Collaborative Virtual Environments

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Outline

Introduction to Mixed Reality (MR)

Collaboration in MR

- Remote Collaboration
- Co-located Collaboration

Awareness and Communication

Collaborative Interaction

- Navigation
- Co-manipulation

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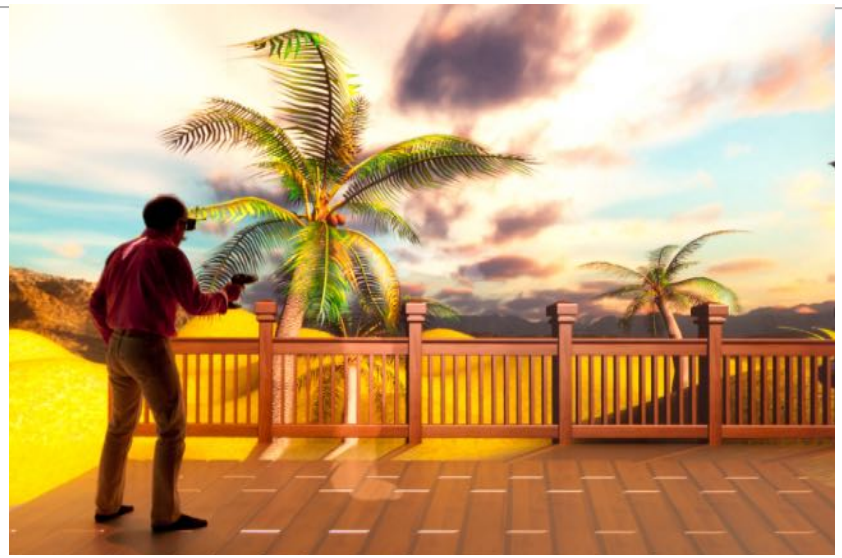
Virtual Reality



Virtual environment (VE)

- 3D virtual world
- Simulated by computers

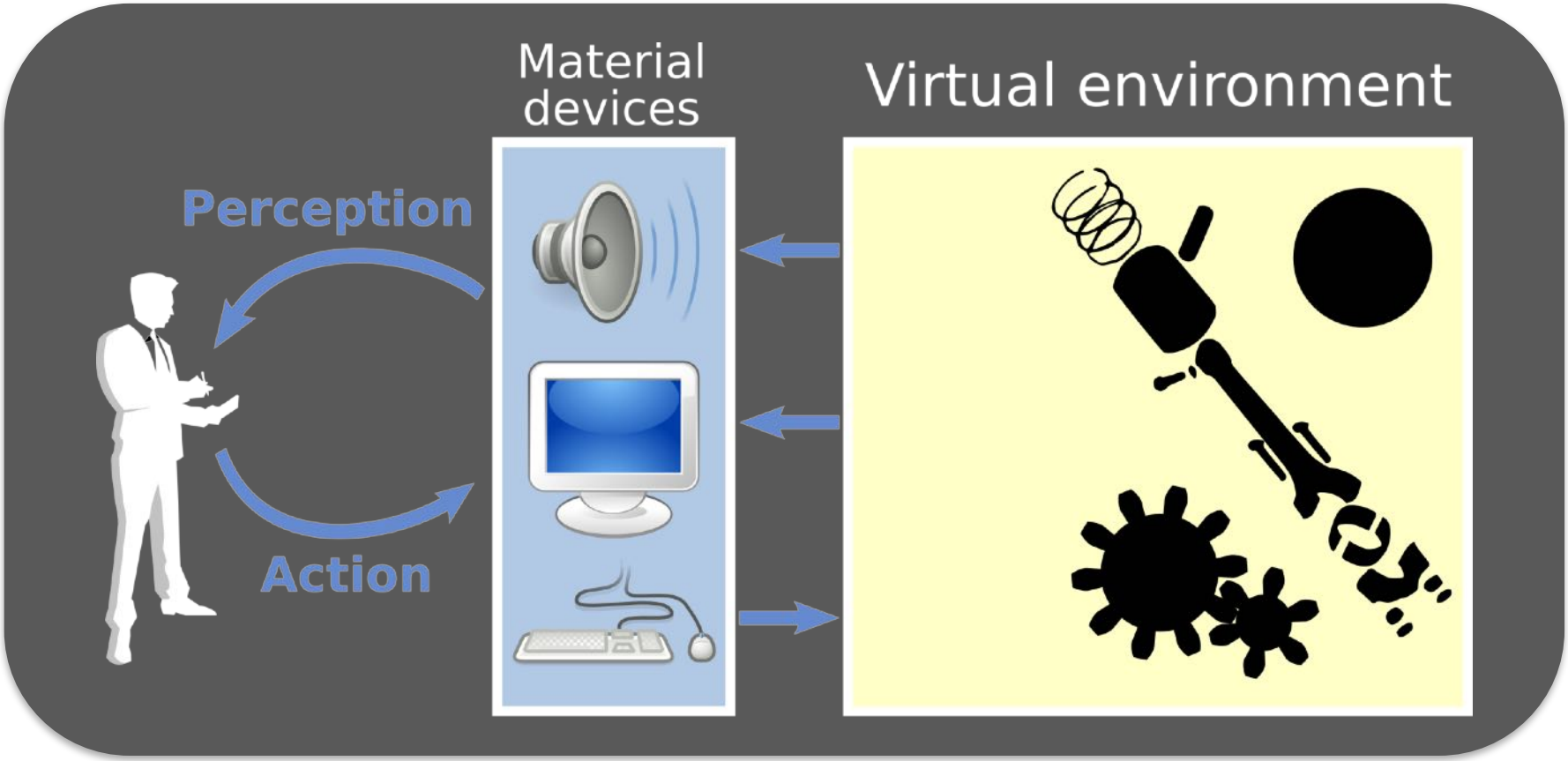
Interaction in real-time

- Through various material devices

Immersion

- Multi-sensorial perception of the VE

Action/perception loop

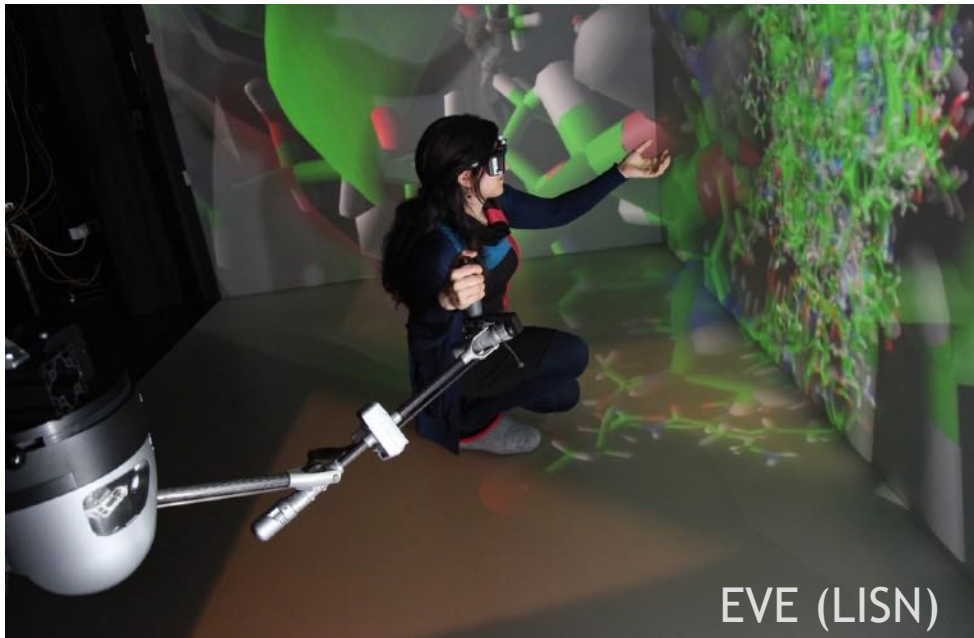


Immersive devices


Ivan Sutherland (1968)

HTC Vive


CAVE (Univ. Chicago)


EVE (LISN)

