

NAVIGATION

One of the best things on 3DUserNet is being able to interact with your data in 3D right there in a browser. To make that happen seamlessly and across desktops, tablets and mobile phones we have implemented a number of navigation methods. Below is a description of each of them to get you interacting with your data.

MODES OF NAVIGATION

Third Person Mode (Default)

Third person navigation is where the scene is treated like an object that you are holding in your hand. Essentially you spin the scene around to see it from different angles and you can pull it closer to you or push it away. This is how we normally interact with objects in our normal surrounds. Think of holding a cup in your hand and moving it around.

This mode of navigation is the default in 3DUserNet and will be what the 3D viewer launches with each time.

First Person Mode

First person navigation is where the camera in the scene is treated like it is your head. So when you rotate the camera stays in the same place but your view changes to see a different angle from that fixed point. This is much more like our eyes in our own head in everyday life. So in order to move in the scene you have to 'walk' the camera around instead.

This mode can be accessed on each device as well.

DOUBLE-CLICK / TAP TO ZOOM

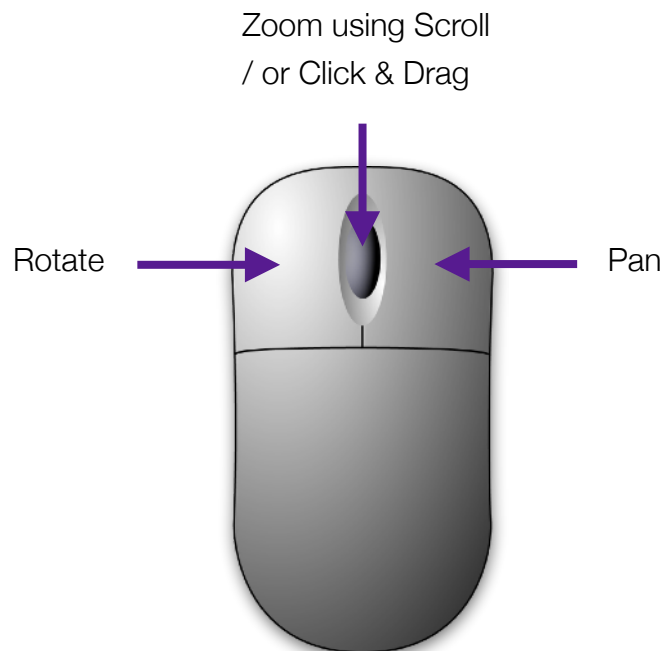
Double-Click



In all modes you can use a quick double-left mouse button click (or double-tap) to zoom into an area of interest. Just make sure your cursor / finger taps on a data point (point cloud or model) and you will be zoomed to that point.

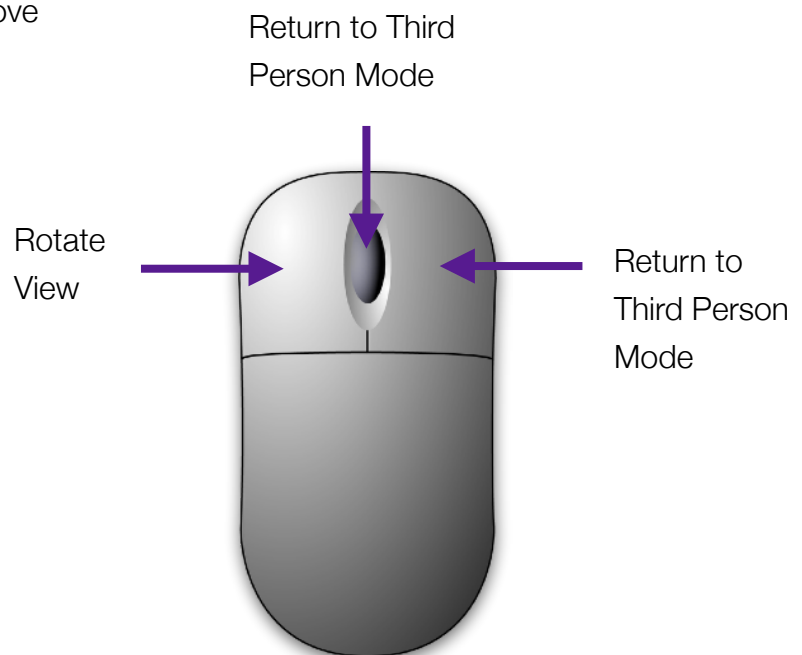
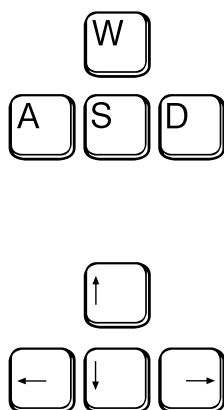
DESKTOP NAVIGATION

