VR Tangram puzzles and 360 degree panoramic video

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These two projects are both made by Unreal Engine. Tangram Puzzles is a teamwork by Joy Liu and Regina Niu. This game is made for presenting the old traditional tangram puzzle game in a new form of interactive, and arouse childhood memories of adults, also make children in the modern digital age have a better understanding of the past culture. In addition to environmental design, the blueprint-programing technique used in this game is gravity, grabbing, and adsorption. When press the trigger on controller, it will grab the selected part and adsorption on the wood board.

The 360 degree panoramic video is a technical attempt by Joy Liu. Through the research and study of Stereo Panoramic Movie Capture tool and scene Capture Cube inside Unreal Engine, discovered a simplest method to achieve panoramic effect. For watching this video, there is no requirement for device or place, the best platform is mobile phone and PC. With export as VR video inside Adobe Premiere, then upload to a platform which support VR video will be the final delivery.

Figure 1 - Tangram puzzles play through video screen shot

Figure 2 - Panoramic video screen before 'export as vr video'