



HyperMock - FIRST

User's Guide

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Interactions

On HTC Vive

Grab virtual objects

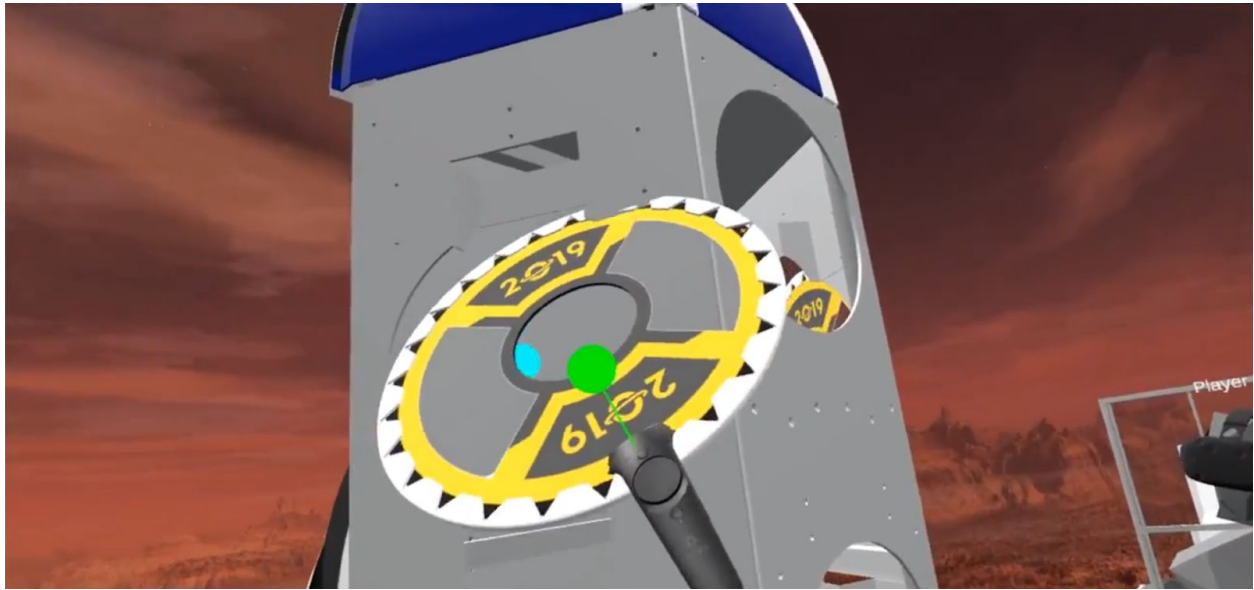
Users can grab a ball or disc by pointing at it with the laser and pulling the trigger. The virtual object (VO) will move to the player's controller and stay there until the player releases the trigger.



Snap/unsnap discs

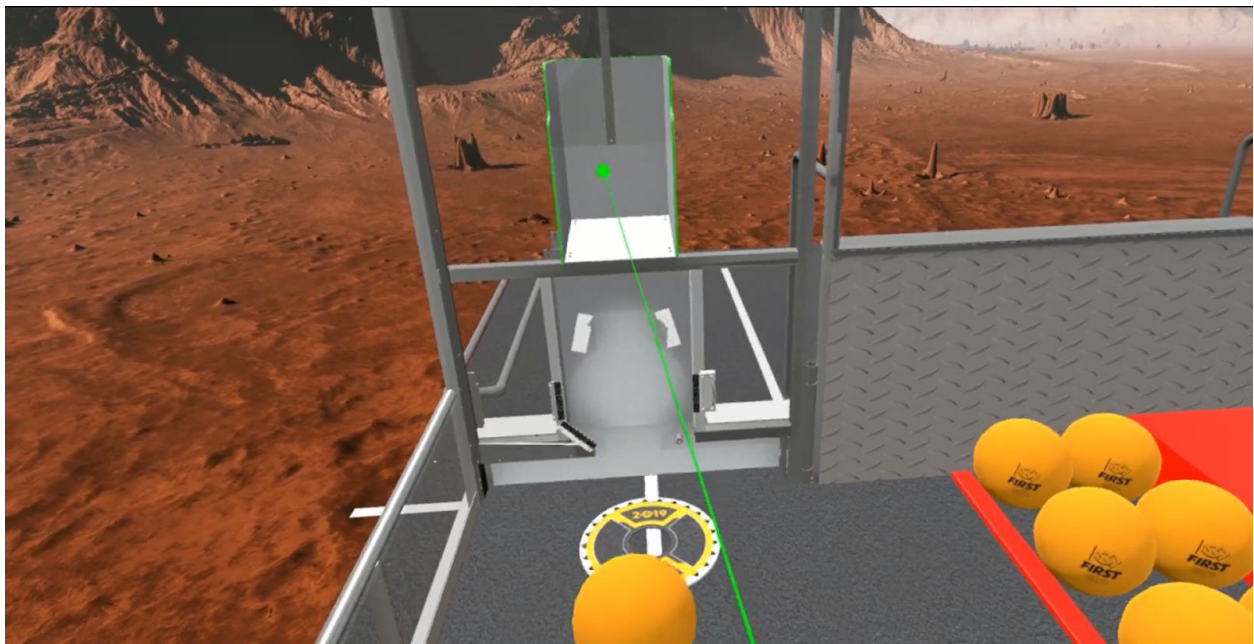
Users can snap a disc VO into a specified location by grabbing the VO and releasing it near the desired snap zone. The snap zone will highlight with a cyan sphere when the object is hovering over the snap zone.

