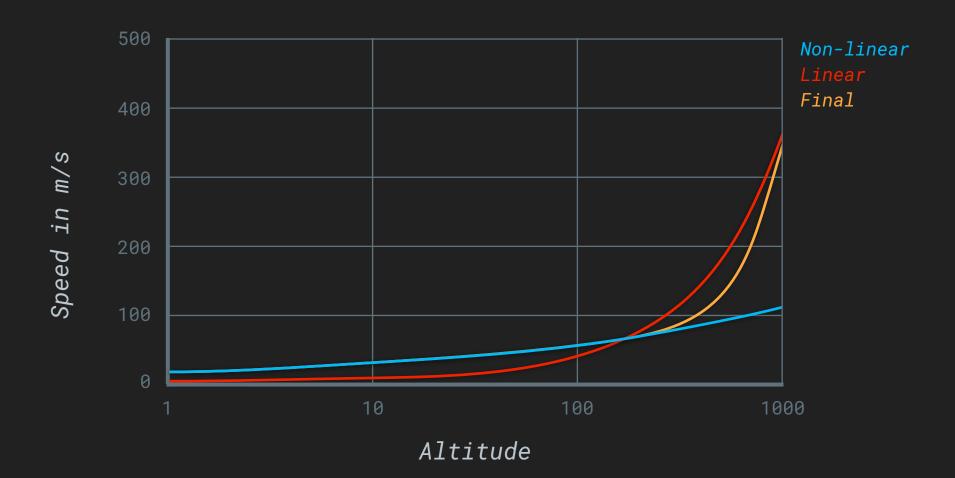






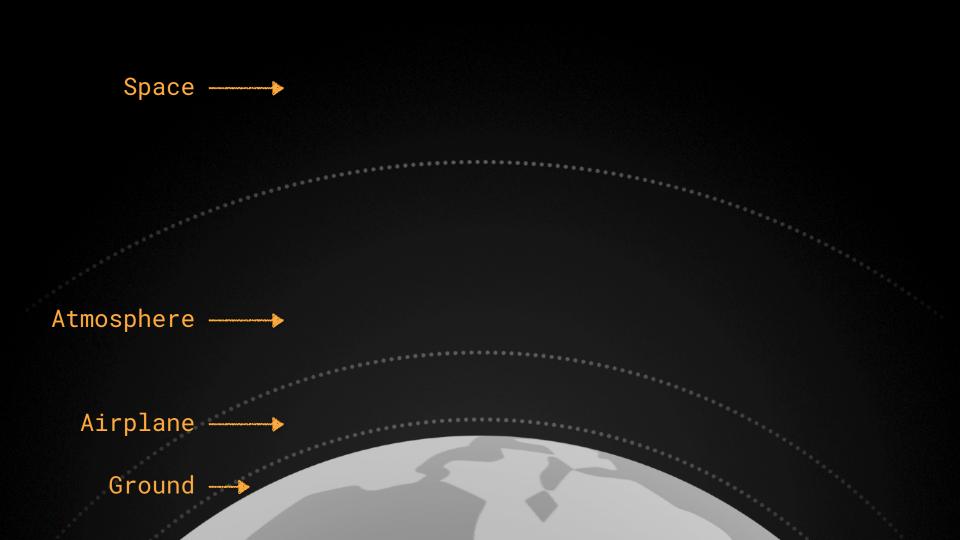






## Blended speed





# Night Day

1. Simulating weight2. Adaptive flight speed

3. Dynamic soundscapes

# Search



Nadav Ashkenazi @nadavash 1. Input UI

2. Search destination

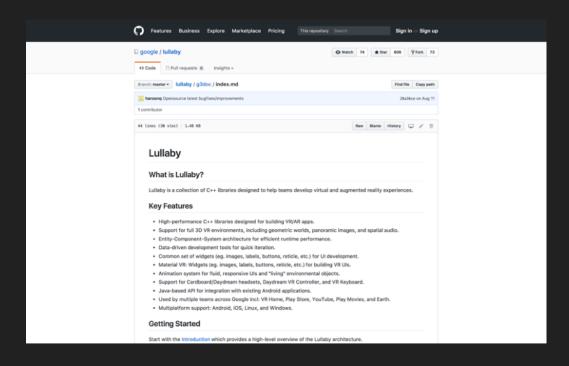
