

**MICHIGAN STATE**  

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**U N I V E R S I T Y**

# Alpha Presentation

## Oculus Rift Inspection and Training Tool

### The Capstone Experience

Team Union Pacific

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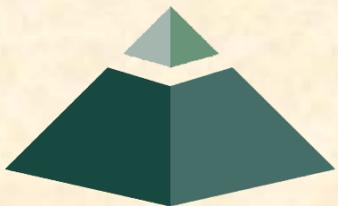
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Spring 2016



*From Students...  
...to Professionals*

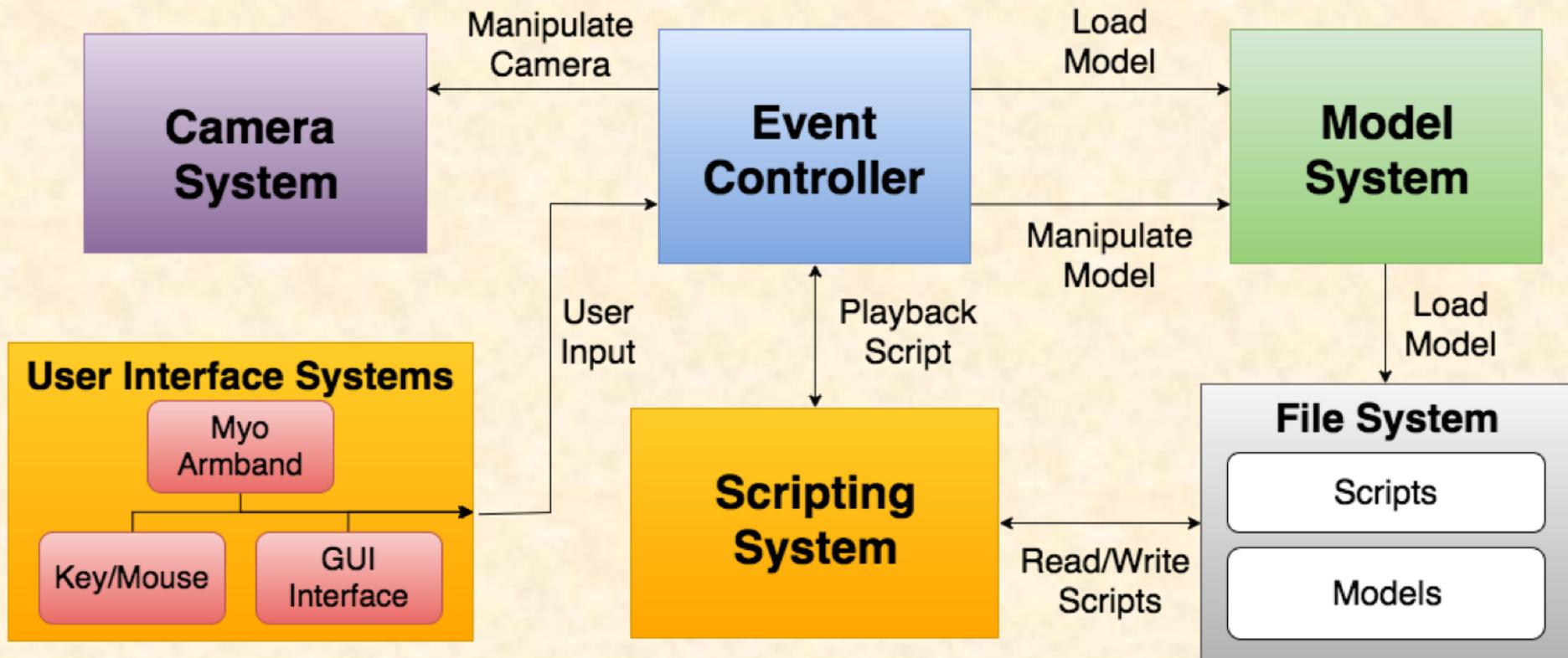
# Project Overview

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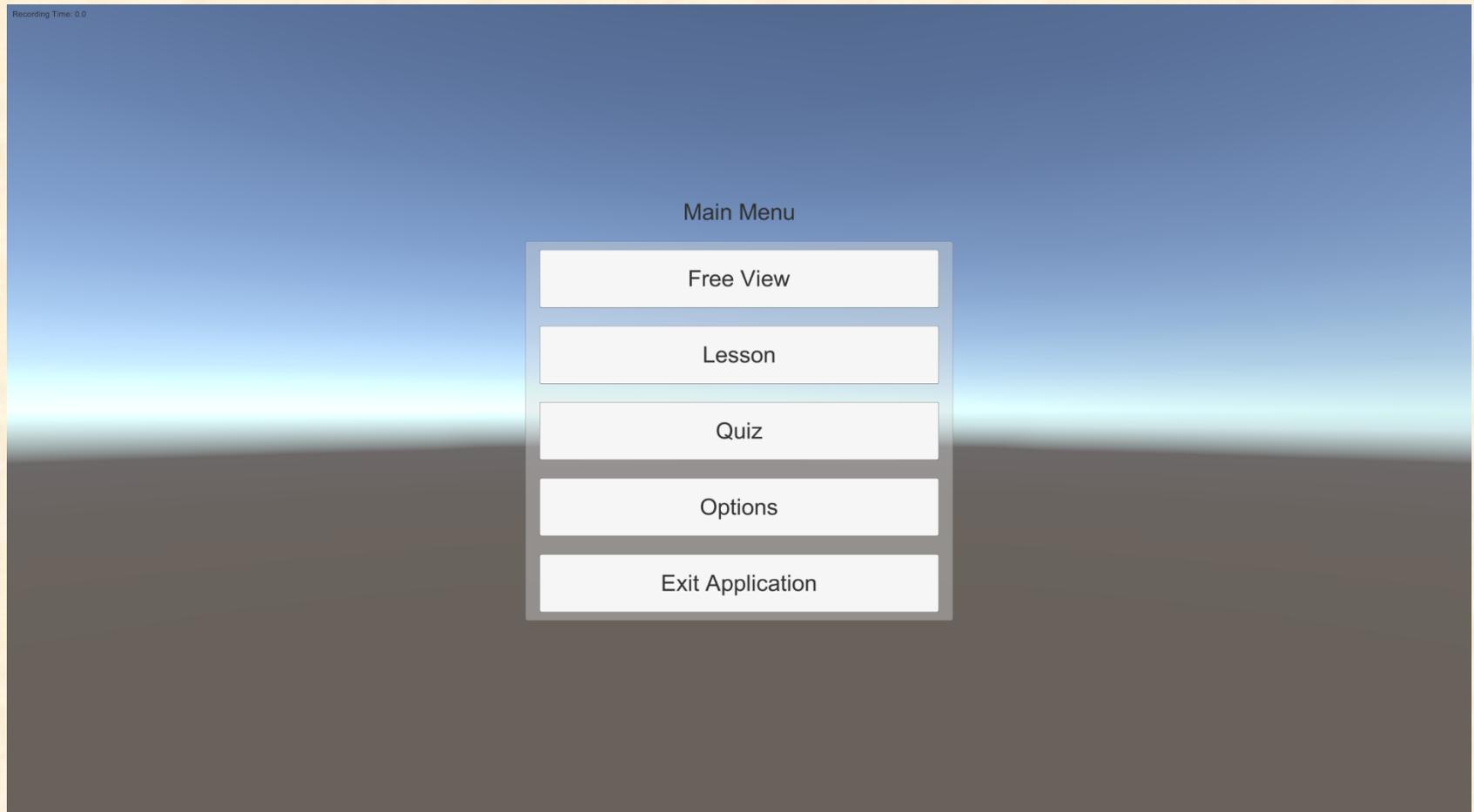
- Freeform View
- Guided Lessons
- Objective-based Scenarios
- Desktop and Oculus Viewing Modes