The power of immersion

Body perception

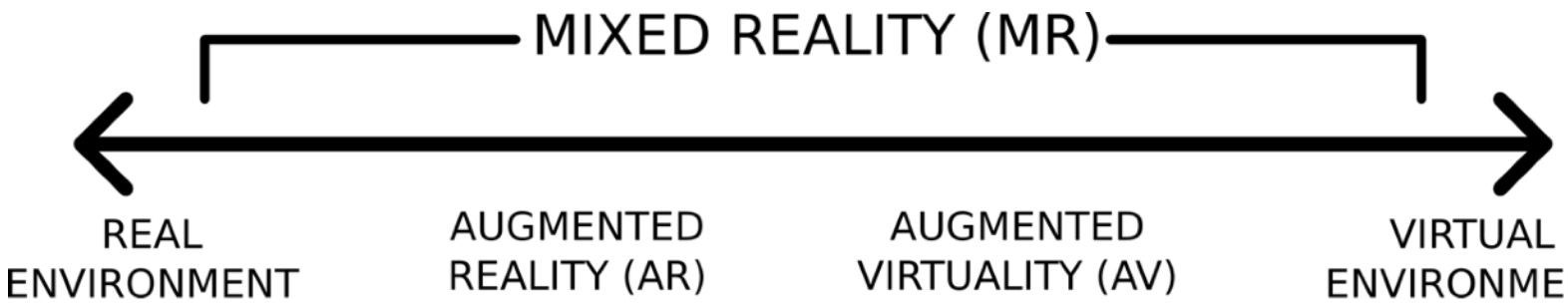
Cure phobia

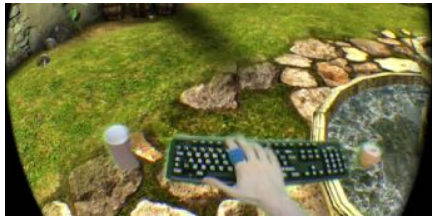
Augmented Reality

Real environment + Virtual environment

Add virtual information onto the real environment

Milgram Continuum





Virtual Reality

Applications of Mixed Reality

Scientific data analysis

Industrial applications

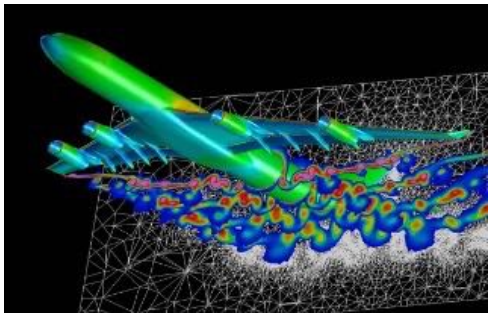
- Design, conception
- Fabrication

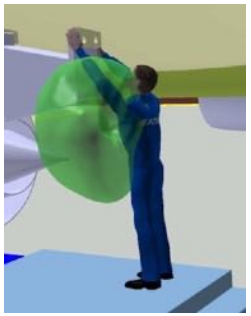
Training, education

Phobia therapy, rehabilitation

Entertainment

- Video games
- Virtual visits of museums
- Social communication (telepresence)





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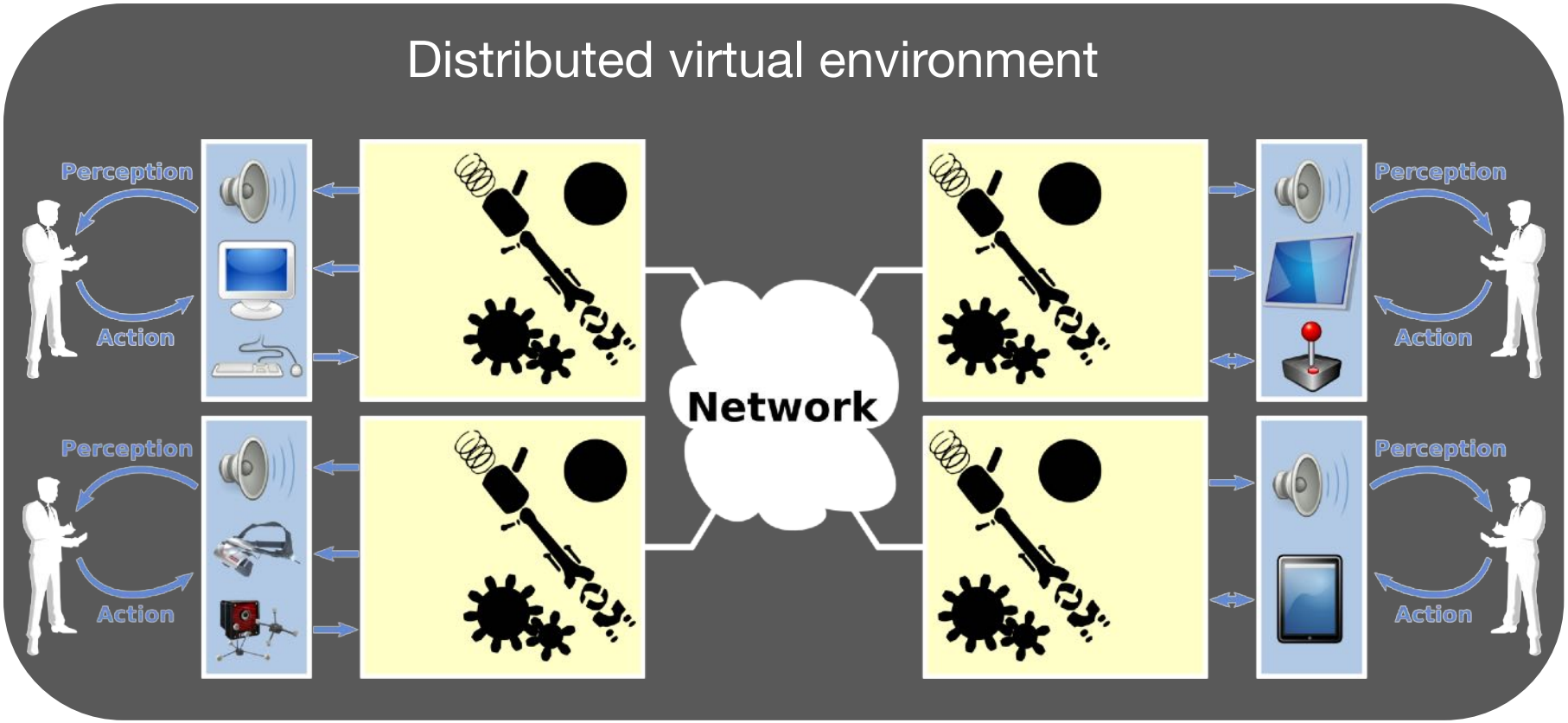
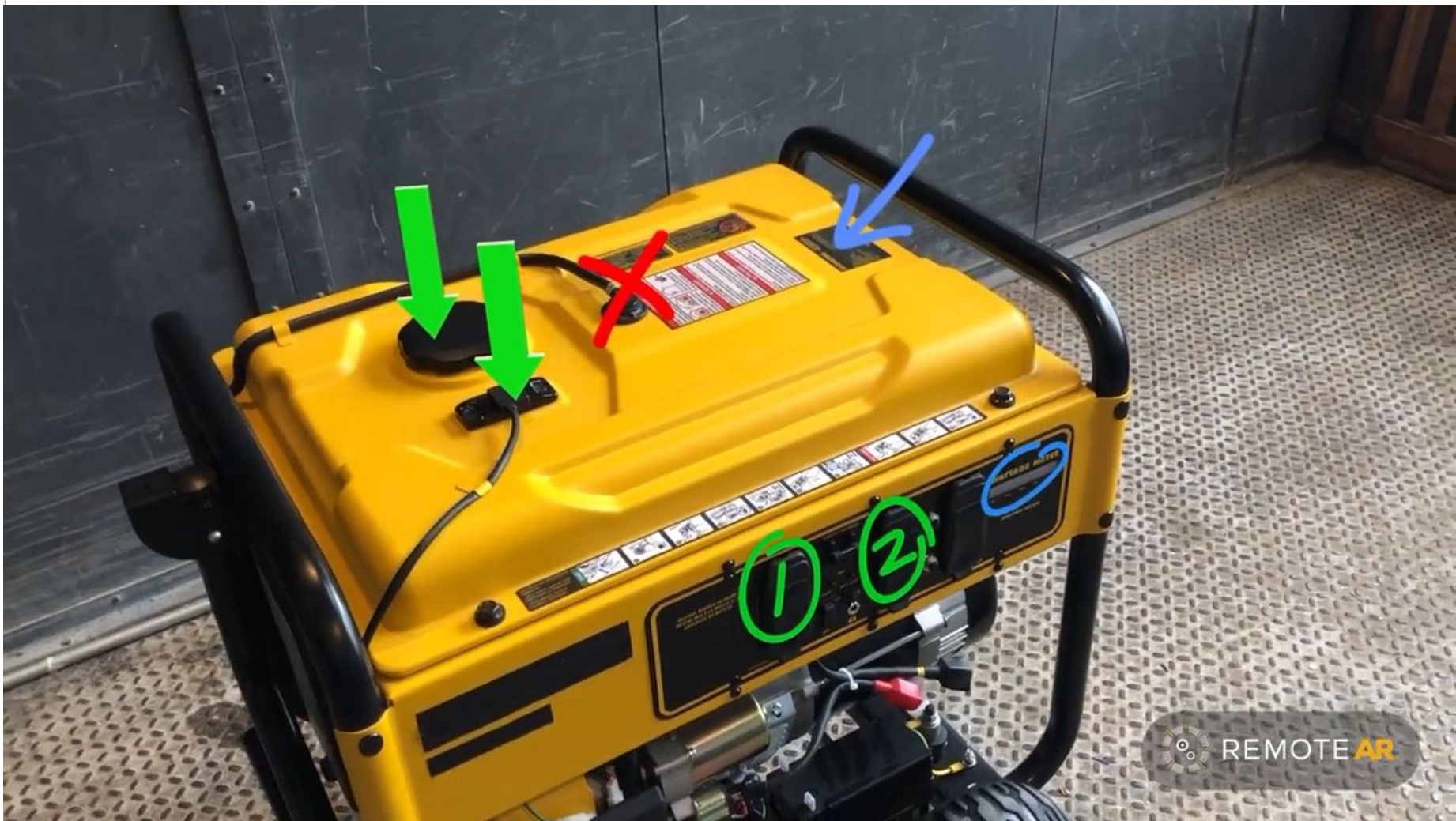
Remote Collaboration