3. Search pin

PI

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<b>⇔</b> RB									Done				

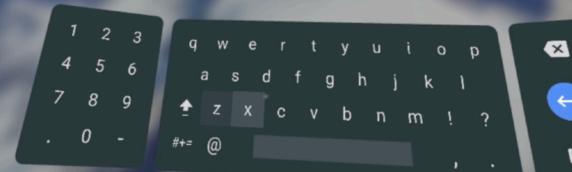
### Lullaby

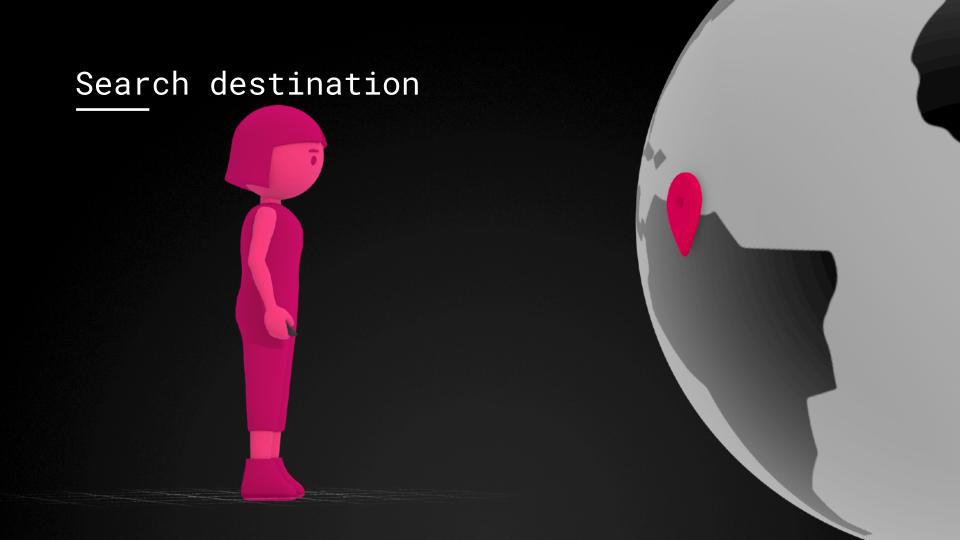
### github.com/google/lullaby

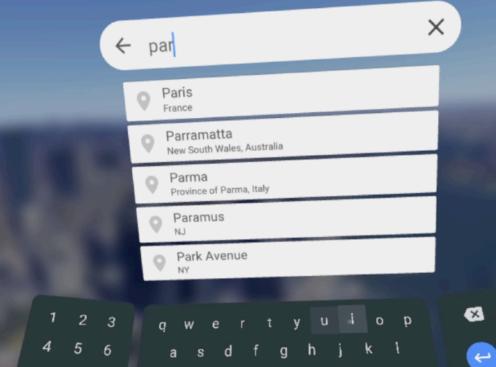




Mount Rainier
