Pano: Design and Evaluation of a 360° Through-the-Lens Technique
Damien Clergeaud, Pascal Guitton

To cite this version:
Damien Clergeaud, Pascal Guitton. Pano: Design and Evaluation of a 360° Through-the-Lens Technique. 2017 IEEE Symposium on 3D User Interfaces (3DUI), Mar 2017, Los Angeles, United States. pp.2 - 11, 10.1109/3DUI.2017.7893311. hal-01505260

HAL Id: hal-01505260
https://hal.archives-ouvertes.fr/hal-01505260
Submitted on 11 Apr 2017

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers.

L’archive ouverte pluridisciplinaire HAL, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d’enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.
ABSTRACT

Virtual Reality experiments have enabled immersed users to perform virtual tasks in a Virtual Environment (VE). Before beginning a task, however, users must locate and select the different objects they will need in the VE. This first step is important and affects global performance in the virtual task. If a user takes too long to locate and select an object, the duration of the task is increased. Moreover, both the comfort and global efficiency of users deteriorate as search and selection time increase.

We have developed Pano, a technique which reduces this time by increasing the users natural field of view. More precisely, we provide a 360 panoramic virtual image which is displayed on a specific window, called the PanoWindow. Thanks to the PanoWindow, users can perceive and interact with the part of the Virtual Environment (VE) that is behind them without any additional head or body movement. In this paper, we present two user studies with 30 and 21 participants in different VEs. For the first study, participants were invited to perform object-finding tasks with and without Pano. The second study involved position-estimating tasks in order to know if the PanoWindow image enables users to build an accurate representation of the environment. First, the results show that Pano both reduces task duration and improves user comfort. Second, they demonstrate that good object-localization accuracy can be achieved using Pano.


1 INTRODUCTION

Virtual reality has long been used for different purposes (designing, training, understanding, etc.) and in different fields (industry, medicine, archeology, architecture, etc.). There is a common point between all these contexts: immersed users must first locate and select the objects they will need in the Virtual Environment (VE) before performing their virtual tasks. Once the objects have been identified in the 3D scene, users can then go on to perform the process at hand. The speed and comfort with which users perform this initial localization step are therefore essential to the quality and performance of the overall process since this step is often repeated throughout a VR session.

Different factors may hinder this performance. The first is the nature of the data in the VE. Searching for an object may be difficult because there are many similar objects and/or because the object is intrinsically complex. Imagine for instance VR experiments inside a space launcher or a manufacturing plant. Even if you know the environment, it may be time consuming to precisely locate a specific component. Moreover, if you are working with visual representations of abstract data (for instance financial or demographic information), you do not have any ecological landmark and the search time is therefore lengthened.

The second factor that may hinder performance is object occlusion. Two cases must be distinguished: objects placed in front of the users (within their field of view) and those placed behind them. In the first case, objects can be hidden if there is a barrier between the user and the object being searched for. Techniques have been developed which enable users to see "through" the barrier, using ray tracing and transparency for instance. In the second case, the object is not in the users natural field of view. Techniques have been developed to enhance awareness of the Virtual Environment located behind the user. Nevertheless, in almost all cases, immersed users must at least move their head in order to displace their field of view, and often they have to move their body as well. If we consider the time it takes a user to displace their field of view once, the temporal cost is not too high. But, if all the head and body movements per-
formed during a long work session are added together, the temporal cost becomes significant.

Moreover, such movements ruin the users perception of their initial scope of work and require them to refocus on the task afterwards, which calls for a great degree of precision. Indeed, after moving to locate an object, users have to return to their original position to complete their task. The accumulation of these movements degrades comfort and consequently reduces global performance.

In this article, we describe Pano, a method which enables immersed users to rapidly locate and select objects that are behind them without them having to move. After briefly describing the industrial context of our work in Section 2, we conduct a brief review of previous work in Section 3 and we present Pano, in Section 4. We then go on to describe our testing protocol, implemented in two user studies with 30 and 21 participants in different VEs. Finally, we present the results, which show both the time saved and comfort provided by Pano. We conclude by proposing extensions to this first version.

