



KP Computergraphik und Visualisierung I Sommersemester 2020

Team Project VR Musician (C++, OpenGL, OpenVR, SDKs)

Hardware: Vive Pro + Avatar VR Gloves (finger tracking and vibration feedback)

Tasks/Groups:

- **3D models and real-time rendering** of skeletal hand and animated instrument
- **map** glove sensors to skeletal animation and tracks hands with lighthouse tracking
- **playing**: detect collisions, give vibration feedback, animate instrument
- **synthesize** sound in real-time with SDK
- **training**: metronome, show scores, highlight the notes, strings or keys to be played, guide by vibration



Ansprechpartner/Contact: Benjamin Russig, Benjamin.russig@tu-dresden.de, Raum APB 2108, Tel.: +49 351 463-38386, www.inf.tu-dresden.de/cgv