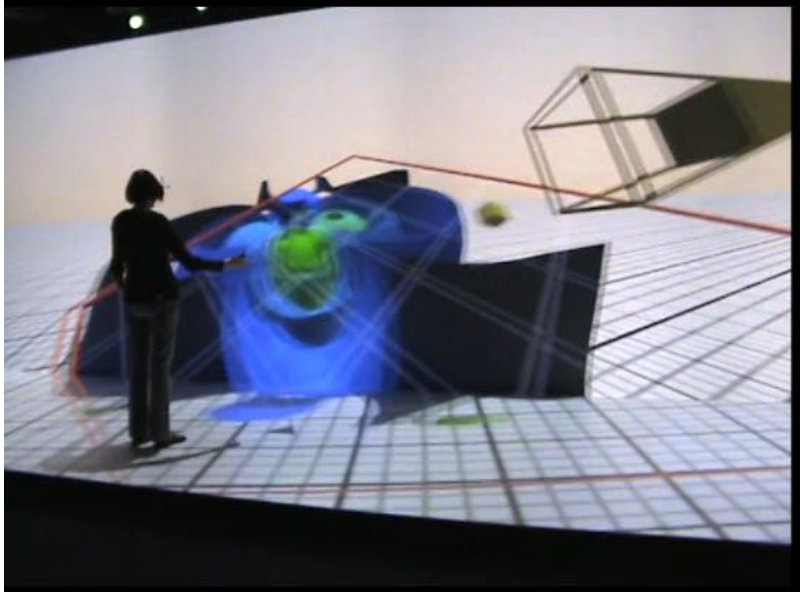
Remote Collaboration in AR



Remote Collaboration in VR

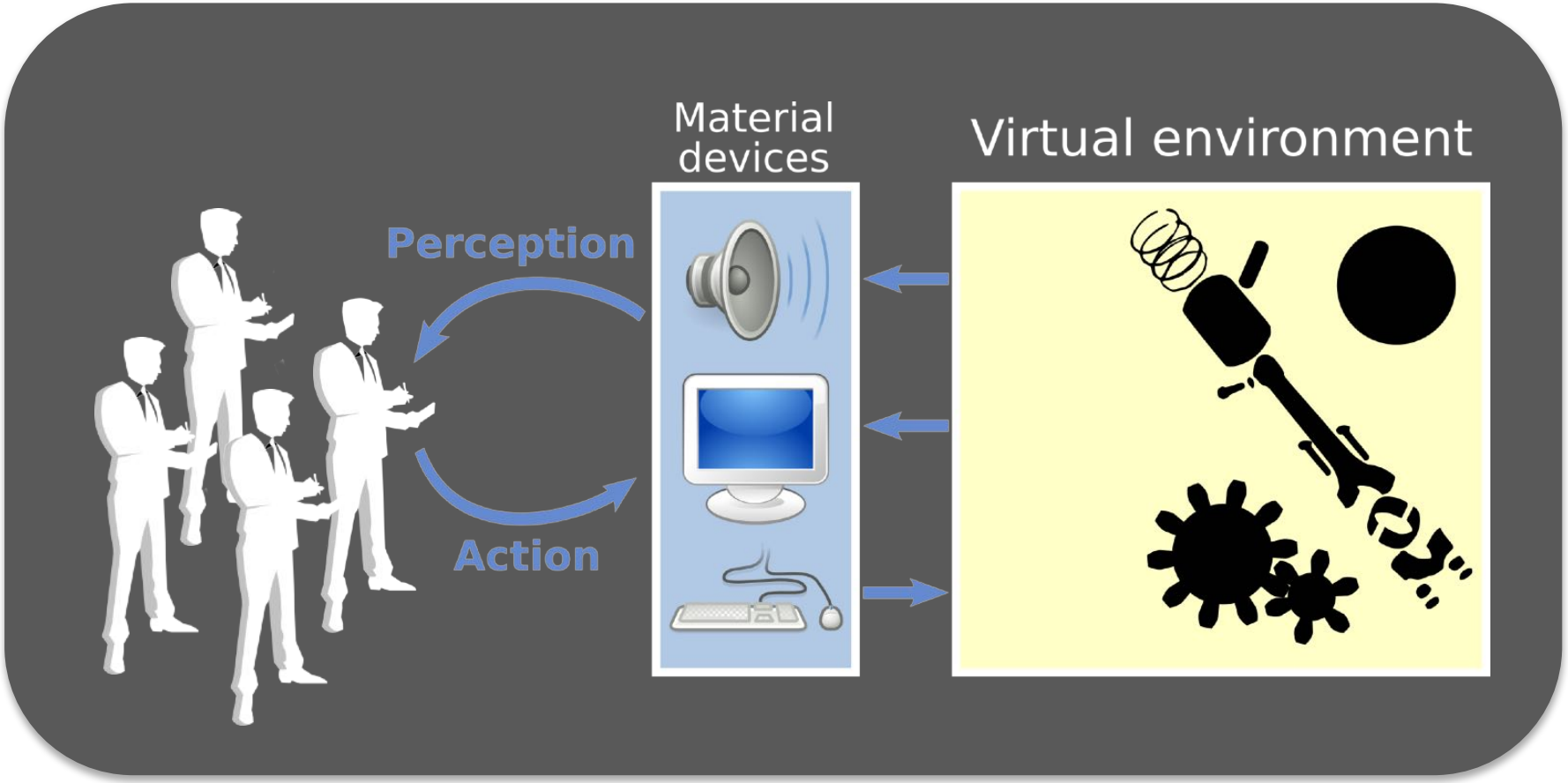
Rennes
(INSA / IRISA)

London
(UCL)