Third Person



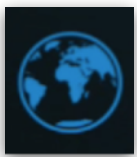
First Person

Use the WSAD or Arrow keys to move
forwards / backwards / left / right

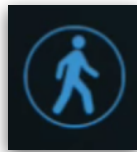


TABLET / MOBILE NAVIGATION

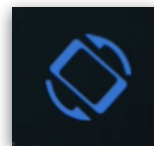
Navigation on a smart device is very engaging and is actually quite intuitive. By default the 3D viewer will still launch into 3rd person mode, as signified by the blue 'world' icon in the lower left of the screen. When you click on this icon it will change you to 1st person mode which changes the icon to a walking person. When in 1st person mode you also get a bonus function which is the 'use device orientation' button.



Third Person Mode



First Person Mode



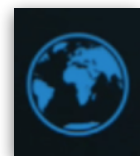
Device Orientation Mode

Third Person

In 3rd person mode you use the following gestures to navigate around:



Single finger drag to **Rotate**



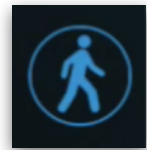
Two Finger Drag to **Pan**



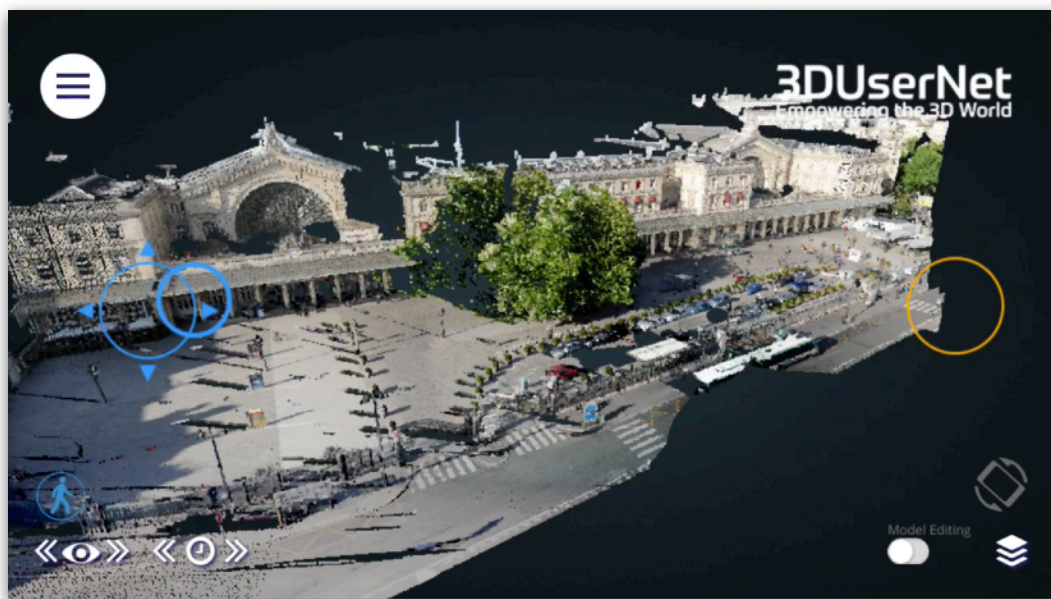
Pinch to **Zoom**

First Person

In 1st person mode you use joysticks rather than gestures to move around.



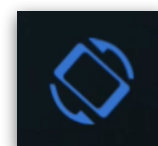
In this mode you get a **blue movement joystick** on the left to move you forwards / backwards / left and right. Then an **orange rotation joystick** on the right that does rotation. (see the image below). This type of navigation should be very familiar to anyone who has played games on a games console or smart phone.



When you press the Device Orientation Mode button you only have to use the left blue joystick as the rotation / orientation will be done by moving your device around (similar to



when viewing VR content on Facebook or YouTube).



Feedback

We really want to make 3DUserNet *the* place to work on and share 3D data, so if you have any problems, queries or ideas please don't hesitate to contact us:

support@3dusernet.com