Pierce County, WA

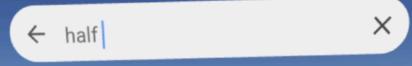






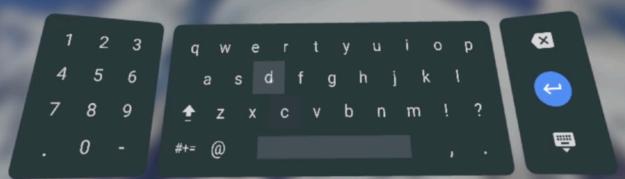
8

#+= @

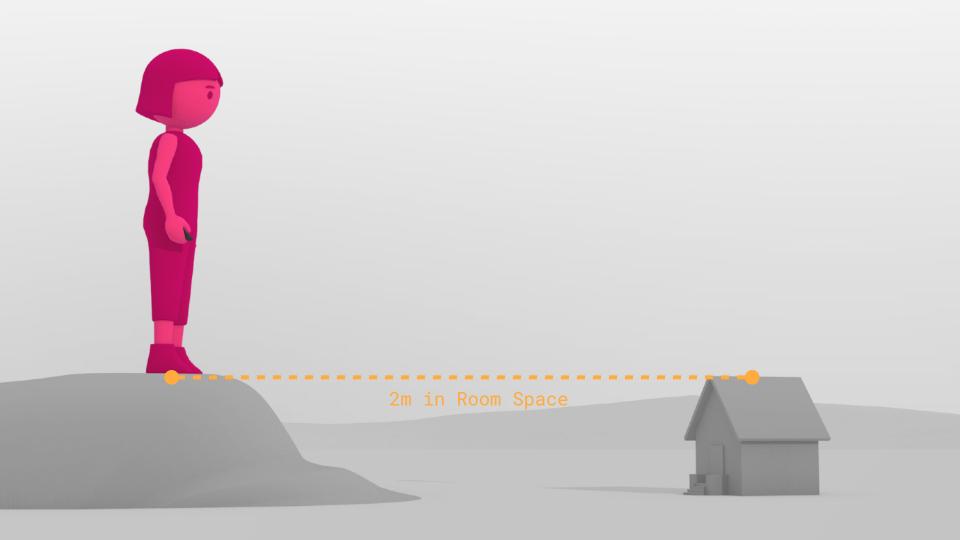


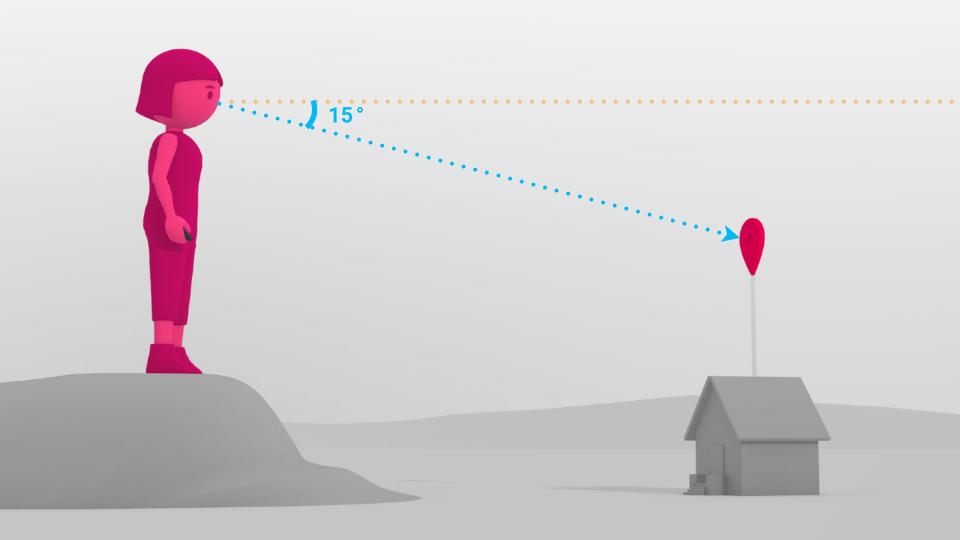
- Half Moon Bay
- Half Moon Bay State Beach
- Halfweg Netherlands
- Halford Avenue
- Half Moon Bay