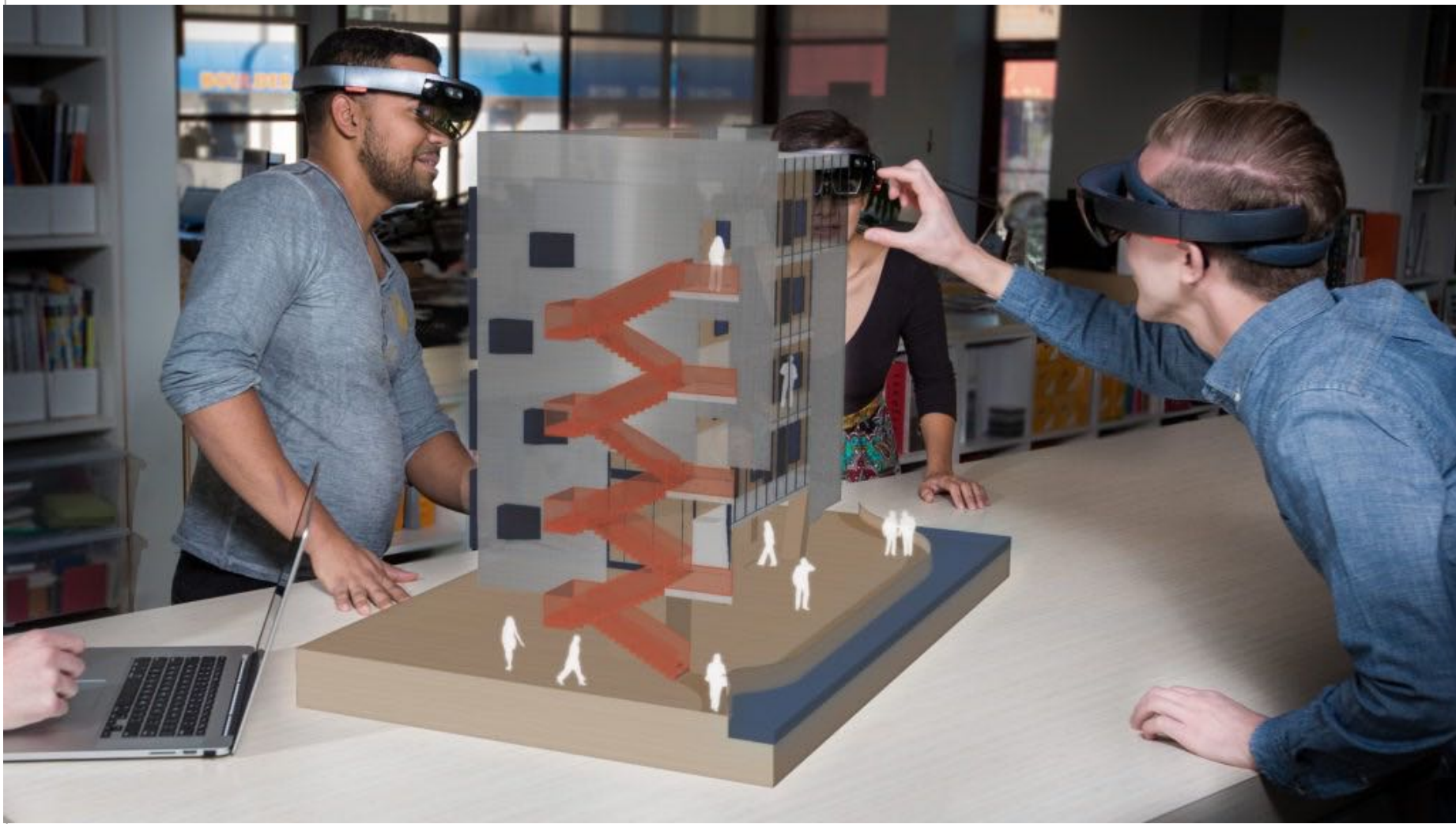


[Fleury et al., VRST 2012]

Co-located Collaboration

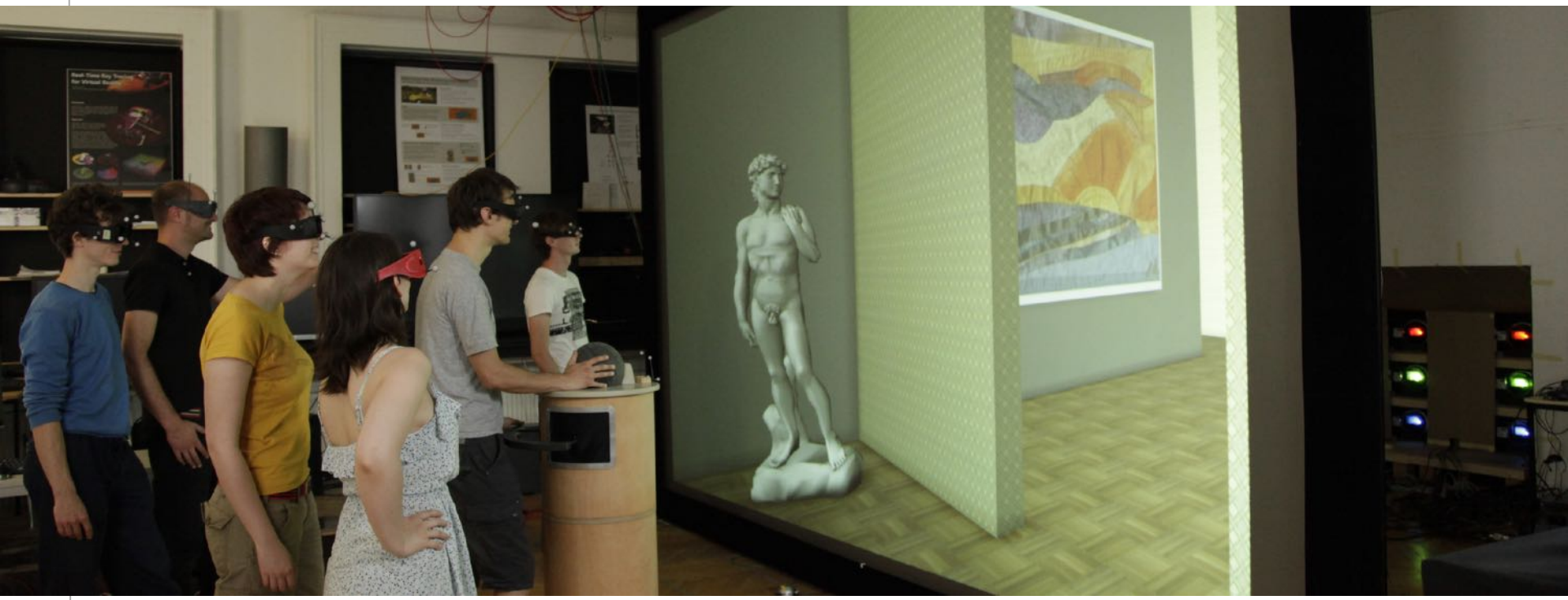


Co-located Collaboration in AR



Co-located Collaboration in VR

Integrate several users in a VE with the same devices

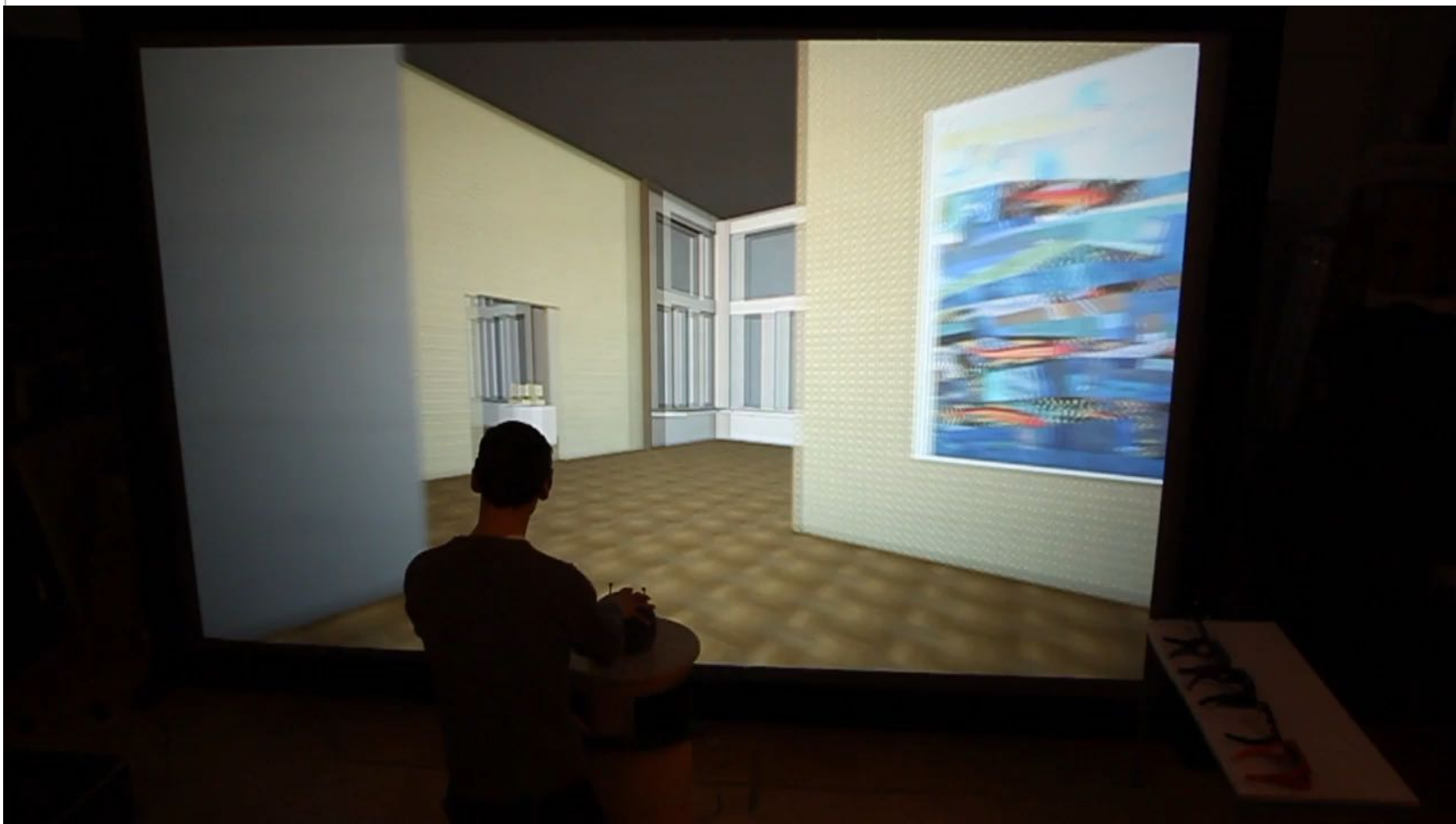


[Kulik et al., 2011]