2 INDUSTRIAL CONTEXT

The aerospace industry is no longer composed of local and individual businesses. Due to the complexity of the products (their size, the number of components, the variety of systems and regulation constraints), the design of an aircraft or a launcher involves a considerable number of engineers with various fields of expertise. Furthermore, aerospace companies often have industrial facilities all over the world.

In such a complex setting, it is necessary to build virtual experiments that can be shared between different remote sites. Specific problems then arise, particularly in terms of the perception of other immersed users and of interaction tasks involving several immersed users. We are working with the Launcher Department of Airbus Group in order to design efficient collaborative interaction methods. These collaborative sessions allow multiple sites to be connected within the same virtual experiment and enable experts from different fields to be immersed simultaneously. For instance, if a problem occurs during the final stages of a launchers construction, it may be necessary to bring together experts who were involved in previous steps and on different sites, for the initial design and manufacturing processes for example.

The inside of a launcher is a very complex environment due to the large number of components, which limits the space where the operator can easily move around (figure 2). Even if users know the environment, it may be time consuming to precisely locate a specific component. This is the reason why immersed experts often have to help immersed operators to perform complex tasks by guiding them, as illustrated in figure 1. Concretely, an expert must indicate to the operator where objects are located inside the launcher.

During our preliminary tests with real users (i.e., members of the Airbus Group), we observed that object finding and, more generally, perception of the environment were crucial. This is not surprising since all real and simulated processes begin with the initial task of locating the objects needed to complete that task (components, tools...). The speed and comfort with which users perform this initial localization task are therefore essential to the quality and performance of the overall process. This is the initial reason why we developed Pano. However, Pano is also useful in a simpler context with only a single immersed user. In this paper, we present two user studies to demonstrate the benefits of Pano in this simpler context.

3 PREVIOUS WORKS

In this paper, we focus on the first main challenge: perception of the VE (awareness). Gutwin et al. defined awareness as knowledge about the state of a particular environment [10]. As the VE changes over time, users have to maintain and update their awareness of this environment by interacting with it.

In the following, we consider awareness as comprising three aspects:

- Awareness of the components of the VE
- Awareness of other users in the VE
- Awareness of the global process

A lot of techniques have been developed to enhance users awareness of the Virtual Environment. In this section, we present previous works which we have organized around two main approaches. In the first subsection, we describe methods extending the users natural field of view (up to 360). Then, we present techniques based on the Trough-The-Lens metaphor which enables users to explore the VE using different windows [21].

Finally, readers may recall that the subject of the 3DUI Contest in 2012 was exactly the same as our industrial context (cf. Section 2): a guide had to give information through the virtual environment to another user whilst the latter was immersed in the VE. Several participants of the contest [3, 16] proposed that the guide could simultaneously have a world in miniature representation of the VE and the viewpoint of the other user. They suggested that the guide could also add navigation aids by interacting with the world in miniature representation.

3.1 Extending the Field of View to a 360 Image

Humans have been trying to represent the complexity of natural scenes for a very long time. 360 views have long been a popular choice for doing so amongst painters. For instance, 360 views were first used in China during the 10th century, and more recently to represent scenes at the imperial court or in Europe, where English painter R. Barker invented the word Panorama in 1792 and defined it with three main properties: a 360 circular shape, lighting from above the painting and spectators located at the center of the cylinder. One century later, French painter P. Philippoteaux invented cycloramas and painted The Gettysburg Battle which is still visible in the Gettysburg Battlefield visitor center (Pennsylvania). After being used in paintings, 360 views were used in cinematography. In 1897, R. Grimoin-anson patented Cineorama: spectators were located at the center of a cylinder onto which projected 10 cinema projectors. This concept has been reused and improved many times since its creation.

