

DESIGNING UI FOR VR DAN GILMORE - ATOMHAWK















in

ALUT.



VR EXPERIENCES ARE UNLIKE TRADITIONAL SCREEN-BASED ONES



WHAT UNIQUE ADVANTAGES OF VR CAN BE USED TO CREATE GOOD VRUI?





NEW INPUTS

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A REAL SENSE OF **DEPTH**



CCP

D

MORE SPACE

111



FIELD OF VIEW CONSIDERATIONS

- **USING HEAD TRACKING DATA**
- **FAVORING ICONS OVER TEXT**
- **USE OF ANIMATION**
- **CONTEXTUAL UI**

CLASSIFICATION OF UI AND HOW IT PERTAINS TO VR

CONTINUAL REFINEMENT & USER TESTING



Peripheral Vision

Foveal Vision







VS







VS



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KNOW WHEN TO USE USER-FACING ELEMENTS

AND WHEN NOT TO!







LEAPMOTION UI DEMO

B

Hovercast VR

Motion

Lighting

Camera

Customize

Nested Menu 🔟



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PORTAL - VALVE





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SIEMENS TRADESHOW EXPERIENCE MASTERS OF PIE

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FIELD OF VIEW CONSIDERATIONS





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Fagerholt, Lorentzon (2009) "Beyond the HUD - User Interfaces for Increased Player Immersion in FPS Games



NON-DIEGETIC UI





SUPER CHARGED

Assist +50 +50

2

jstvan [was] s7-oryx bing, jstvan [was] s7-kosmos bng

В

۵

A

Enemy Controls All Zones!

Control 5025

2740

7:50

(0)



NON-DIEGETIC UI ELEMENTS

GOOD AT CONVEYING INFORMATION THAT IS NOT EASILY INCORPORATED IN TO THE GAME WORLD OR NARRATIVE

CLEARLY EXPOSE THE EXPERIENCE AS A VIRTUAL ONE



DIEGETIC UI

METRO 2033 – 4A GAMES

GET TO POLIS. FIND A RANGER NAMED MILLER.

UNIX PROPERTY. a mailed

EXHIBITION.

- GET SOME EQUIPMENT AT THE STATION'S ARMORY.

to mananester

INVENTORY LB RB



🕀 LARGE MED PALK

WEAPONS

Medical gel pack that restores a large amount of health.

Press 🖲 to consume instantly and increase health.

NAVIGATE @ SELECT

⊜EXIT

DEAD SPACE - VISCERAL GAMES

SUIT Engineering

NODES

CREDITS

ARMOR

23.050

140sec

20%



ALIEN ISOLATION – CREATIVE ASSEMBLY





DIEGESIS ≠ BELIEVABILITY

🎯 d a r k n e t 🛁

DARKNET – E. McNEILL





DIEGETIC UI ELEMENTS

MAINTAIN IMMERSION BY BEING A SEAMLESS PART OF THE GAME WORLD OR NARRATIVE

REQUIRE VERY CAREFUL CONSIDERATION AND EARLY DESIGN TO INCORPORATE ALL NECESSARY INFORMATION



SPATIAL UI







SPATIAL UI ELEMENTS

BEING A SEAMLESS PART OF THE GAME WORLD THEY MAINTAIN IMMERSION

RELY ON PLAYER'S INTERPRETATION - THAT IN TURN REQUIRES TRUST ON THE PART OF THE DESIGNER



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for(design != awesome){ refine(design) }

TEST WITH "VRGINS"

Development Kit



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THANKS FOR LISTENING!

FIND US ON TWITTER: **@HEXAGONFUTURE @ATOMHAWK**