Prof. G. Zachmann
C. Schröder (schroeder.c@cs.uni-bremen.de)

University of Bremen
School of Computer Science
CGVR Group
December 1, 2015

Winter Semester 2015/16

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

Due Date 16. 12. 2015

Exercise 1 (Virtual Trackball, *8 Credits*)

Implement the virtual trackball from the lecture slides. Copy or re-implement the head from the second assignment in a new, empty Unreal project. Implement rotation of the head or the scene with the virtual trackball.

- Consider the *OnTick* and *Left Mouse Button* events in the *Level Blueprint*.
- For the coordinates take a look at the *Get Viewport Size* and *Mouse X/Y* nodes.
- Implement both the direct as well as the incremental version.

Exercise 2 (Bonus: Axis snapping, *2 Credits*)

Extend your virtual trackball with axis snapping functionality.