For instance, a few years ago, Virtual Reality used [partially]-cylindrical representations in the Reality Center systems popularized by SGI. Henrique Debarba et al. [5] investigated extended field of view in an immersive VR setup, and from the perspective of embodied interaction. They noted that the quality of interaction was inferior and required more time.
Augmented Reality systems have used 360 visualization like FlyVIZ [2] which is an HMD enabling users to experience a real-time 360 view of their real surroundings. The panoramic image, which is captured by a camera positioned on top of the users head, is displayed on an HMD screen after having been subjected to certain alterations. The image displayed is monoscopic. Jason Orlosky al. [18] built the same kind of Augmented Reality HMD which provided binocular vision thanks to two cameras placed in front of the HMD. The field of view could be of 180 or 238 depending of the lenses.

In a less embodied way, Mulloni et al. have presented two other ways of visualizing 360 panoramic images of our surroundings in order to provide clear cues for physical directions in the environment [14]. First, their Top-Down shape is circular and provides good readability of the panorama and direct mapping of the directions. However, since the shape is circular, the panorama is distorted near the center. The second shape is the Birds Eye. A cylindrical shape maps the panorama and the environment in a direct way. According to the 3D view, the panorama is warped and occluded on the sides. After performing several user studies, Mulloni et al. concluded that a good readability of the panorama is most important and that clear representation of the spatial mapping plays a secondary role.

### 3.2 Through-the-Lens Techniques

Many techniques have been identified in the literature which attempt to ease perception of the virtual environment (VE). These techniques are categorized in the taxonomy of Through-The-Lens techniques [21]. This taxonomy generalizes this metaphor which enables users to simultaneously explore a virtual environment from two different viewpoints. The situations which arise from the relations between these viewpoints are discussed in this paper.

In 1995, Stoakley et al. presented the World In Miniature metaphor [20]. This technique enables the user to handle a miniature copy of the VE. This copy helps the user to build a mental representation of the VE and to directly manipulate objects of the scene through the miniature copy.

Based on a similar concept, Evins et al. proposed Worldlet [6]. A Worldlet is a miniature representation of a particular location in a VE. The representation can be manipulated, and thus enables users to get a better perception of a location than a textual description or a thumbnail image.

In 1998, Fukatsu et al. [8] proposed an intuitive approach to control a bird’s eye view while the user is immersed in the VE. This kind of approach is better suited for open world VE with no real boundaries.

Viega et al. presented 3D Magic Lenses that extend the metaphor of a see-through interface embodied in Magic Lenses to 3D environments [22]. There are two kinds of 3D Magic Lenses. The first is a flat lens defined in a 3D space that users can use like a magnifying glass. The second is a volumetric lens in which the 3D objects of the scene appear differently. This kind of tool is useful for discovering hidden properties of the VE, but is useless for getting more information about objects that are not in the users field of view.

The Magic Mirror of Grosjean et al. allows users to get information from locations that are occluded by other objects or to see the behind parts of an object [9]. The magic mirror works like a mirror which the user can position and orientate to access any hidden areas. This tool is suitable for getting specific information about an object, but it is inappropriate for accessing surrounding information.

Through-The-Lens techniques can also be used to build a virtual link between two distant locations. Schmalstieg et al. were the first to propose to use a viewport in the VE as a portal [19]. By walking through the viewport, users can teleport themselves to a remote location. On the one hand, this kind of mechanism can ease navigation into the VE, but on the other hand, it can also disorientate users.

Kiyokawa et al. extended the idea in order to enable users to manipulate objects through a window located in the VE [12]. This kind of technique saves time since users can perform several actions without having to navigate between different sites.

More recently, Kunert et al. presented Photoportals, a mix between viewports and portals with a collaborative purpose [13]. Users can create flat or volumetric Photoportals. These can be used to get insight into a remote location in the VE, and can also be used to teleport users to that remote location, or to take an object from that location. Photoportals can also be used as a kind of camera in order to save a picture or a moment. Users can then use the saved Photoportals to teleport themselves back to the saved scene in order to relive it.

All these Through-The-Lens techniques offer collaborative features. Since different viewpoints can be shared with other users, this can facilitate communication between operators and experts. For instance, the WIM metaphor is well suited for collaborative sessions. If users avatars are displayed on the WIM, it enables one user to know the local context of another and how to reach them. What is more, viewpoint sharing enables users to directly guide other users or to know what other users are doing. That is why, during the 2012 3DUIC Contest, many participants proposed using both techniques to guide the immersed user.