  Auckland, New Zealand



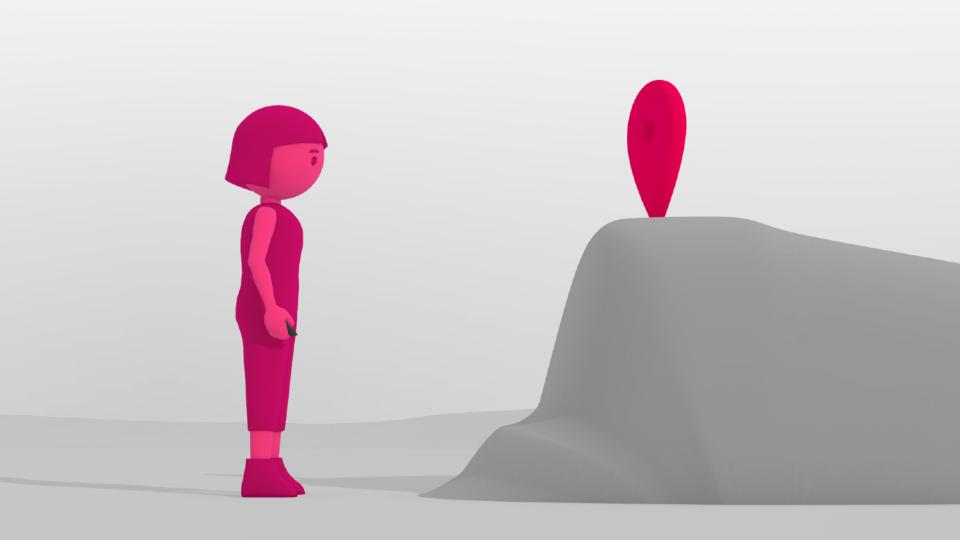


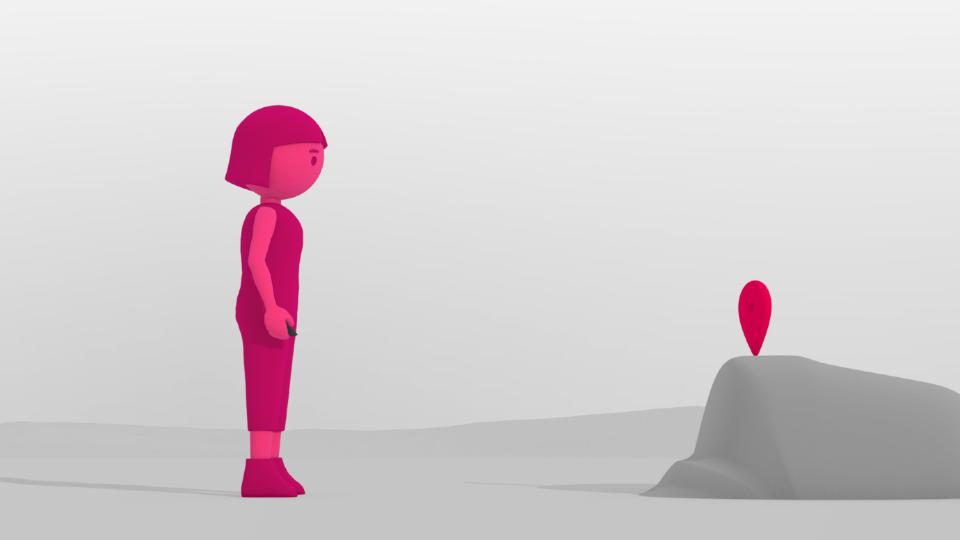


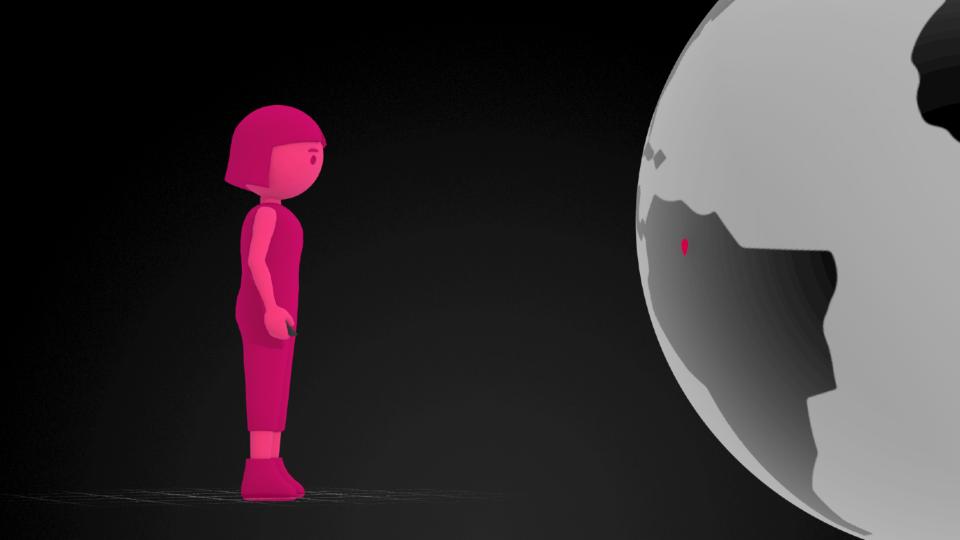


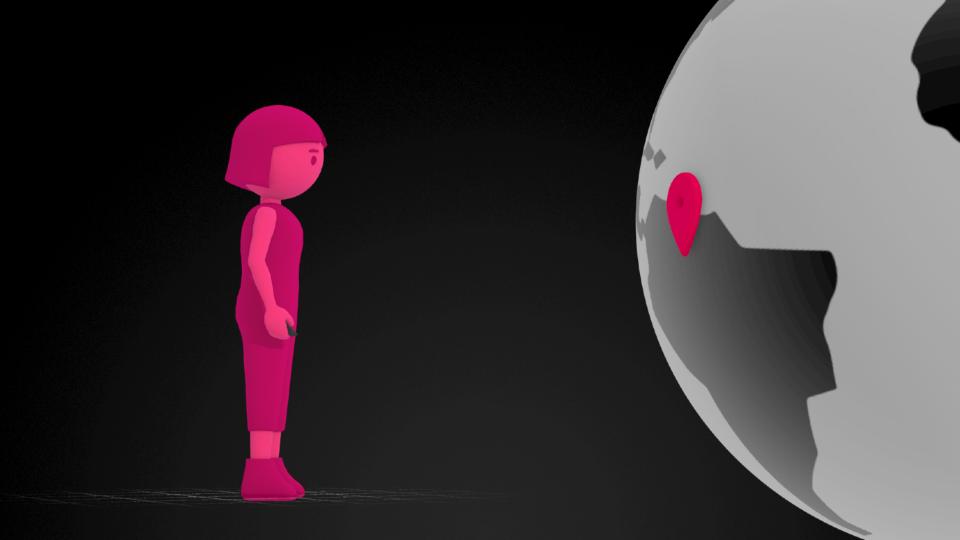


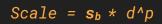


