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Assignment on Virtual Reality and Physically-Based Simulation - Sheet 4

Due Date Optional assignment

Exercise 1 (Controller in a box, *0 Credits*)

This exercise is to get started with Unreal. What you implement here will be a part of the next assignment. The goal is to react to the Vive controller entering a box. You can think of some application yourself or implement either of the following suggestions.

1. Build a dial pad where you can puss the buttons with the Vive controller. Print the pressed numbers in some UI element or just use debug text.

2. Build a VR soundboard. In front of the player are some buttons. As soon as the controller touches one, a sound is played. This sound is different for each button.

Tips

Make sure that generate overlap events is enabled for both actors/components that you want to overlap. I missed that for the box that I dropped into the other. To get the event take a look at Figure 1.
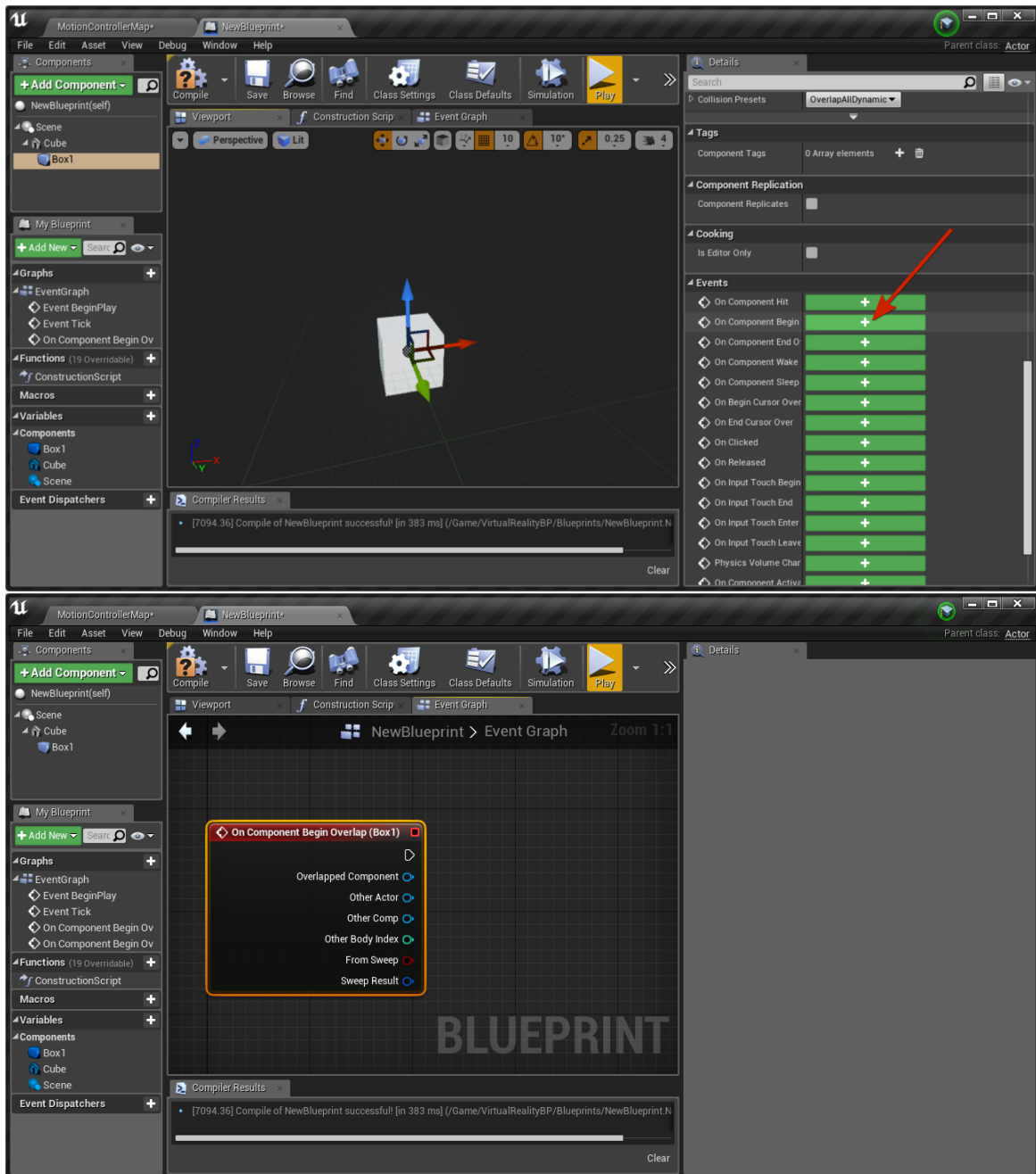
Figure 1: To generate the overlap event you can select the collision box and create the event with the plus button in the details pane.