Multi-stereoscopic display

Integrate several users in the same devices

[Kulik et al., 2011]



Co-located Collaboration in VR

Users cannot see the other in the real world

Users can hear the other

Users can feel the haptic force of the other

Mutual human actuation

[Cheng et al., UIST 2017]

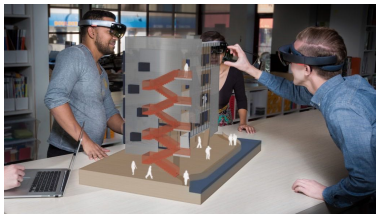
Co-located vs. Remote

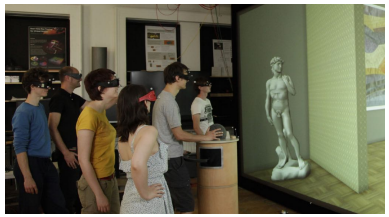
Limits between co-located and remote collaboration

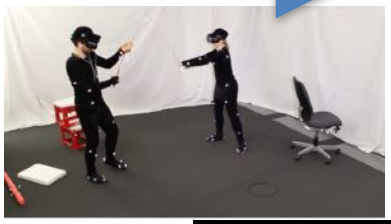
are not clearly defined

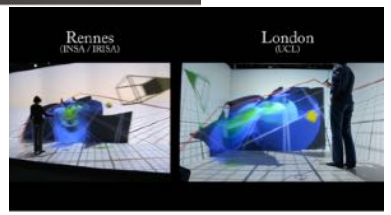
- 2 users with AR headsets in the same room?
- 2 users in a CAVE?
- 2 users with HMDs in the same room?
- 2 users with HMDs in a different room?
- 2 users with HMDs & headphones in the same room?

Collaboration in MR









Co-located

Social presence

Milgram Continuum

Real

Virtual

Remote

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Awareness

Perception of the other users

Where are they?

What are they doing?

What are they looking at?

Are they looking at me?

What could they do ?

Can they see me?

Could they see what I am showing to them?

Could they do what I am asking them to do?

Awareness

Improve mutual understanding

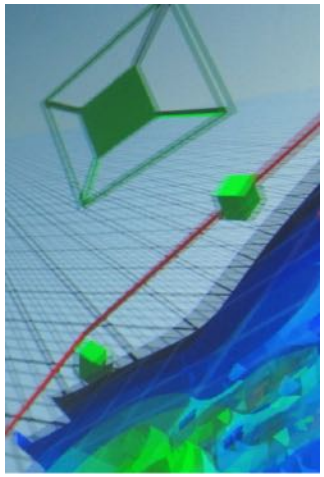
- Just next to me… But where are you?
- Just in front of me … But where are you looking at?
- Etc.

Multi-sensorial restitution

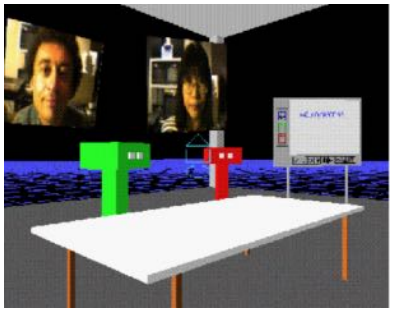
- Visual awareness
- Audio awareness
- Haptic awareness

Visual Awareness

Avatar: representation of users in the VE



[Fleury et al., 2012]



[DIVE, 1991]

CALVIN, 1996

Second Life, 2005

[Beeler et al., 2010]

Kinect Avatar

Embodiment and sense of presence

Self-image

Body swapping

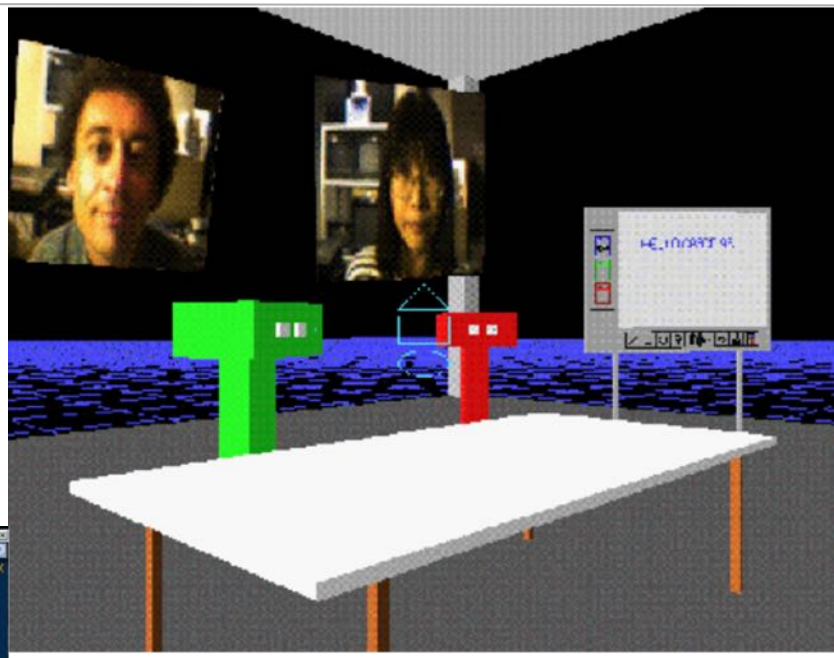
Milgram experiment

[Mel Slater]

Social Presence

Animated avatars

Collaborative interaction



DIVE (1991)

Second Life (2005)

Social Presence

Animated avatars, Collaborative interaction, Video facilites

[Facebook Social VR Demo - Oculus Connect 2016]

“The metaverse”

Social Presence

Real 3D video integration, Collaborative interaction,
Specific tools for collaboration [Beck et al., IEEE VR 2013]

Telepresence in virtual reality

Animated virtual characters

Real 3D video integration

Video facilities

Audio Awareness

Spatialized voice restitution

Remote users' noises

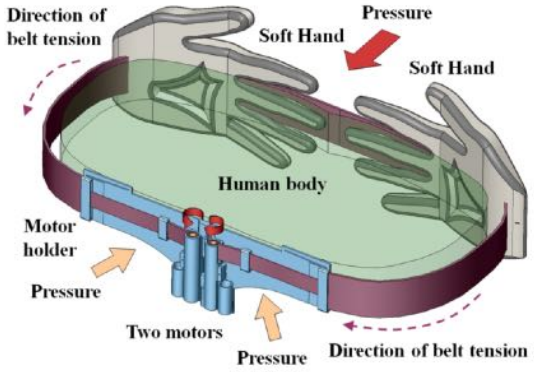
- Give a lot of information
  - Where they are
  - What they are doing
    - Add some sounds to describe the actions

- Need to be spatialized sounds

Haptic Awareness

Force feedback of the others

- Direct
  - Touch the others through haptic devices
    - Virtual handshake
    - Affective haptic
  - Can be asymmetrical



- Indirect
  - Manipulate an object together
  - Feel the force applied by the other on the object

Awareness Model

Spatial Model of Interaction [Benford et al., 1994]

Compute which users can interact with which others

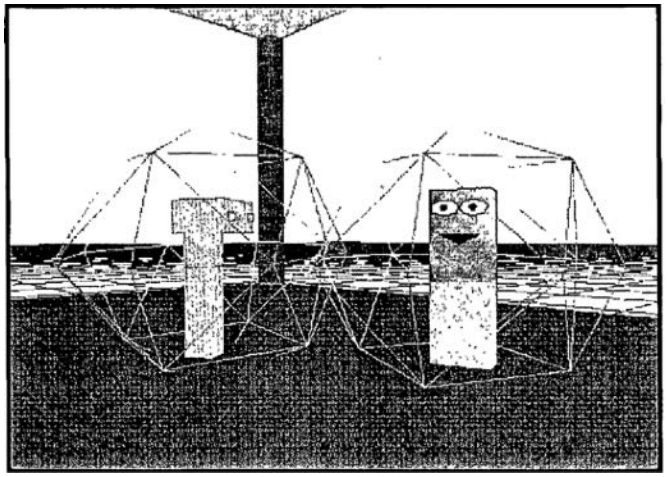
Measure of awareness between two users

Medium

A typical communication medium
Ex: audio, visual, haptic, etc.

