Let's Ski!
Edouard Brooks, Jeremy Archer (Team Human Shell)

Overview
Let's Ski! is a multiplayer, virtual reality skiing simulator using Kinect motion detection and Mecanim character modelling. When you move your body, your avatar moves too!

Controls
Turn left, right Tilt Left/Right
Speed up/slow down Lean Forward/Back
Pair with next Kinect Cardboard Click

Objectives
1. Increase player control surface beyond single Cardboard button.
2. Use gesture control to broadcast player identity and social cues.

Future Work
1. Generate player skin from Kinect RGB.
2. Simplify process of pairing with the Kinect sensor.

Source Code
Visit //github.com/fatlotus/human-shell.git for code and build instructions.

Acknowledgements
This project was completed as part of CS 234/334 Mobile Computing (Winter 2016), taught by Prof. Andrew A Chien, with TA support by Yun Li and Yan Liu.

Hardware Architecture
(a) Skeleton transferred from Kinect to phone, via custom Go Server
(b) Motion sync’d via Unity HLAPI

Gameplay
User chooses a Kinect in front of the mirror.
User turns around the mirror and starts down Mt. Mobile
"Oh no! Watch out for that tree!"
Once the player gets to the bottom, they are reset to the top.

Conclusions
1. Imprecise sensors are "good enough" to handle a basic sports application.
2. Though skeleton animation tools are not designed for real-time character creation, they can be adapted to create a reasonably good approximation.
3. The need to pair devices remains a barrier to more seamless integration.