

Supervisor assessment of Bachelor's Thesis

Student: Fajtová Klaudia

Title: Controlling Virtual Avatar in Microsoft HoloLens with Use of Real-World Elements (id 22767)

Supervisor: Bambušek Daniel, Ing., DCGM FIT BUT

1. Assignment comments

The work deals with a closer connection between the real and virtual world and their mutual coexistence, in the field of the gaming industry, where it outlines its possible future development. The implemented attractive and entertaining application for Microsoft HoloLens demonstrates the concept of using real objects to achieve the goal for a virtual character controlled using the Xbox controller. To fulfill the assignment, it was necessary to get familiar with the Unity engine, to master the Mixed Reality Toolkit libraries needed for the development of applications for Microsoft HoloLens, to understand the concepts of augmented reality and the designing of intuitive user interfaces and elements. For these reasons, I find the assignment as more difficult.

2. Literature usage

The student actively searched for literature by herself.

3. Assignment activity, consultation, communication

The student was active throughout the solution of the thesis, consultations took place rather irregularly, but they were always worthwhile and effectively used. The remarks and suggestions were always conscientiously incorporated.

4. Assignment finalisation

The work was completed well in advance and its content was sufficiently consulted.

5. Publications, awards

6. Total assessment

excellent (A)

Ms. Fajtová worked on her thesis conscientiously and with exemplary commitment. She was coming to the consultations with her own original ideas and with solutions to the various implementation problems. She created a functional and entertaining application for Microsoft HoloLens in augmented reality, which combines an Xbox controller and real-world objects. I rate the work with grade **A**.

In Brno 25 June 2020

Bambušek Daniel, Ing.
supervisor