Focus and **Nimbus**

Sub-space bounding the presence in a particular **Medium**



[Benford et al., 1994]

Awareness Model

Spatial Model of Interaction [Benford et al., 1994]

Aura determines potential interactions
(on a technical point of view)

Users are responsible for controlling interactions

Measure of awareness between two users

- Asymmetrical
- Dependent of the **Medium**
  (i.e. different for each **Medium**)

Introduction of the **Focus** and **Nimbus**

Awareness Model

Spatial Model of Interaction [Benford et al., 1994]

Focus

Area where a user perceives the others

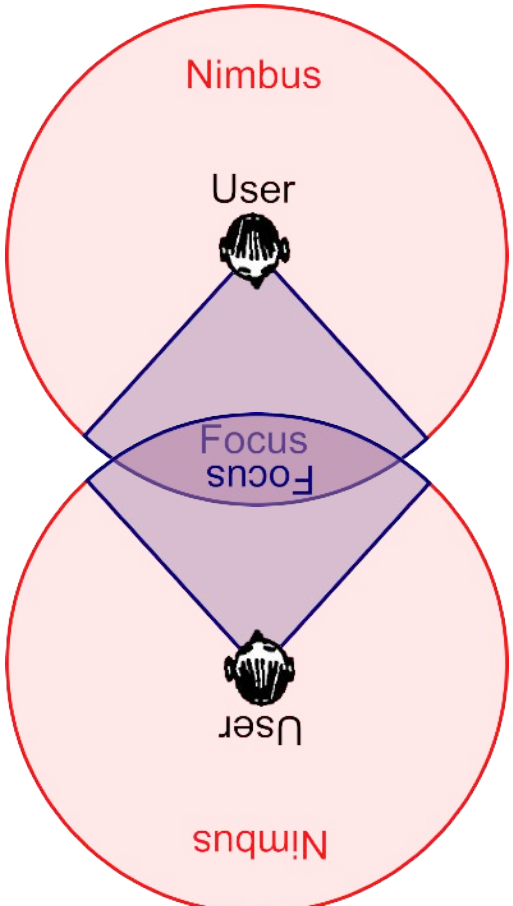
For each particular **Medium**

Nimbus

Area where the others can perceive a particular user

For each particular **Medium**

Different from the **focus**



Outline

Collaborative Navigation

Collaborative virtual environment

WYSINWIS (What Your See Is Not What I see)

Each user can have its own viewpoint

But, sometime users need:

To share the same viewpoint

To meet somewhere in the VE

To guide others in the VE

To follow each other

Collaborative Navigation

3 main modes of collaborative navigation

Share the same point of view

One user drives, the others follow

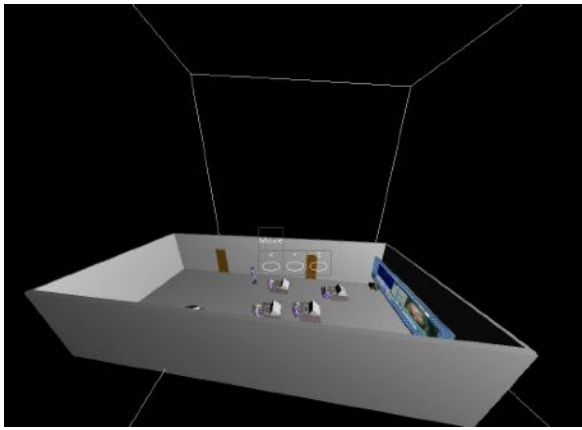
One moves and the others follow with an offset

One user drives, the others can modify their offset

World in Miniature

Guide the others through the WIM

Move the others through the WIM



[CALVIN, 1996]

Group Navigation

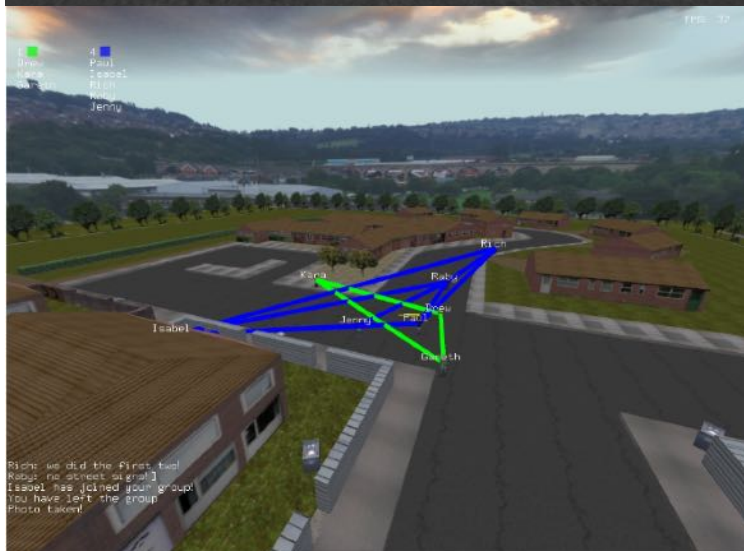
Each user can travel independently, … or

[Dodds & Ruddle, 2008]

Users can be part of a predefined group, and have functionalities that help them travel with the group

To follow the first member of the group

To come back to the middle of the group (mean of member positions)



Collaborative teleportation

Spacetime

[Xia et al., 2018]

Co-located Navigation

Integrate several users in the same environment

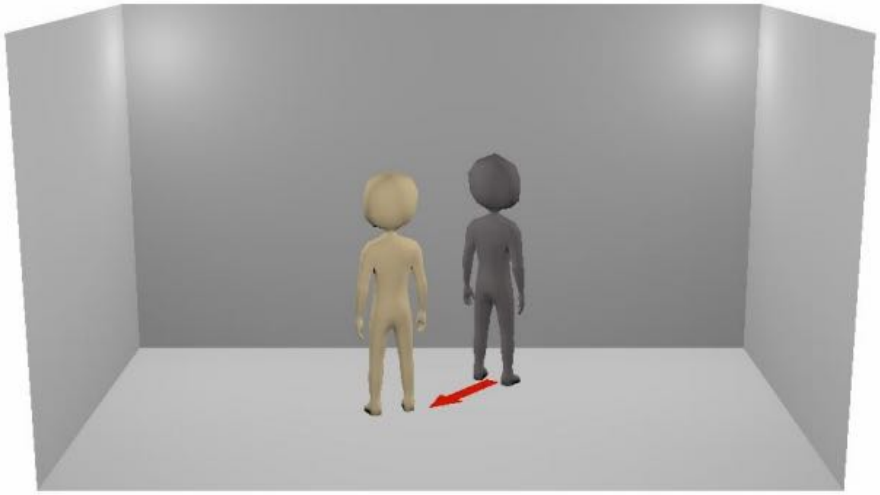
[Kulik et al., 2011]

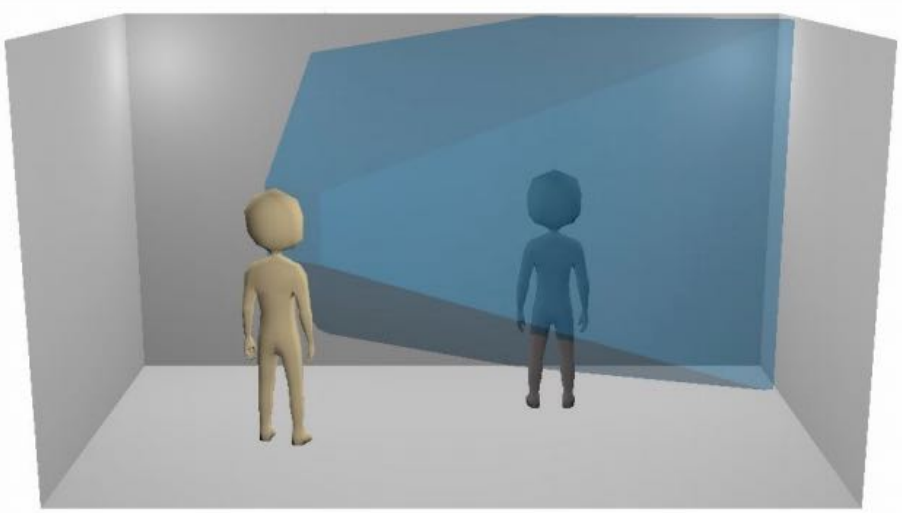
Co-habitation in a CAVE

[Chen et al., 2015]

