Project: The Effects of Virtual Representation in a Virtual Environment

REU Students: **Priscilla Ramos and Meelad Doroodchi**
Faculty mentor(s): **Dr. Gerd Bruder and Dr. Greg Welch**

Week #4 (June 6 - June 10th, 2022)
Accomplishments:
- Created pre and post questionnaires
- Set up HUSIS with equipment for experiment
- Uploaded characters into our environment

Problem & Solutions
➢ Problems calibrating room dimensions for different heights, will calibrate for an average height and we will be ready to calibrate if necessary
➢ Adding a webcam script in the Hololens to be able to do the avatar transition smoother, we will add the script once we figure it out
➢ Until Wednesday we did not know how we wanted to display our User Interface, if we wanted to use the internet browser on the Hololens or to stream it with a webcam

Plans for next week:
- Carry out experiment and start practicing
- Create last questionnaire
- Create webcam script to allow us to stream the avatar creation process through Unity
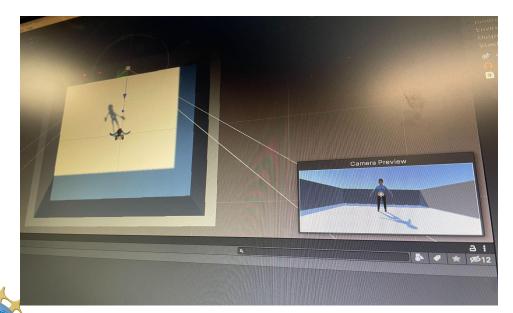
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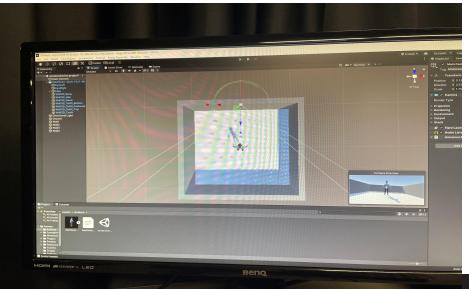Project: The Effects of Virtual Representation in a Virtual Environment

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Link of Accomplishments:

◦ Conditions

- ■ A 2 by 2 experiment with lighting conditions with one being outdoor lighting and the other being dim-office lighting along with a casual vs professional environment conditions(clothes & appearance)