Through-The-Lens techniques are designed to facilitate collaboration. A better awareness of the VE implies a better awareness of the other immersed users, since the other users are an important part of the VE [15]. That is why Fraser et al. designed a Through-The-Lens technique for improving collaboration tasks. The Peripheral Lenses technique is designed to enhance awareness of other users [7]. Peripheral Lenses is a virtual navigation aid that simulates peripheral vision. Peripheral Lenses are panels on either side of the main display. They represent viewpoints with the same origin as the main viewpoint, but looking out towards either side. Fraser et al. noted that Peripheral Lenses are useful when users are discussing an object whilst standing side by side in the VE. Indeed, in this case Peripheral Lenses allow one user to know if another user is listening or if he is simply present. Globally, all of the aforementioned techniques could be used in collaborative sessions.

### 4 PANO

Pano is a Through-The-Lens interaction technique which is based on a window displaying a 360 panoramic image; we call it the PanoWindow (Figure 1, right). The first design of the PanoWindow uses a rectangular shape with rounded sides in order to help the user to understand the continuity effect of a 360 horizontal field of view image. In fact, if an object moves all the way to the right (resp. left) border of the PanoWindow, it disappears and reappears on the left (resp. right) of the same PanoWindow.

This window enables users to select and manipulate objects from the scene by selecting them and dragging their image directly on the screen. Since selection is achieved from the point of view of the panoramic camera, this technique doesn’t suffer from the eye-hand visibility mismatch.

#### 4.1 Implementation

The 360 panoramic virtual image is constructed using a set of classic perspective cameras. All cameras must be placed in the same position to create a cylinder view. Figure 3 shows the viewing frustums of the panoramic camera. If $n$ is the number of cameras and $A$ the aspect ratio of the screen, the horizontal and vertical fields of view in radians are:

$$FON_{\text{horizontal}} = \frac{2\pi}{n}$$

(1)
The PanoWindow enables them to visualize their surroundings. The users also use Pano to access their own surroundings. These manipulations could lead to asymmetric scenarios in which immersed users share their surroundings (as described in Section 2), whether they are co-located or located in different users in a collaborative task (as in the industrial context). Users are able to decide whether they want to display it or not. Since PanoWindow is a large virtual object that is hovering over the object. Then, users can drag the image of the object over the PanoWindow in order to move the object around its vertical axis without any real physical movement of the panoramic camera. A joystick on the wand controller allows users to control the distance between the manipulated object and the panoramic camera.

In order to simplify the use of Pano, a slider has been added to the screen which allows users to rotate the panoramic camera around its vertical axis without any real physical movement of the immersed user. This slider enables users to center their view on a specific object to avoid the cropping effect at the edge of the screen. We added two vertical red lines to delineate a 180° field of view. As long as the panoramic camera has not been rotated, the view between the red lines corresponds to the view in front of the user. The right part of the image is on his right hand side and the left part is on his left. The red lines are effectively visual cues.

\[ \text{FOV}_{\text{vertical}} = 2 \arctan \left( \frac{n}{A} \times \tan \left( \frac{\pi}{n} \right) \right) \]  

(2)

Figure 3: A top view of the cameras’ frustums at the right, and diagonal view at the left with the frustum of one camera highlighted.

The number of cameras affects the image quality of the PanoWindow. A large number of cameras reduces the distortion effect from viewports, but it also increases the quantity of rendering operations. It is important to set a good compromise for real time applications.

In order to enable selection and manipulation of 3D objects in the VE directly through the PanoWindow, the collision point between the virtual ray and the screen controls the direction of a ray coming out of the panoramic camera. We use a classical ray-casting technique to perform the manipulation through the PanoWindow. Users must point their virtual ray at the image of the 3D object they wish to select on the PanoWindow. Users can then grab the object by holding a button on the wand controller when the collision point is hovering over the object. Then, users can drag the image of the object over the PanoWindow in order to move the object around the panoramic camera. A joystick on the wand controller allows users to control the distance between the manipulated object and the panoramic camera.