Problems when several users are co-located in a CAVE

- Collisions
- Occlusion





Co-habitation in a CAVE

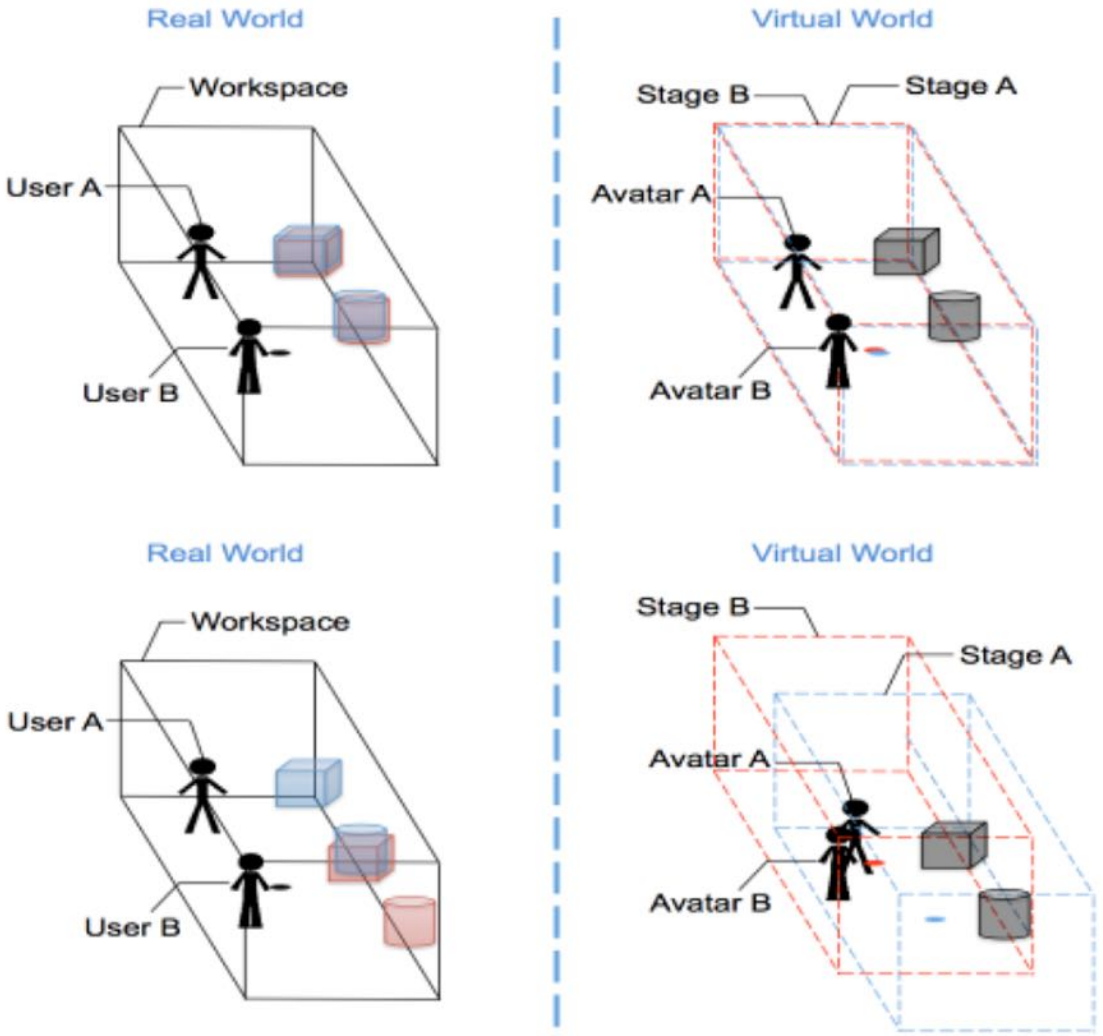
[Chen et al., 2015]

Problems when several users are co-located in a CAVE

Consistent

vs.

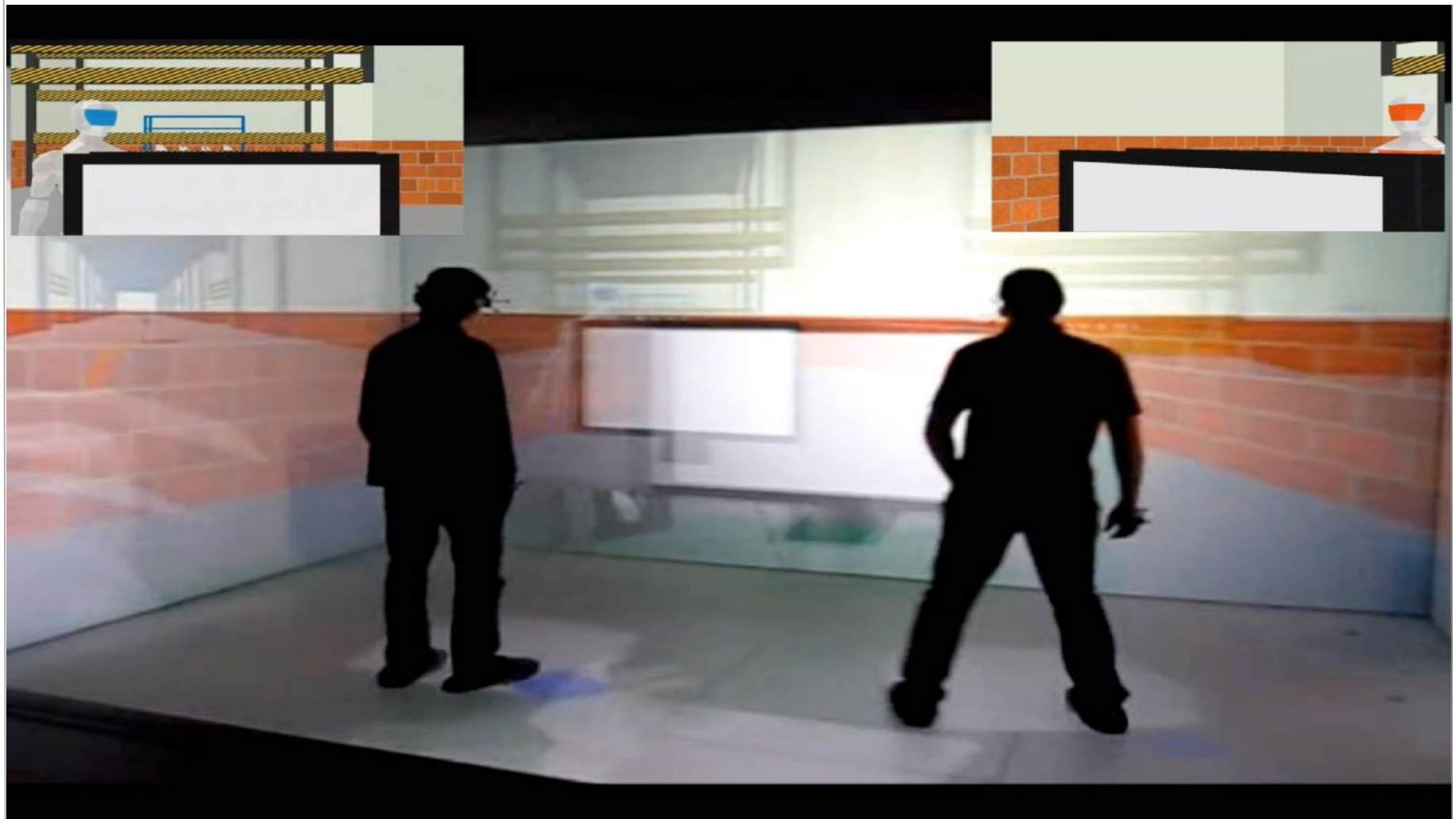
Inconsistent



Co-habitation in a CAVE

[Chen et al., 2015]

Problems arise when several users are co-located in a CAVE



Outline

Co-manipulation

Several users manipulate a same virtual object

- Edit a same virtual objet
- Achieve a hard manipulation task in VE
- Mimic the same task than in the real world (training)

Degree of Freedom (DoF)

- Usually 6 DoF (3 translations, 3 rotations) + the scale
- Some other parameters (color, shape, etc.)