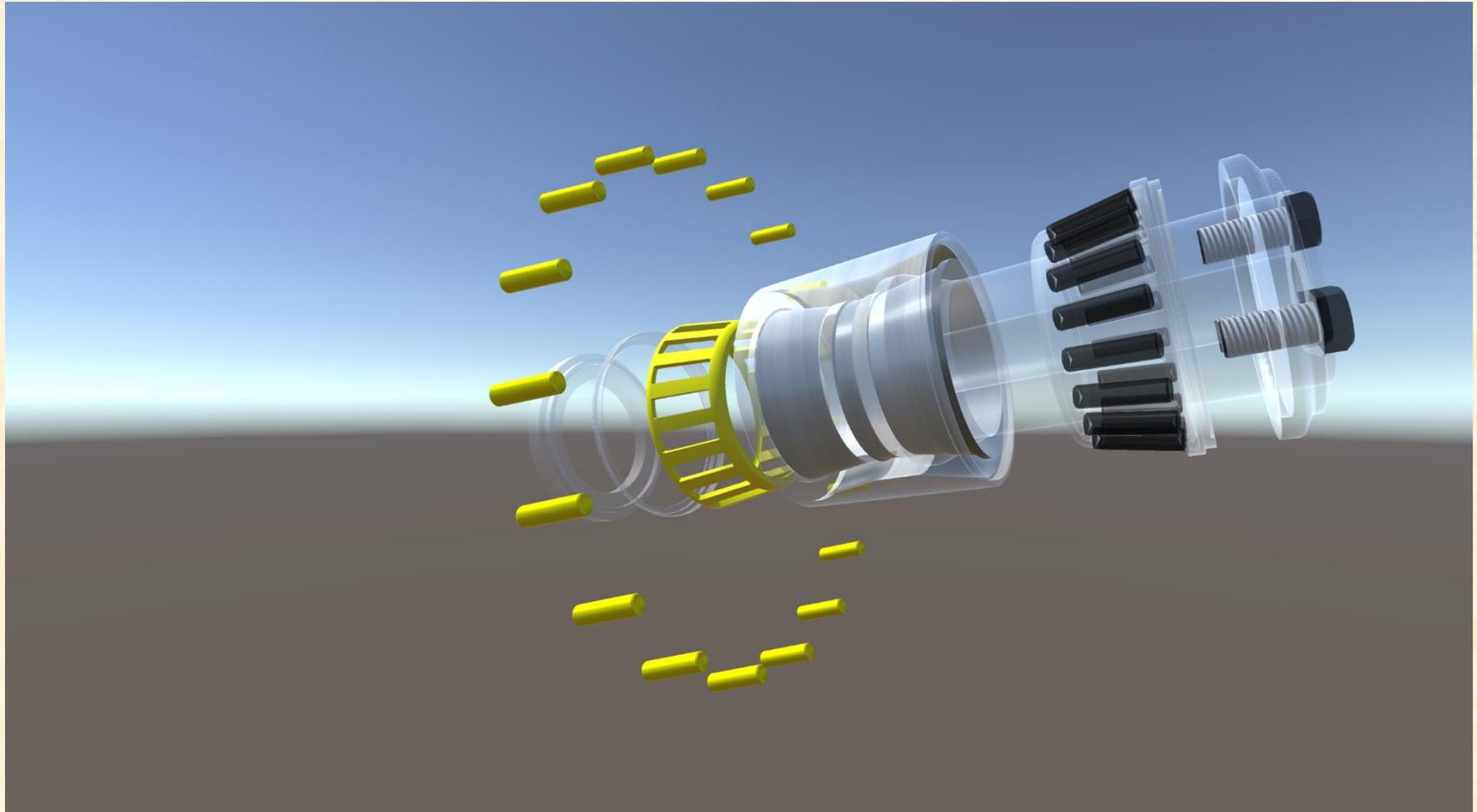
# System Architecture



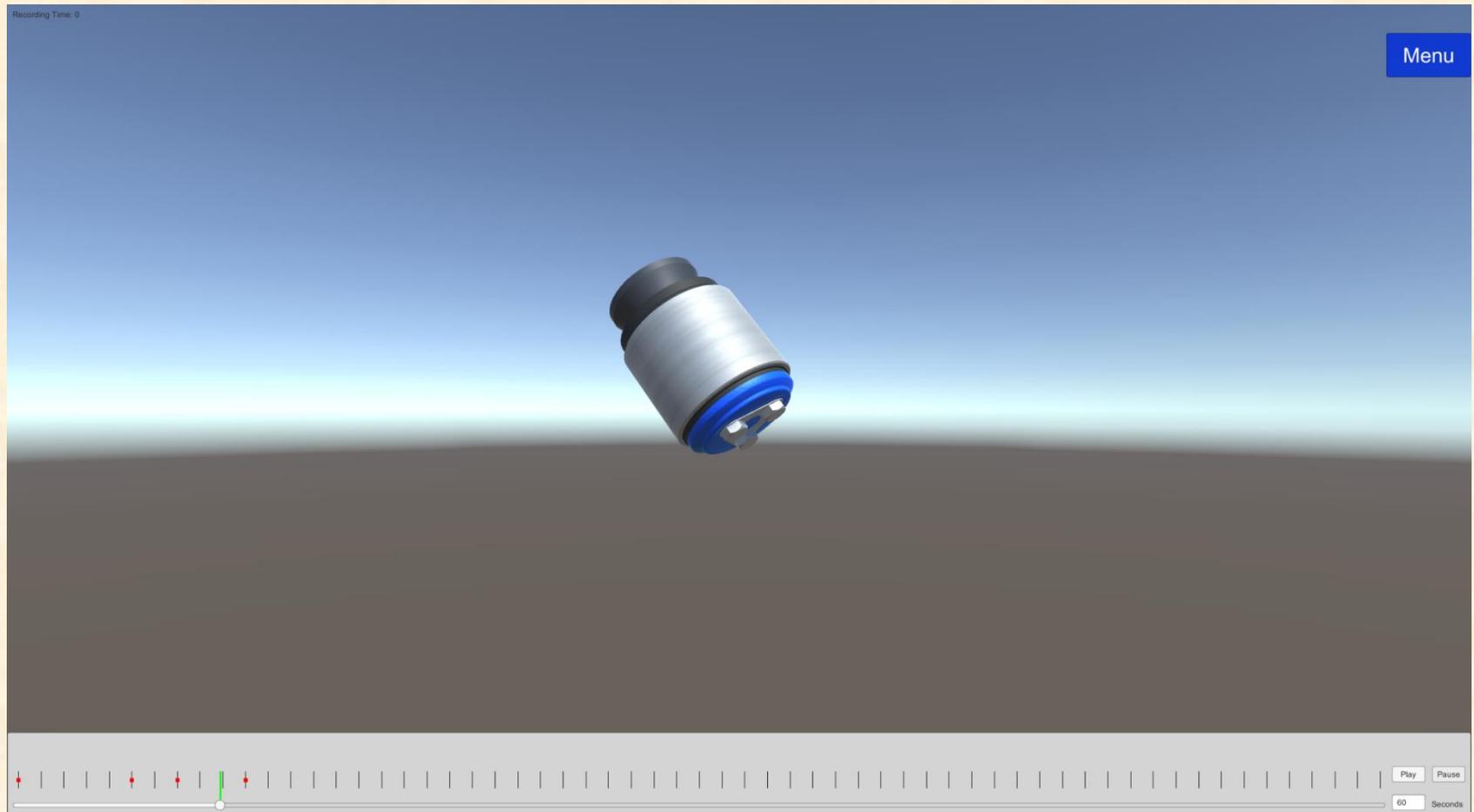
# Main Menu



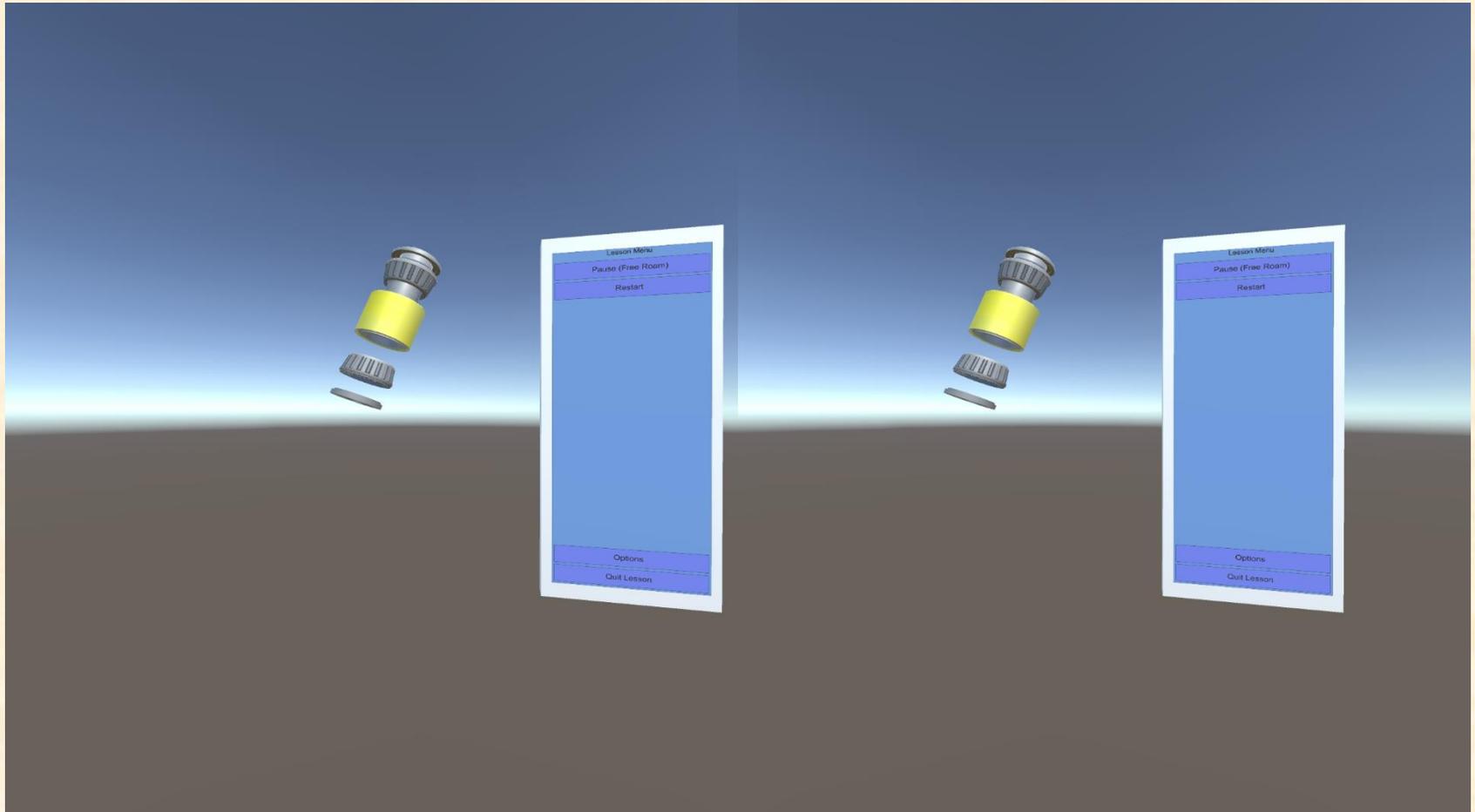
# Axle Bearing Exploded



# Lesson Timeline



# Oculus Dual Camera View



# What's left to do?

- Finish Lesson/Quiz Mode
  - Key-framing
  - Inserting Multimedia into lessons
- Fine-tune Motion Control Systems
  - Myo Armband Gestures
  - Integrate Leap Motion
- Finish Menu System and Environment
  - Convert 2D GUI to 3D
  - Decide on Background Environment

