

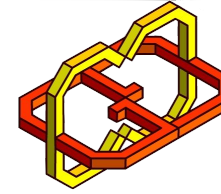
# PICASSO VR

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EDEN BEN OZ



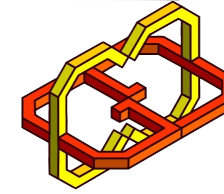
# OVERVIEW



- VR drawing game
- The player can draw using right & left controllers
- The player can edit their drawings
  - Move
  - Resize
  - Delete all selected
  - Clear all
- Drawings stay put when walking and looking around
- No special goal – just having fun!



# SYSTEM & TECHNOLOGIES

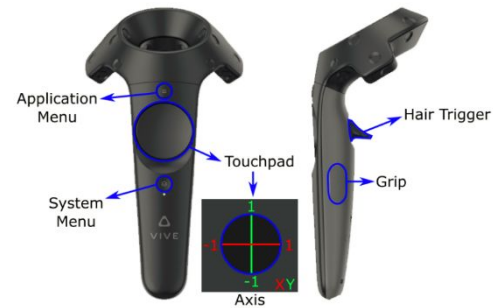


- Developed on Unity 2018.2.3f1 using VRTK features
- Runs on every standard computer (preferably a desktop)

- Uses HTC Vive equipment:

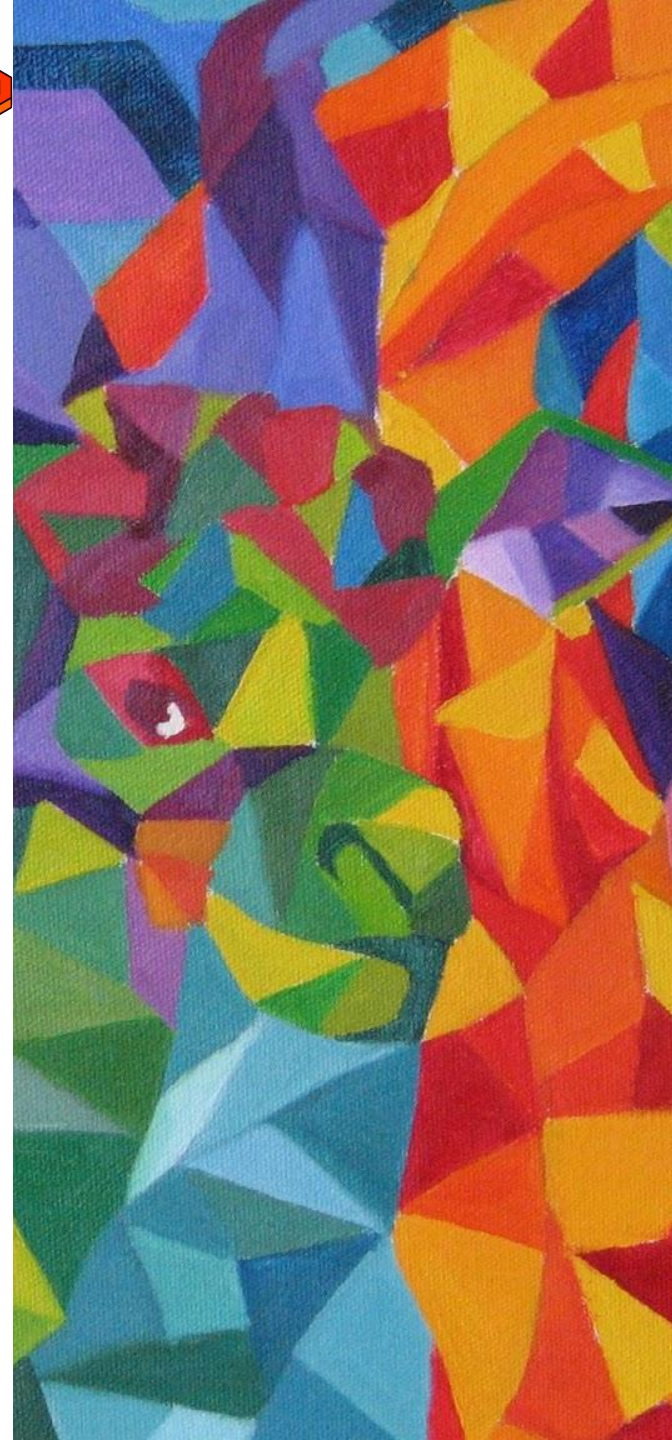
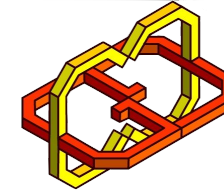
Headset

Controllers (right & left)





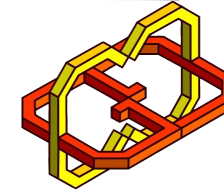
# THE GAME



- Start mode
  - The player can choose to either read how to play, or start drawing
- Menu
  - At any point, the player can click on the 'Menu Button' and choose
    - Clear all drawings
    - How to play
    - Quit
- Draw
  - The player can draw freely in both hands using the 'Touchpad Button'
  - The player can walk and look around, and their drawings stay put



# THE GAME

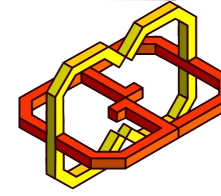


- Edit

- The player can select a drawing by initiating a laser ray using the 'Trigger Button'
- Long press and hold to move the drawing
- Press on the 'Touchpad Button' to resize the drawing
- In order to delete the drawing, press on the 'Menu Button' and select 'Delete'
- No drawing while editing