3 solutions: users manipulate

- Copies of the object
- Different DoF of an object
- Same DoF of an object

Manipulate copies

Spacetime [Xia et al., 2018]

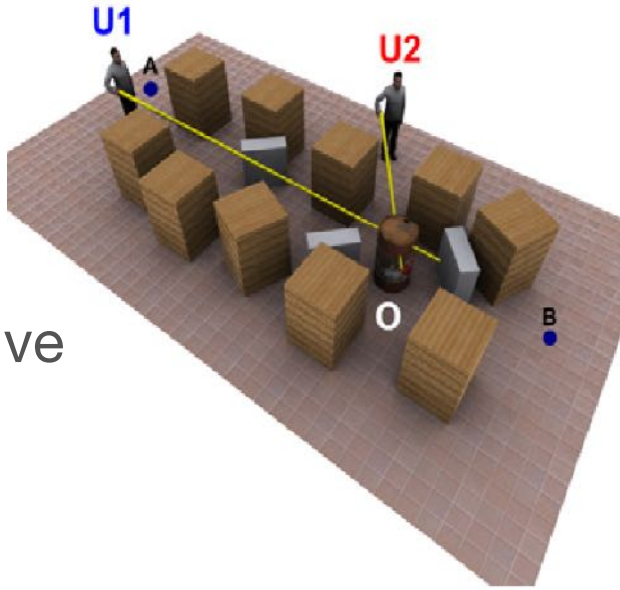
Manipulate different DoF

Users use the same tools

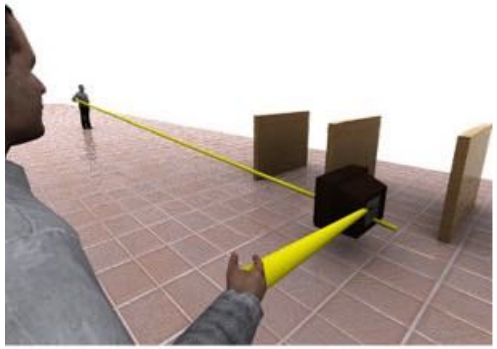
Ex: two virtual rays [Pinho et al., 2008]

Help with obstacles

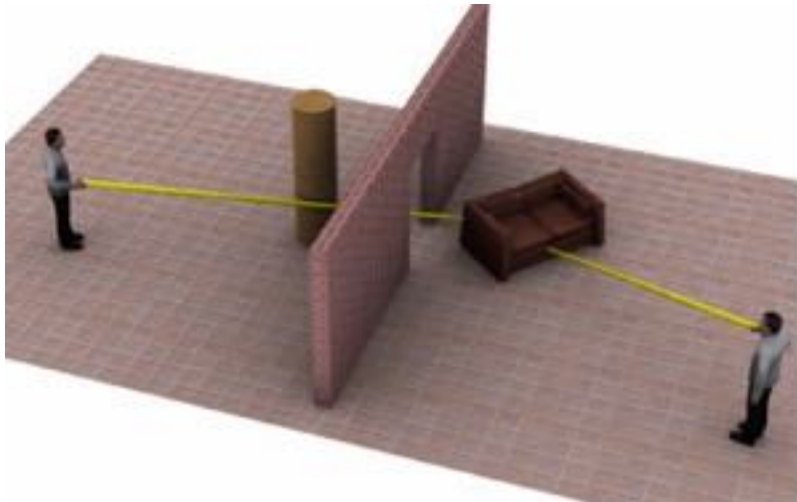
Help when the depth is hard to perceive



User U1's view



User U2's view



Manipulate the same DoF

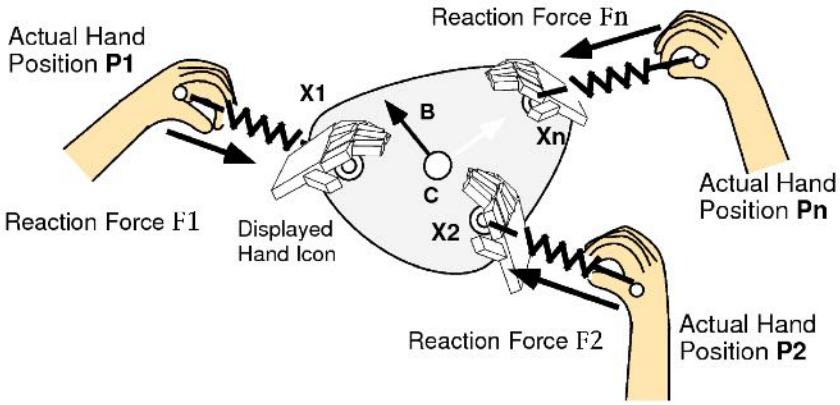
Manipulate together positions and orientations

Compute the mean of each user's actions

Use a physical engine [Noma et Miyasato, 1997]

Positions and orientations are the results of all the forces applied by the users

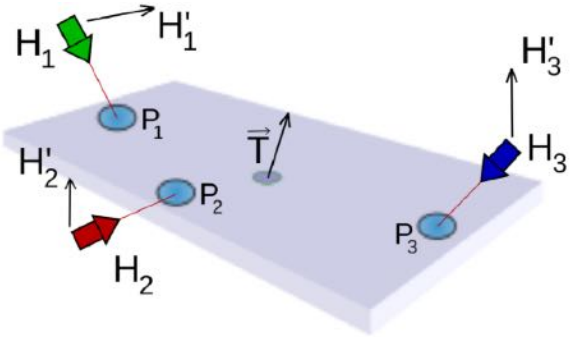
Add springs between users' hands and the object to avoid instability

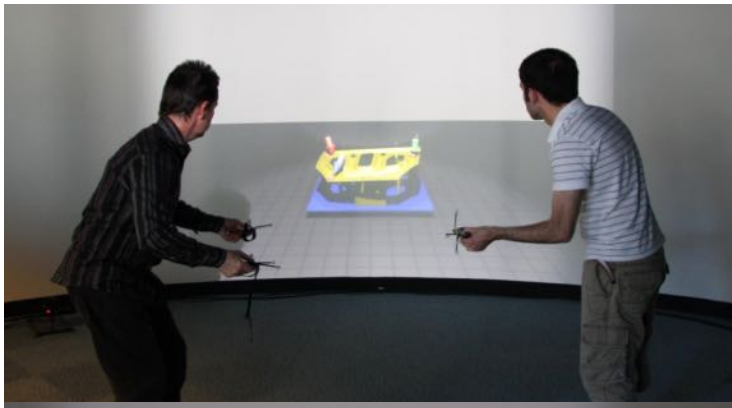


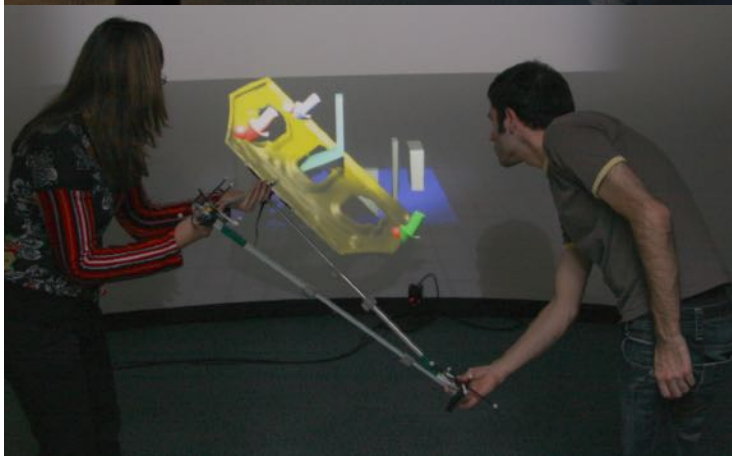
Manipulate the same DoF

Holding together a virtual object

- Need at least 3 control points
- 3 hand manipulation technique [Aguerreche et al., 2009]
  - One user has 2 control points
  - The other has 1 control point
  - Implemented with a prop (Reconfigurable tangible device) [Aguerreche et al., 2010]







Co-located manipulation

[Aguerreche et al., 2010]

Co-located manipulation

Even if users cannot see the others,

haptic feedback is still important

[Salzmann et al., 2009]

Conclusion

Conclusion

Co-located vs. Remote collaboration

- Social presence is a continuum

Several solutions to represent users in a CVE

- From realistic to simplified solutions
- Activities/Capabilities perception

Usually voice communication

- But still need visual tools to improve the communication

Wide range of collaborative interaction

- Navigation together or help the other to navigate
- Move virtual objects together

Conclusion

- Feedback of the others are very important
  - Especially for co-manipulation

- Applications of CVE
  - Co-expertise, collaborative review or design
  - Training
    - Learn a collaborative task
    - Learn with a remote teacher
    - Learn with additional virtual content
  - Entertainment (video games, artistic performance, etc.)
  - Social presence (telepresence)