

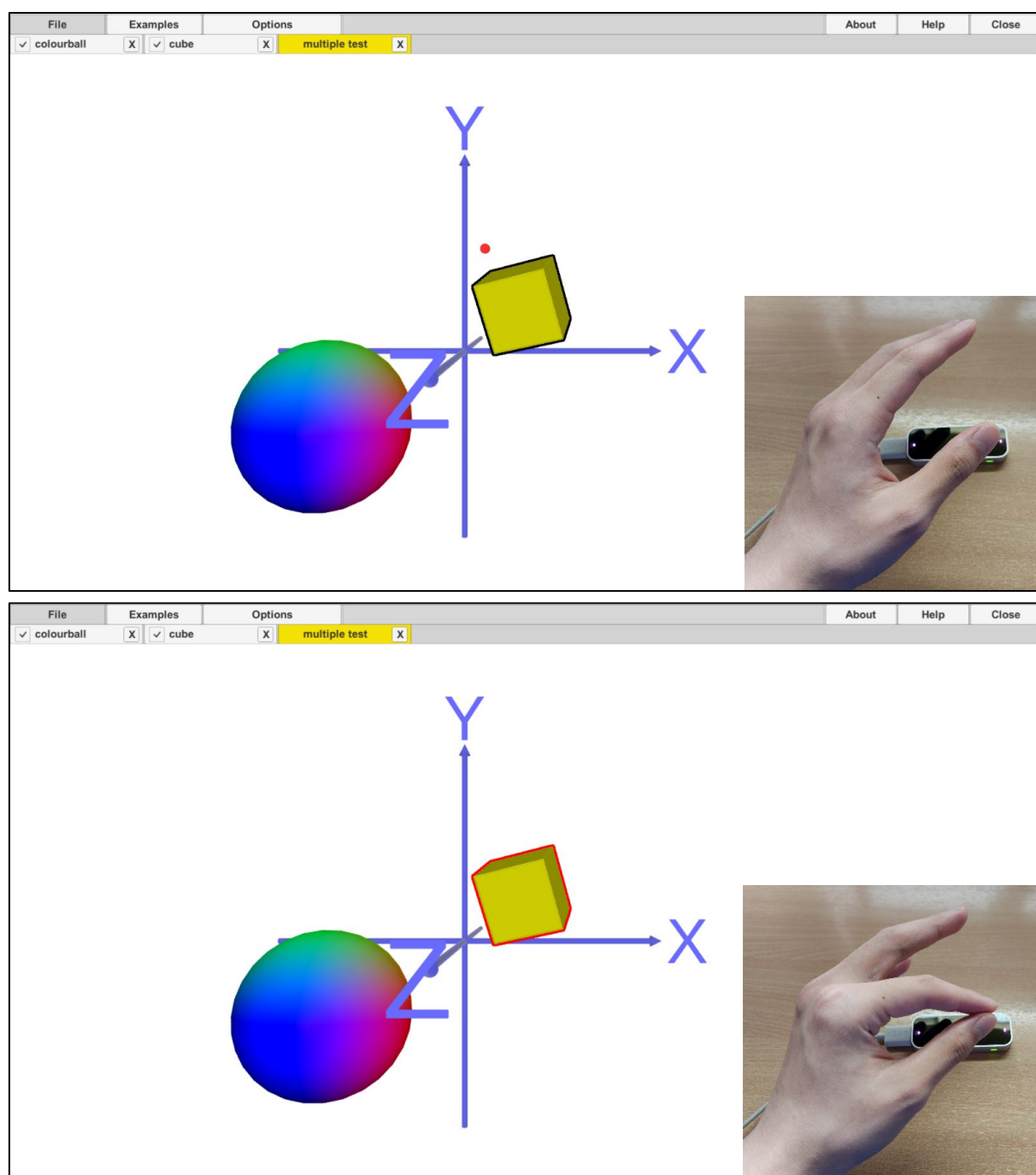
Interactive Shape Modelling

In Unity 3D System

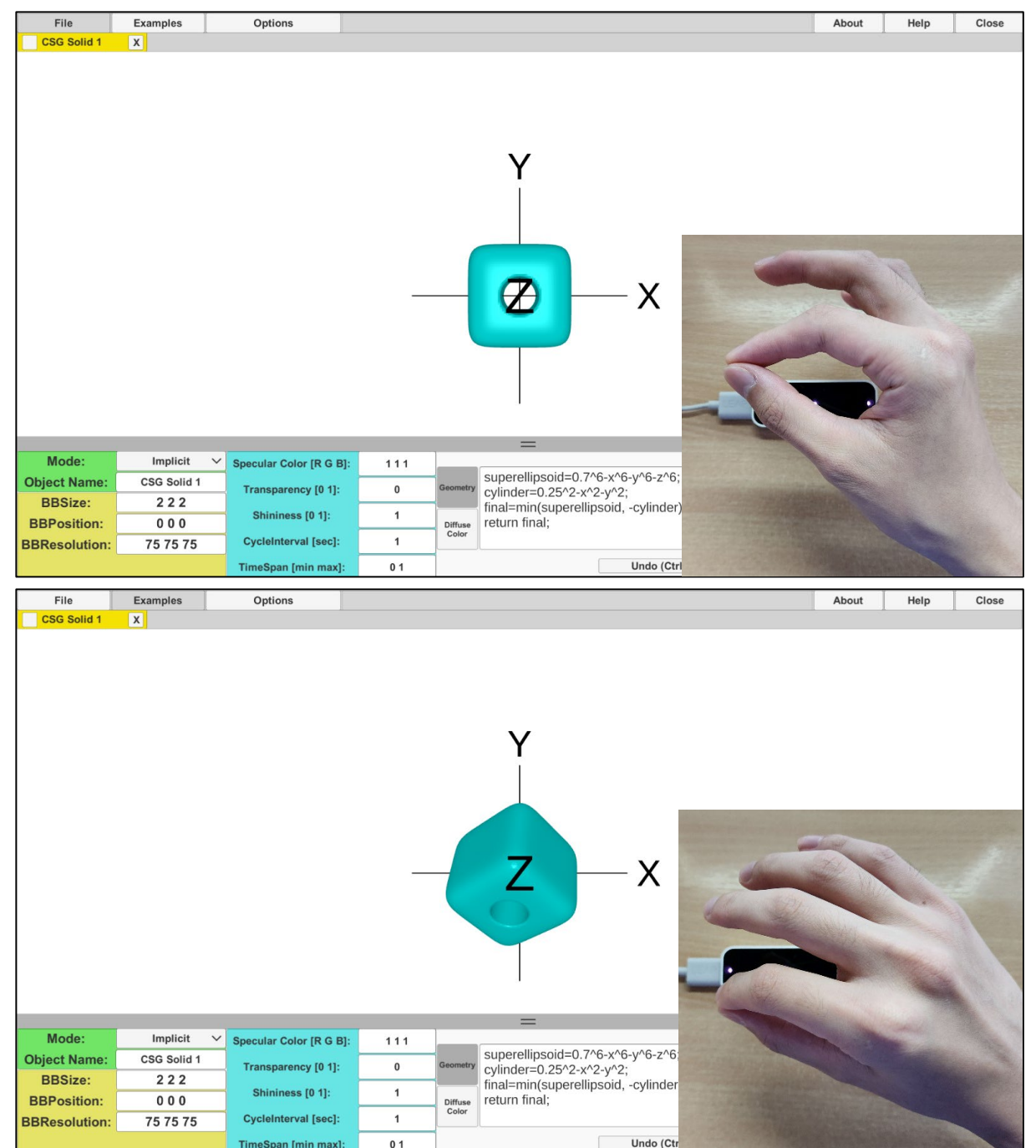
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Selection



Translation/rotation



Project Objectives:

ShapeExplorer is a custom shape modelling software developed for the study of CZ2003 Computer Graphics and Visualization at NTU. This project aims to introduce hand tracking capabilities to ShapeExplorer, allowing for intuitive and interactive manipulation of multiple objects in the virtual space. This is achieved by integrating hand gesture and location data from the Leap Motion Controller with the Unity 3D game engine. User testing was conducted to validate the effectiveness and user-friendliness of the hand tracking design.

Scaling

