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Presenting A Limited Avatar Of A User In A Virtual Reality Environment

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PRESENTING A LIMITED AVATAR OF A USER IN A VIRTUAL REALITY ENVIRONMENT

ABSTRACT

Disclosed herein is a mechanism for presenting a limited avatar of a user in a virtual reality environment. The mechanism can receive an indication that a user wants to preview a virtual reality environment. In response to receiving the indication that the user wants to preview the virtual reality environment, the mechanism can cause a first representation of the user to appear in the virtual reality environment, which can indicate a presence of the user without revealing personal information about the user. The mechanism can receive an indication that the user wants to enter the virtual reality environment in a full participation mode. In response to receiving the indication that the user wants to enter the virtual reality environment in a full participation mode, the mechanism can cause a second representation of the user to be presented in the virtual reality environment, which can include an image associated with the user, a name of the user, and/or other identifying information.

BACKGROUND

A user may enjoy participating in chat rooms or virtual reality environments with other users. However, in a situation where a user is entering a chat room or a virtual reality environment for the first time or in a situation where the user is unlikely to know other participants, the user may want to preview the chat room or virtual reality environment and, more particularly, without revealing personal information.

DESCRIPTION

The systems and techniques described in this disclosure relate to presenting limited avatars of users in a virtual reality environment. In particular, the systems and techniques
described herein can be used to present a first representation of a user who wants to preview a chat room or virtual reality environment prior to entering the chat room or virtual reality environment in a full participation mode.

The systems described herein can be implemented on a user device, such as a mobile phone, a tablet computer, a laptop computer, a wearable computer, a desktop computer, a game console, and/or any other suitable type of user device. FIG. 1 shows an example of a process for presenting limited avatars of users in a virtual reality environment.

![Diagram](image-url)
Turning to FIG. 1, at step 102, the system can receive an indication that a user wants to preview a virtual reality environment. The system can receive the indication that the user wants to preview the virtual reality environment in any suitable manner. For example, in some instances, the system can receive an indication that a user has selected an input to enter the virtual reality environment in a limited mode or a preview mode. As another example, in some instances, the system can determine that a user wants to enter a virtual reality environment and can determine that it is the user’s first time entering the virtual reality environment. In another example, in some instances, the system can determine that a user wants to enter a virtual reality environment using a particular application and can determine that the application has been launched on a user device less than a predetermined number of times.

In some instances, the system can determine that a user has selected particular virtual reality environment from a group of available virtual reality environments. Note that, in instances where the system determines that a user has selected a virtual reality environment to enter, the selection can be received in any suitable manner. For example, a user can select a virtual reality environment to enter via a mouse click, a touch or gesture on a touchscreen, a gaze direction using a headset, and/or in any other suitable manner.

At step 104, the system can cause a first representation of the user to appear in the virtual reality environment. In some instances, the first representation of the user can indicate that the user is present in the virtual reality environment without revealing personal information about the user. An illustrative example of a user interface 200 for indicating that the user is present in the virtual reality environment is shown in FIG. 2 below.
For example, the first representation of the user can use a stock image of a person rather than an image of the user. As another example, the first representation of the user can indicate that the user is a guest rather than using a name or username associated with the user. In some instances, the system can indicate any other suitable information, such as that a microphone of a user device associated with the user has been activated, that the user is visible to others in the virtual reality environment, and/or any other suitable information. In some instances, the system can limit interactions or activities of the user in the virtual reality environment while in a limited mode or in a preview mode. For example, the system can prevent the user from interacting with other users in the virtual reality environment, from viewing particular content in the virtual reality environment, and/or from any other suitable activities.

At step 106, the system can receive an indication that the user wants to enter the virtual reality environment in a full participation mode. The system can receive the indication that the user wants to enter the virtual reality environment in a full participation mode based on any
suitable information. For example, the system can determine that the user has selected a particular input to enter the virtual reality environment. As another example, the system can determine that more than a predetermined duration of time has elapsed since the user began the preview of the virtual reality environment. In some instances, the user can receive permission to perform additional activities while participating in the virtual reality mode in the full participation mode relative to the limited mode, as described above in connection with step 104.

At step 108, the system can cause a second representation of the user to appear in the virtual reality environment. The second representation of the user can differ from the first representation of the user in any suitable aspect(s). For example, the second representation of the user can include an image of the user or an image selected by the user to represent the user. As another example, the second representation of the user can indicate a username of the user and/or a name of the user.

Accordingly, a mechanism for presenting a limited avatar of a user in a virtual reality environment is provided.