5 User Evaluation

Before evaluating Pano in a collaborative context, we needed to validate the general usability of Pano. Pano is designed to enhance the perception of the environment from a given viewpoint. By doing so, we hypothesize that Pano enables users to build a good mental image of the environment. Thus, we designed a first user study, based on an object-finding task, to test the efficiency of Pano for perceiving the VE. Next, we designed a second user study to test the accuracy of the spatial information provided by Pano. We designed a position-estimation task in order to evaluate the ability of users to build a mental representation of the environment displayed in Pano.

5.1 User Study 1

5.1.1 Participants

The first user study was designed to test the usefulness and the efficiency of the Pano technique. A total of 30 participants (19 males, 11 females) divided into two groups of 15 took part in this user study. 20 of the participants frequently used software which integrates 3D renderers (i.e., on a daily or weekly basis). The remaining 10 had already used software which integrates 3D rendering, but less frequently (i.e., on a monthly basis). 25 participants had already tried a virtual reality HMD. The remaining 5 had never tried a virtual reality setup. Participants were aged between 19 and 34 years old.

5.1.2 Apparatus

For the experiments, we used an HTC Vive in room scale mode. The 2 controllers of the HTC Vive were used. One enabled the participant to control the virtual ray, and the other enabled them to control a small virtual window which gave information about the tasks during the experiment. We used a high performance computer (Intel Xeon E5-2680 v2 @ 2.8 GHz, 32 Gb RAM, 12 Gb Nvidia Quadro K6000 GPU). During the experiment, the framerate was constantly at 90 frames per second.

To develop the software, we used Unity 5.3 Personal Edition with the MiddleVR for Unity SDK. MiddleVR is a generic immersive virtual reality plugin which allows the VR system being used to be easily configured in order to adapt the simulation to the system.

5.1.3 Procedure

Participants were invited to perform four different tasks whilst being immersed in the VE using an HMD. Each task was an object-finding task:

- C1: Visual Object-finding task (without PanoWindow). Participants had to press a button as soon as they had visually located the target object in the VE.

- C2: Visual Object-finding task with PanoWindow. Participants had to press a button as soon as they had visually located the target object in the PanoWindow.
For each object-finding task, the scene contained just one orange tori, light blue hollow cubes, yellow stars and dark blue ical shapes (red cubes, green cones, white diamonds, pink hearts, minutes for discussions and questionnaires.

The evaluation took about 40 minutes in total, 30 minutes for the test and 10 minutes for discussions and questionnaires.

For each condition, participants had to perform 15 object-finding tasks in each of the two scenes in the following order: small large. For each condition, participants went through a practice scene to make sure that they were familiar with the task at hand during the assessment.

Participants were divided into two groups. The first group performed the tasks in the following order: C1-C2-C3-C4. The second group performed them as follows: C2-C1-C4-C3.

Figure 4: Top-view of the large scene during an object-finding task.

The distribution of objects for each task was the same in conditions C1 and C2 and in conditions C3 and C4. A pre-study revealed that participants did not notice that they had accomplished all of the tasks twice in different conditions. Thus, all participants performed the tasks in all four conditions. Nevertheless, participants were divided into two groups, one of which began with the PanoWindow and the other without it.

At the end of the assessment, participants were once again asked to complete a final usability and comfort questionnaire. We used a System Usability Scale (SUS) [4] along with more specific items on 5-point Likert scales.

Figure 5: Top-view of the participant and the target object showing how the angle of appearance was calculated.

The formal hypotheses are:

- **H1**: Pano improves completion time for object-finding tasks where the objects are distributed all around the participant. Average completion time in conditions C2 and C4 are shorter than in conditions C1 and C3.
5.1.5 Results

The results presented in this section were considered statistically significant when $p < 0.05$, and were explicitly referred to as a trend if 0.05 < $p < 0.1$. We performed a Wilcoxon Signed-rank test with all the measurements per scene per participant and per condition. Then, we corrected for multiple comparisons using the false discovery rate (FDR) [17]. All the analyses were performed with Rkward, an integrated development environment for R.

In the following part of this section, we first compare time to completion depending on the condition and the scene. Then, we compare movements of the participants during the tasks with and without the PanoWindow.

