

# In-Vehicle Transitional Interfaces Experience the Complete User Journey in Virtual Reality

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#### CONCEPT

We propose Prototyped Augmented Reality Interfaces on the Windshield Display in VR for Cross-Virtuality User Journeys for Designing In-Vehicle Experiences.

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The main environment of the VR space is the vehicle cockpit. Participants can put on the VR HMD, and utilize VR hand-worn controllers or pens to design their preferred User Interface (UI) on the Windshield **Display (WSD)** while sitting in the driver's seat.

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### **USER JOURNEY**



VR Familiarization

WSD Personalization

#### **TYPES OF CONTENT WINDOWS**

	2A
KOMMENTATOR: MAXIMILIAN GROSS	
FC BAYERN MÜNCHEN	FC AUGSBURG



WhatsApp Solution WhatsApp 10:23 Hi! How have you been?	Create and remove content windows	Draw and erase the self-made drawings/notes
Leoni White Dear sir, Let me check the schedule and I will let you know again, when we can Twitter	Grab and move content windows to any position	Adjust color/size/opacity of content windows
Kate Galler     13/03/2022 10:23     World peace!! We should help	Clear / restart all contents of the WSD	Take a "snapshot" of the current WSD

Learning with Tutorial

## **GESTURE INTERACTIONS**

### CONCLUSION

The overarching aim of this project is to create seamless transitions on the reality-virtuality continuum, in order to 1. avoid breaking immersion

2. support transitional interfaces between AR and VR content displayed on the windshield and head-mounted displays.



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