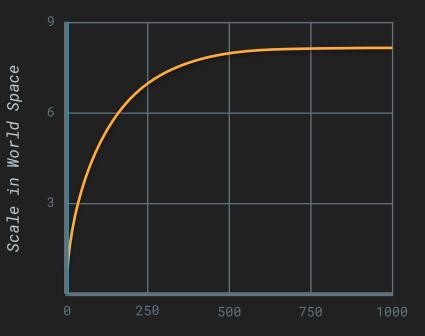




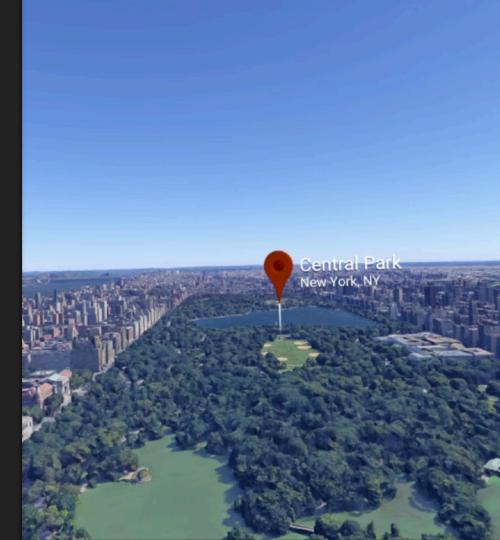


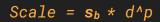


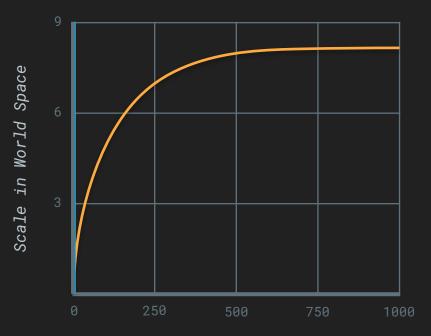




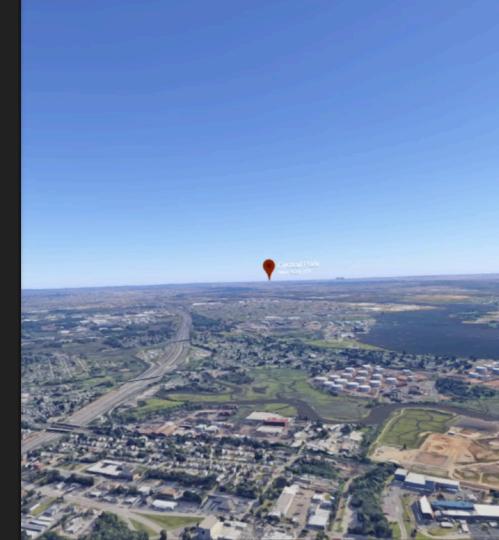
