Virtual Reality Telemedicine

Team Vegetable & Rice
Team Vegetable Rice

Meet the team.

Li Yuanqi  
Team Lead

Chan Kenneth  
UX Designer

Zhu Jinfa  
Unity Engineer

Wan Shouzhi  
Unity Engineer
01 Problem Demystified.
Drawbacks of traditional solutions.
The screen is too small to work with
Too much data to deal with
Productivity.
02 Our Solution.
An virtual reality platform.
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Our goal... is to **explore the potential of VR** in telemedicine, to create a **more productive and accessible** user experience.
Design principles.

Space

Interaction

Extensibility
#01. Redefining Space

Expanding the limited screen.

Presenter Jinfa

2018 CS Summit
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Working space  Eye space  Side space
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Working space.
A curved surface in front of you.
Eye space.
An area fixed to your eyes. Always on.
Side space.
Things that are always accessible on your side.
#02. Redefining Interaction

Unprecedented, simple, and intuitive.

Presenter Kenneth

2018 CS Summit
Hand gestures.

- Powered by *machine learning*, 100 samples per track.
- *Push* to minimize, *pull* to reopen, *spread* to reposition.
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Controllers.
Expanding actions and possibilities.

2018 CS Summit
Grab and resize your windows as you wish.
#03. Redefining Extensibility

Platform vs. Application.
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Extensibility.

- **Unity** native application
  - Unity C#

- **Windows** native application
  - Win32 API

- **Web** based application
  - Chromium
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Windows native plus our API.
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Rendering web based apps.
This is our SOLUTION To VR Telemedicine.
Future Work.

1. More unity native apps.
2. Improve graphics quality.
Thanks!

Any Questions?