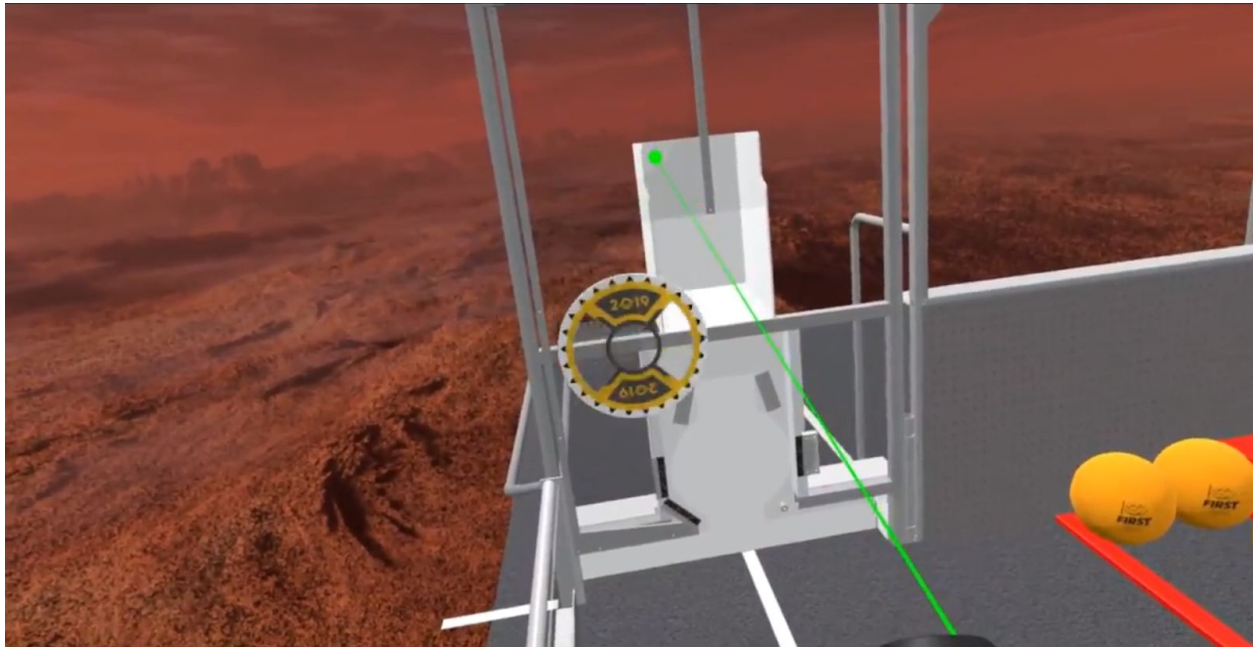
To unsnap a VO, simply grab a VO that is snapped to a position and pull it away from the snap zone.



Spawn a ball or disc

Users can spawn a ball or disc VO by pointing at the designated spots with the laser and pulling the trigger.