Distance b/w Player and Pin







Distance b/w Player and Pin



1. Search text entry

2. Visible point of interest

3. Pin legibility

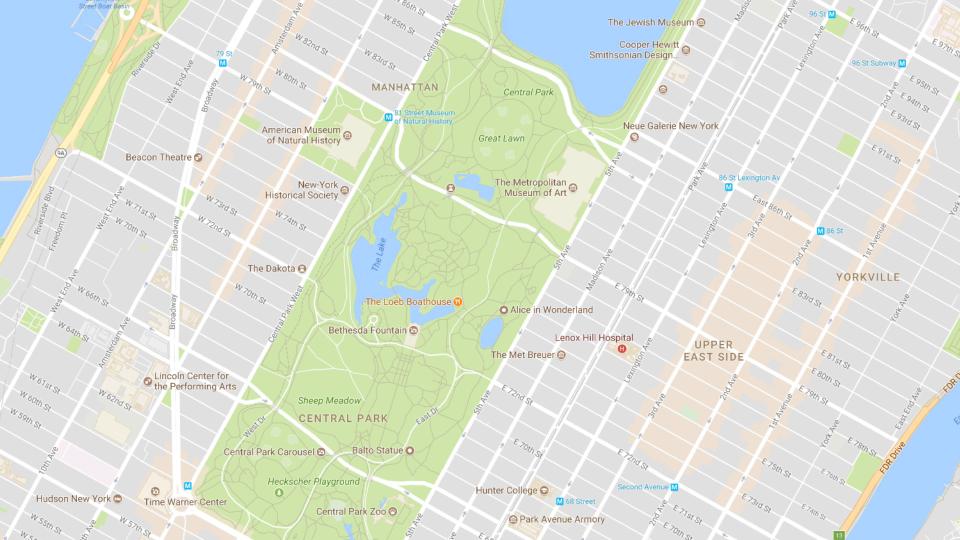
## Street View

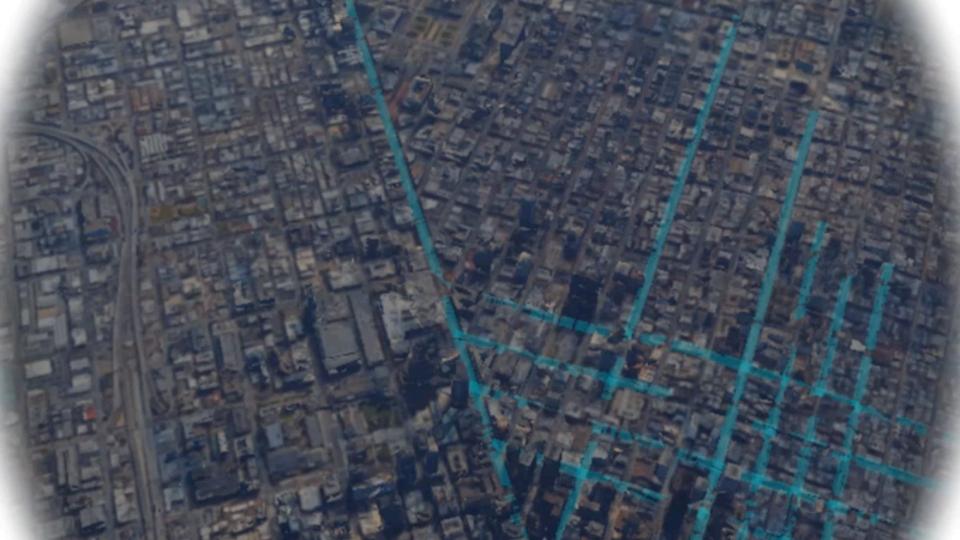