Globally, participants performed the object-finding task faster with the PanoWindow than without. All of the following results can be seen in figure 6.

More specifically, for the small cylindrical scene, we found a significant effect on hand movement, head movement, hand rotation and head rotation. For hand movement, results revealed a statistically significant difference between conditions C1 and C2 ($p < 0.0001$) and between C3 and C4 ($p < 0.0001$). Hand movement for C1 (mean = 19.02, SD = 5.82) was higher than for C2 (mean = 2.69, SD = 2.14) and hand movement for C3 (mean = 33.13, SD = 12.05) was higher than for C4 (mean = 6.47, SD = 3.57). For head movement, results revealed a statistically significant difference between conditions C1 and C2 ($p < 0.0001$) and between C3 and C4 ($p < 0.0001$). Head movement for C1 (mean = 13.57, SD = 2.82) was higher than for C2 (mean = 2.72, SD = 1.63) and head movement for C3 (mean = 16.11, SD = 5.10) was higher than for C4 (mean = 2.74, SD = 1.53). For hand rotation, results revealed a statistically significant difference between conditions C1 and C2 ($p < 0.0001$) and between C3 and C4 ($p < 0.0001$). Hand rotation for C1 (mean = 10300, SD = 5061) was higher than for C2 (mean = 4763, SD = 4455) and hand rotation for C3 (mean = 19032, SD = 5045) was higher than for C4 (mean = 11295, SD = 3941). Finally, for head rotation, results revealed a statistically significant difference between conditions C1 and C2 ($p < 0.0001$) and between C3 and C4 ($p < 0.0001$). Head rotation for C1 (mean = 23428, SD = 4784) was higher than for C2 (mean = 10443, SD = 4018) and head rotation for C3 (mean = 27653, SD = 6499) was higher than for C4 (mean = 9196, SD = 3616).

For the large cubic scene, we found a significant effect on hand movement, head movement, hand rotation and head rotation as well. For hand movement, results revealed a statistically significant difference between conditions C1 and C2 ($p < 0.0001$) and between C3 and C4 ($p < 0.0001$). Hand movement for C1 (mean = 18.34, SD = 5.21) was higher than for C2 (mean = 1.62, SD = 1.18) and hand movement for C3 (mean = 24.52, SD = 6.86) was higher than for C4 (mean = 5.11, SD = 3.84). For head movement, results revealed a statistically significant difference between conditions C1 and C2 ($p < 0.0001$) and between C3 and C4 ($p < 0.0001$). Head movement for C1 (mean = 10.21, SD = 2.75) was higher than for C2 (mean = 1.68, SD = 0.97) and head movement for C3 (mean = 8.97, SD = 2.07) was higher than for C4 (mean = 2.23, SD = 1.36). For hand rotation, results revealed a statistically significant difference between conditions C1 and C2 ($p < 0.0001$) and between C3 and C4 ($p < 0.0001$). Hand rotation for C1 (mean = 9644, SD = 4816) was higher than in C2 (mean = 3436, SD = 3802) and hand rotation for C3 (mean = 14604, SD = 2434) was higher than in C4 (mean = 8017, SD = 2151). Finally, for head rotation, results revealed a statistically significant difference between conditions C1 and C2 ($p < 0.0001$) and between C3 and C4 ($p < 0.0001$). Head rotation for C1 (mean = 16766, SD = 5399) was higher than in C2 (mean = 7425, SD = 2931) and head rotation for C3 (mean = 16239, SD = 4036) was higher than in C4 (mean = 7175, SD = 2946).

We now proceed to present the qualitative results gained from the surveys and from our discussions with the participants.

All the participants agreed that using Pano could improve completion time for object-finding tasks. The average score was 4.4 out of 5 (SD = 0.83).

![Figure 6: Time to complete the object-finding tasks (in seconds) for each condition in the two different scenes (mean ± SD)](image-url)
Generally, participants moved significantly less with Pano than without. Figures 7 and 8 show boxplots for the total distance travelled by the dominant hand and the head. Participants agreed that they moved less with Pano than without. The average score for this question was 4.0 (SD = 1.42). Participants also agreed that Pano rendered the tasks less tiring, with a score of 4.56 (SD = 0.71).