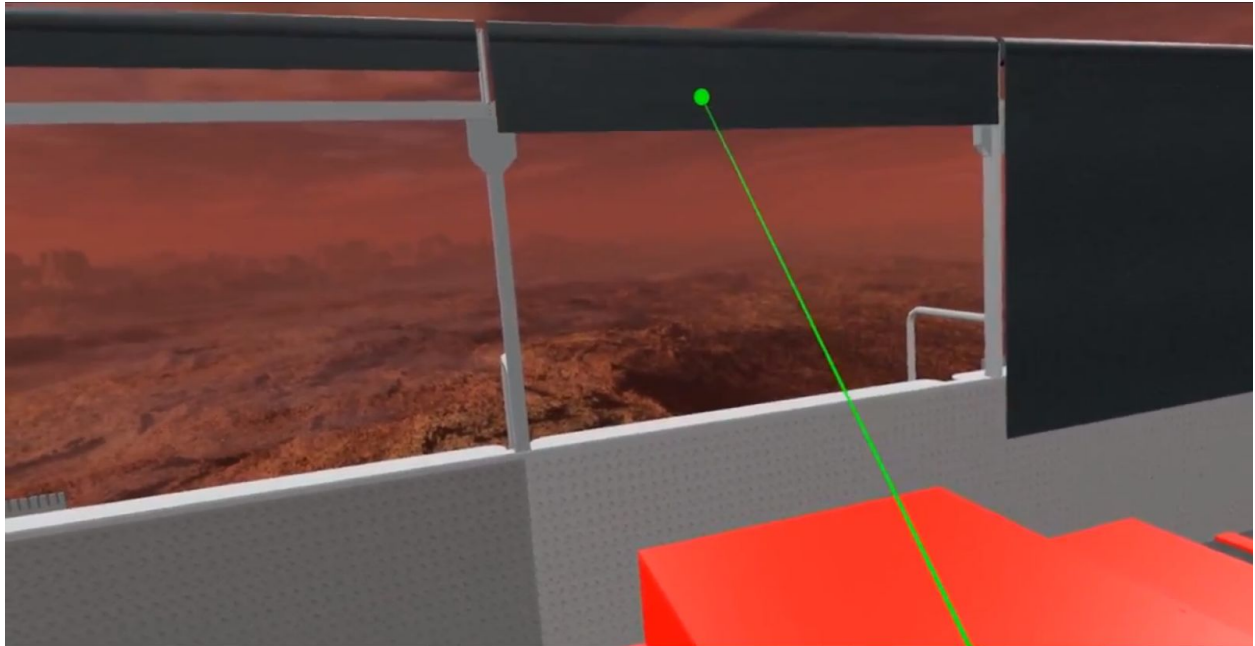
Teleport

Users can teleport within the space by pointing the laser to the spot on the ground and pulling the trigger.