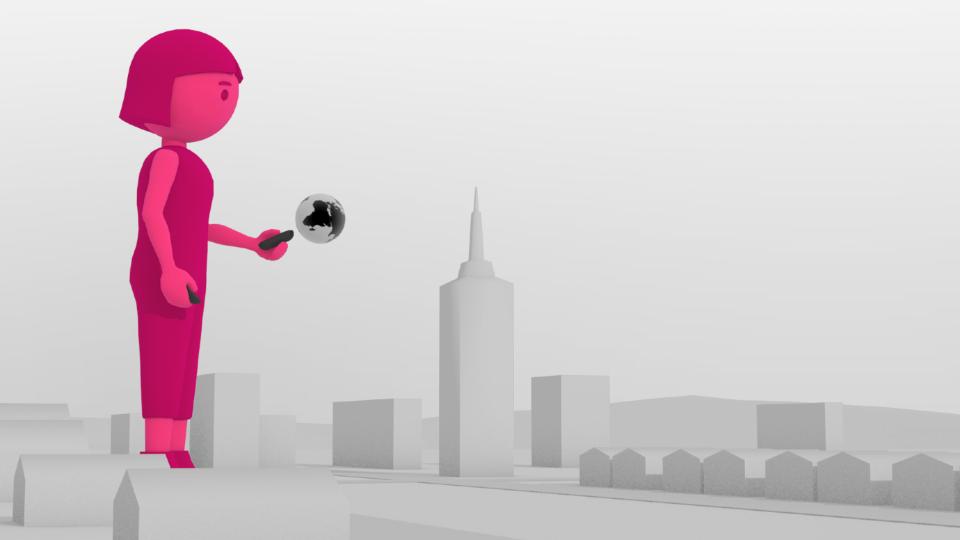


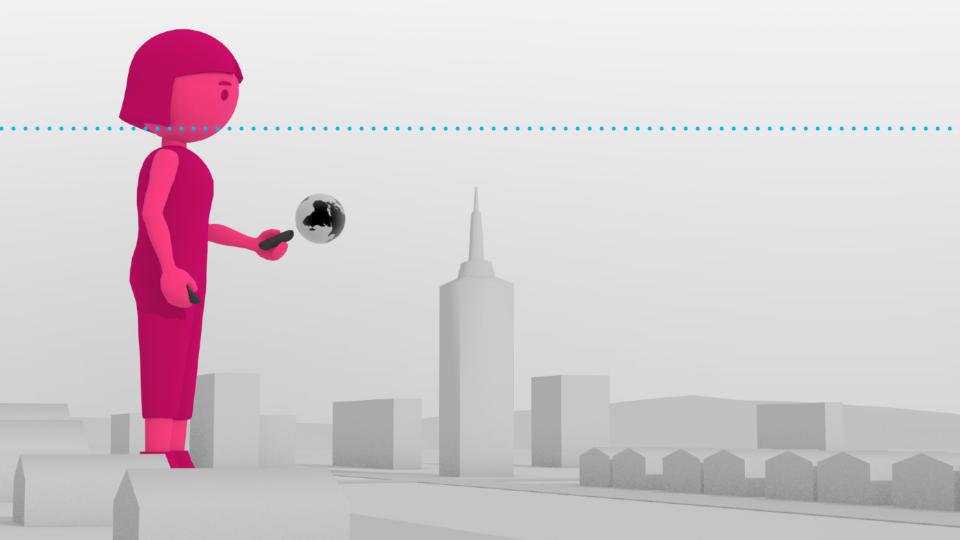


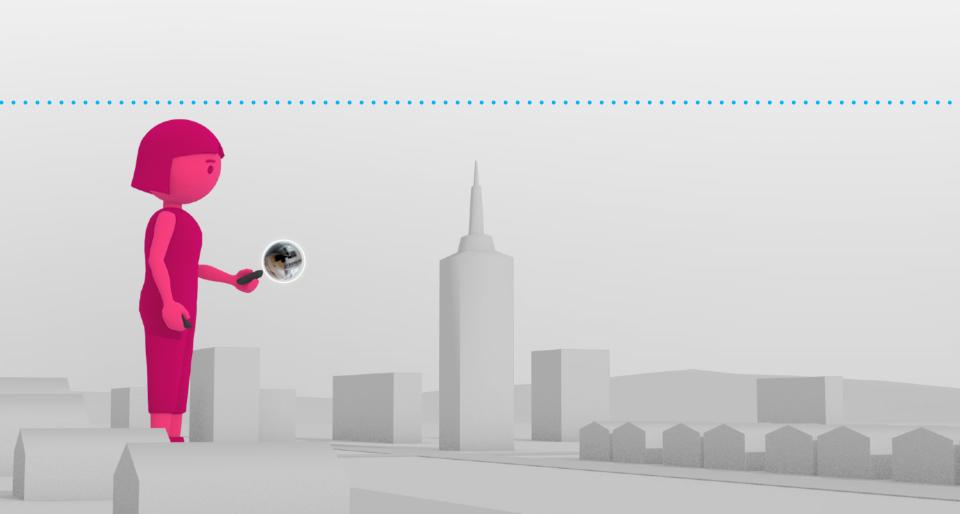




















Discoverability on controller
 Intuitive enter/exit