The score for the SUS was 85/100. It is important to bear in mind that the participants performed all the conditions.

To conclude, hypotheses H1 and H2 were verified for all the scenes.

5.2 User Study 2

5.2.1 Participants

The second user study was designed to test if the altered image provided by Pano can nevertheless enable users to build a good mental representation of the environment. A total of 21 participants (18 males, 3 females) took part in this user study. 13 of the participants frequently used software which integrates 3D renderings, i.e. on a daily or weekly basis. 4 of the participants had already used software which integrates 3D rendering, but less frequently, i.e. on a monthly basis. The remaining 4 had never or rarely used this kind of software.

Before the assessment, participants were invited to perform two paper tests in order to evaluate their cognitive spatial abilities. The first test evaluated mental rotation abilities [1], and the second evaluated the perspective-taking abilities of the participants [11]. The results confirmed that participants had varying abilities in these two areas.

5.2.2 Apparatus

For this experiment, we also used an HTC Vive in room scale mode. The 2 controllers of the HTC Vive were used.

We used a gaming performance computer (Intel Core i7 @ 4.0 Ghz, 16 Gb RAM, 6Gb Nvidia GTX 1060). During the experiment, the framerate was constantly at 90 frames per second.

To develop the software, we used Unity 5.3 Personal Edition with the SteamVR plugin for Unity.

5.2.3 Procedure

Participants were invited to perform a position estimation task in two conditions. For both tasks, participants were positioned in the middle of the scene with a PanoWindow placed right in front of them.

The position-estimation task was divided into 3 steps:

- A visualization step: participants had to locate the image of an object (that we will call the target) on the PanoWindow;
- An estimation step: participants had to estimate the position of the object seen in the PanoWindow by positioning a second object (that we will call the answer) in their surrounding environment. During this step, the PanoWindow is hidden to enable users to position the answer more easily;
- A feedback step: participants could see both objects (the target and the answer) in their surroundings and in the PanoWindow so they were able to appreciate the errors they made.

The two conditions were:

- Horizontal: the positions to be estimated were all at the same height (1 meter from the ground). Participants simply had to point in the direction of the target object.
- Horizontal and Vertical: the positions to be estimated were all around the participants on the surface of a cylinder, with a radius of 5 m.

Participants performed the Horizontal and the Horizontal Vertical conditions twice in the following order:

- Horizontal 1
- Horizontal Vertical 1
- 5 min break
- Horizontal 2
- Horizontal Vertical 2

We invited the participants to perform the same tasks twice in order to see if they were able to improve their performance just by repeating it. For each condition, participants performed 20 position-estimation tasks.

To summarize, each participant performed 40 position-estimation tasks per condition: i.e. 80 position-estimation tasks in total per participant. The evaluation took about 40 minutes in total, 20 minutes for the test and 20 minutes for discussions and questionnaires.

Targets in the 20 position-estimation tasks were designed to be uniformly distributed around the participant.
identify it when they use Pano.

tion of the object in the scene, users are able to easily and quickly
meets our first expectations. Whatever the orientation and the loca-
standard deviation of the error in degrees.

In order to test our hypothesis, we computed the mean and the stan-
deviation of the error in degrees.

5.2.5 Results

5.2.4 Design

For the horizontal condition, the angle between targets and answers
was measured in degrees for each position-estimation task. In the hor-
izontal vertical condition, errors of height were measured in
meters. The time to complete each position-estimation task was also
recorded during the assessment.

The hypothesis is:

• H: Pano provides an image which enables users to estimate
the position of the target objects with an accuracy of 30.

This hypothesis is inspired by our collaborative context. If users
can estimate the right clock position of an object in order to guide
someone else, then Pano can support communication efficiently.
Because a clock is divided into 12 directions, users need to esti-
mate the clock position of objects with a precision of 30 (since 30
is 1/12 of 360).

5.2.5 Results

In order to test our hypothesis, we computed the mean and the stan-
dard deviation of the error in degrees.