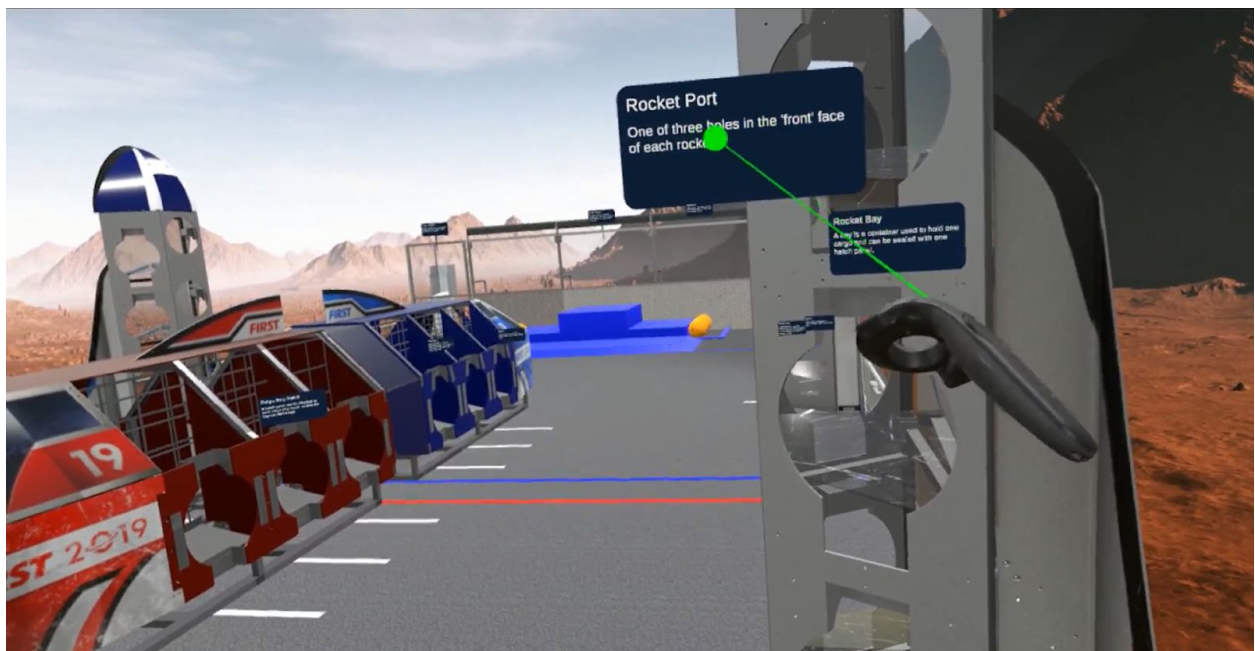
Activate/deactivate blinds

Users can activate and deactivate the blinds by pointing at the backstage window with the laser and pulling the trigger.



Help mode

Users can activate Help Mode by squeezing the buttons on the side of the Vive controller. To deactivate, simply squeeze the buttons on the side of the controller again.



On Browser

Navigate

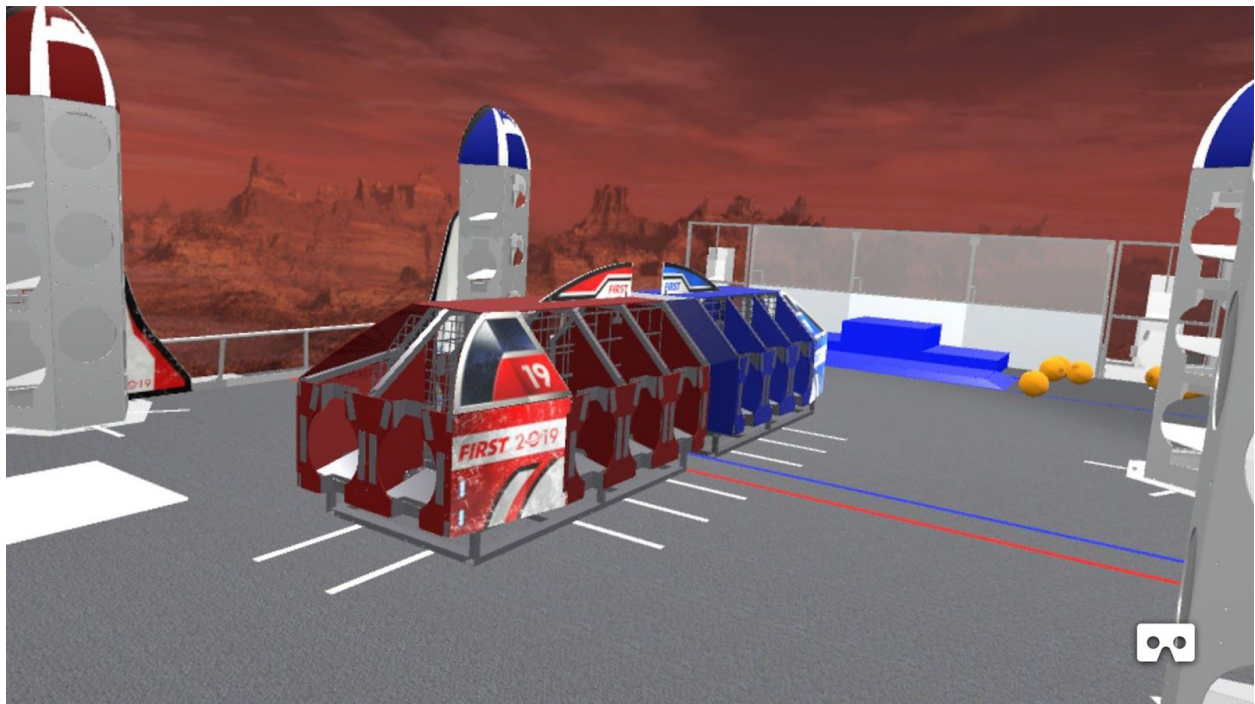
Users can navigate within the space by using the WASD keys on the keyboard.

Help mode

Users can activate Help Mode by pressing the H key on the keyboard. To deactivate, simply press the H key again.

Cardboard view

Users can view the experience on a google cardboard by clicking on the google cardboard icon at the lower right of the screen.



On Google Cardboard

Teleport

Users can teleport within the space by looking at a spot on the ground and tapping.