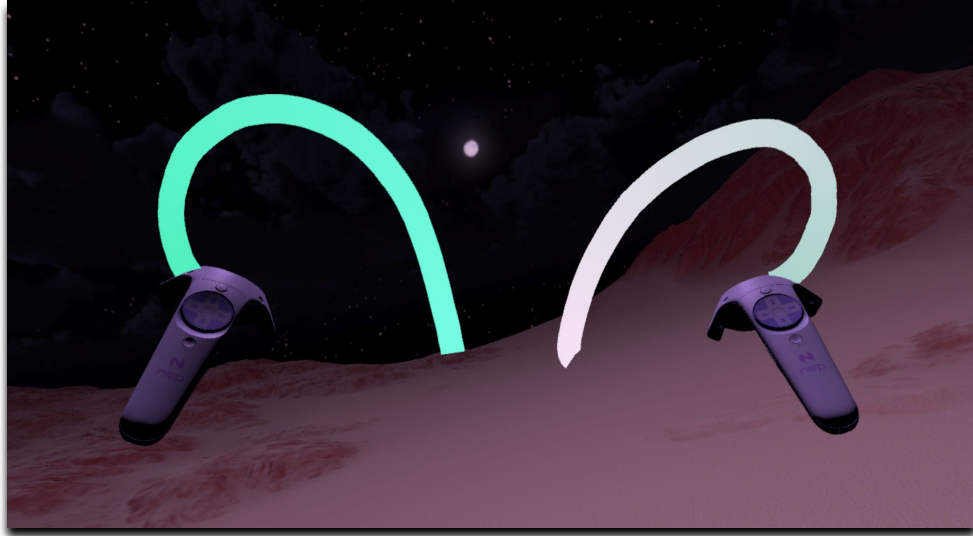
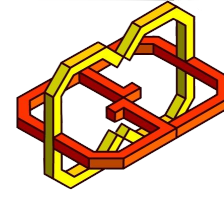


START



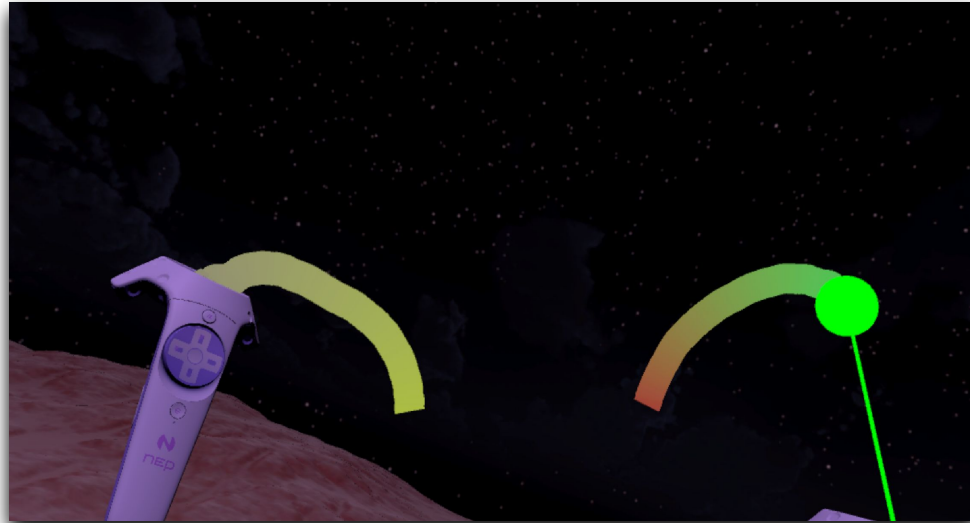
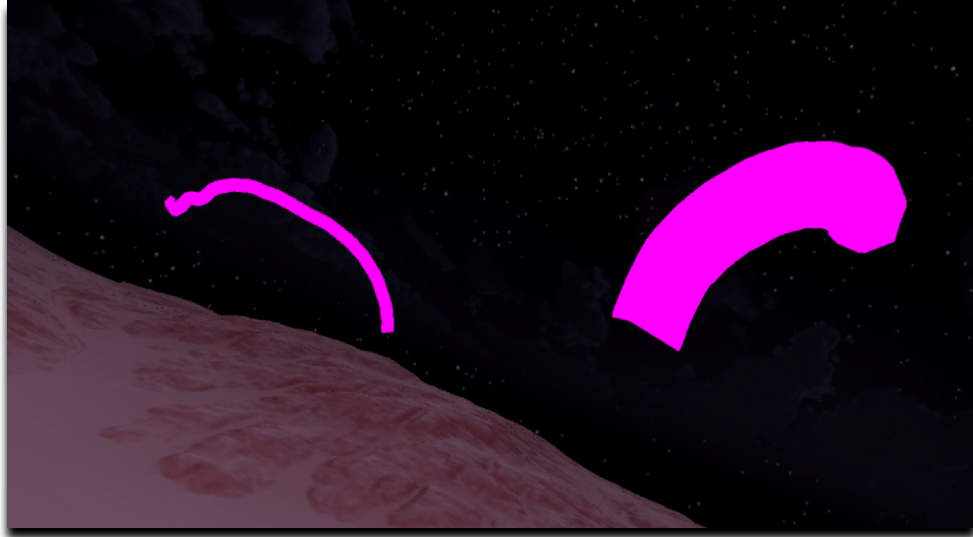
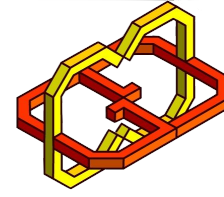


DRAW





EDIT







# MENU