Globally, participants performed the position-estimation tasks
with a horizontal error of less than 30 for each scene. Thus, the
hypothesis is verified.

The results are:

• Horizontal 1, mean = 9.59 and SD = 3.45
• Horizontal 2, mean = 8.18 and SD = 3.31
• Horizontal Vertical 1, mean = 9.40 and SD = 2.99
• Horizontal Vertical 2, mean = 8.03 and SD = 2.49

These results are shown in figure 9.

6 Discussion

Globally, these results demonstrate that the Pano technique fully
meets our first expectations. Whatever the orientation and the loca-
tion of the object in the scene, users are able to easily and quickly
identify it when they use Pano.

Time savings: Both visual search time and physical motion
were taken into account in the assessment of overall time savings.
The results show statistically significant differences in completion
time (mean, standard deviation) between using ray-casted selection
alone vs Pano.

Comfort: The object-finding task requires participants to move
their head around in all directions and Pano reduces these move-
ments. Consequently, we hope that using Pano could contribute
to decreasing feelings of cybersickness. Before the session, 2 par-
icipants informed us of cybersickness problems they usually en-
countered when using VR. After the session, they reported feeling
cybersickness when they were not using Pano, but conversely, they
felt better when using the technique.

Selection: Globally, participants reported that they could eas-
ily select objects using Pano. Some of them said that selection in
the PanoWindow was more difficult than direct selection in the VE.
Classic virtual ray selection involves the whole arm, while selection
in the PanoWindow just involves the wrist. Moreover, the image in
the PanoWindow is generally smaller than the object in the scene.
Thus, direct selection in Pano requires a greater degree of concen-
tration and accuracy.

One participant said that he would prefer to interact with a tactile
screen. Instead of using the virtual ray for pointing, this participant
would have preferred to be able to use the virtual hand to touch the
object on the PanoWindow.

Globally, the participants enjoyed using Pano. The SUS score
was 85. This score allows us to assert that this first version of Pano
is relatively easy to use.

Position-estimation task: Globally, participants performed well
at this task although their spatial abilities were different.

This test shows that users can quickly learn to use Pano to build a
mental representation of their environment. They achieve sufficient
accuracy to be able to use Pano and guide someone else. In this
case, the guide could use the clock position technique to describe
the position of an object to another user. Furthermore, graduation
on the PanoWindow could be added to make the clock positions
explicit.

Figure 12 shows the error depending on the angle of appearance
of the target. We can see that the error is minimal for the 4 angles
that correspond to ahead, behind and the two sides. Precision fell
between these positions because there are no references to help the
users.

7 Conclusion and Future Work

In this paper, we presented Pano, a visualization and interaction
technique which reduces search and selection time by enhancing
the awareness of the Virtual Environment for immersed users. We
described the implementation of this technique and then presented
two test protocols involving 30 and 21 participants using Pano. For
the first user study, results demonstrate the benefits both for reduc-
ing the global duration of the task and improving the comfort of immersed users. Therefore, we conclude that Pano is readable and
useful for sharing viewpoints. As for the second user study, results
show that Pano enables users to construct a good mental representa-
tion of the environment, accurate enough to support communication.

We are currently working along three main axes. Firstly, we are
working both on the implementation and the generic uses of Pano.
For instance, what is the best shape for the window? What kinds of
interaction features are better performed directly in the PanoWin-
dow rather than in the full VE?

Secondly, we are currently working with experts from Airbus
Group in order to introduce Pano into their real collaborative pro-
cesses. Then, we would like to evaluate the benefits of the tech-
nique in terms of presence and communication between users in a
real industrial context

Thirdly, we think that Pano could be useful outside the initial
context of collaborative work for industrial scenarios. For instance,
we think Pano could be used for 3D Data Visualization and Explo-
ration. Furthermore, we also think that Pano could be used for video
games. We could design an asymmetric and cooperative game us-
ing this technique.
Figure 10: Average task completion time depending on the angle of appearance of the target object for each condition in the small VE.

Figure 11: Average task completion time depending on the angle of appearance of the target object for each condition in the large VE.

REFERENCES


