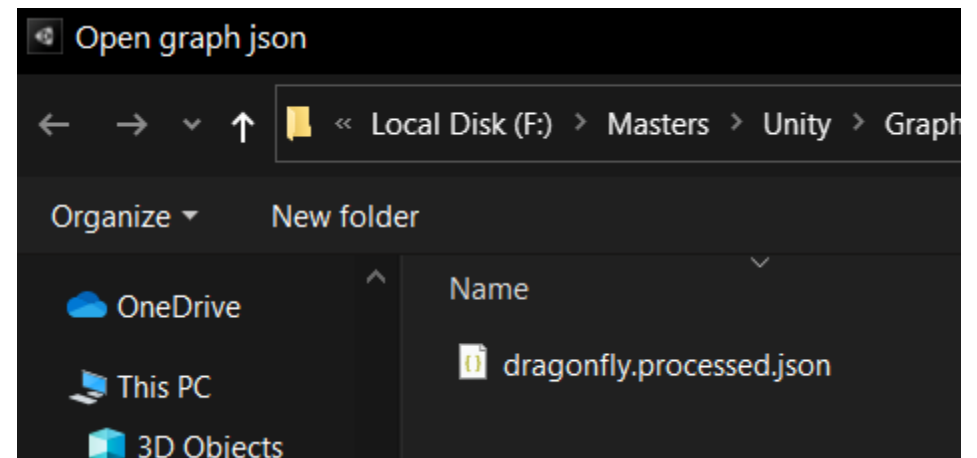


# VR Graph Visualization Prototype

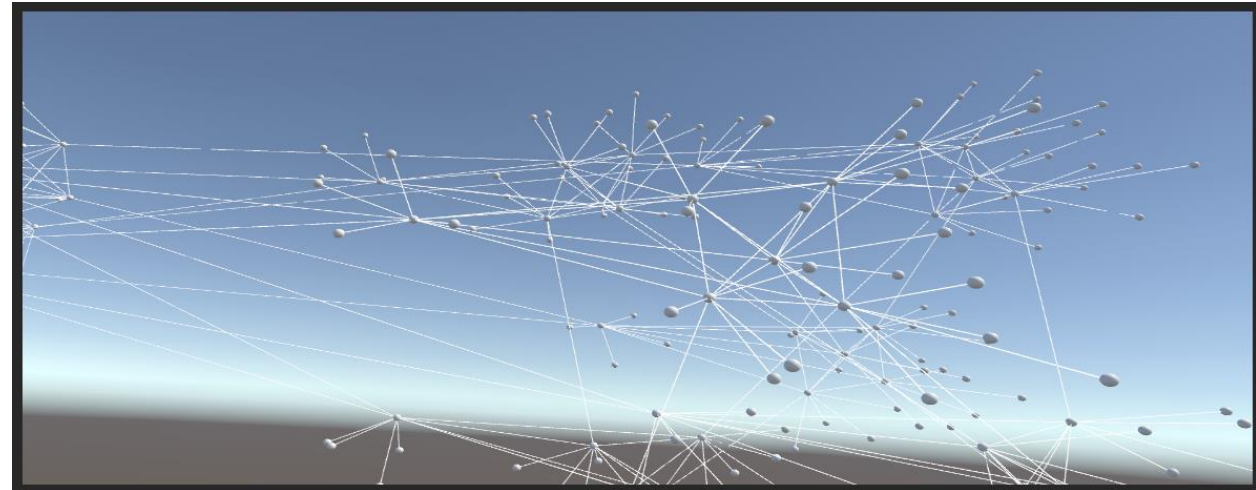
# Data Loaded at Runtime

- Loads data from a JSON blob
- Easy to modify format to include more data or different storage formats



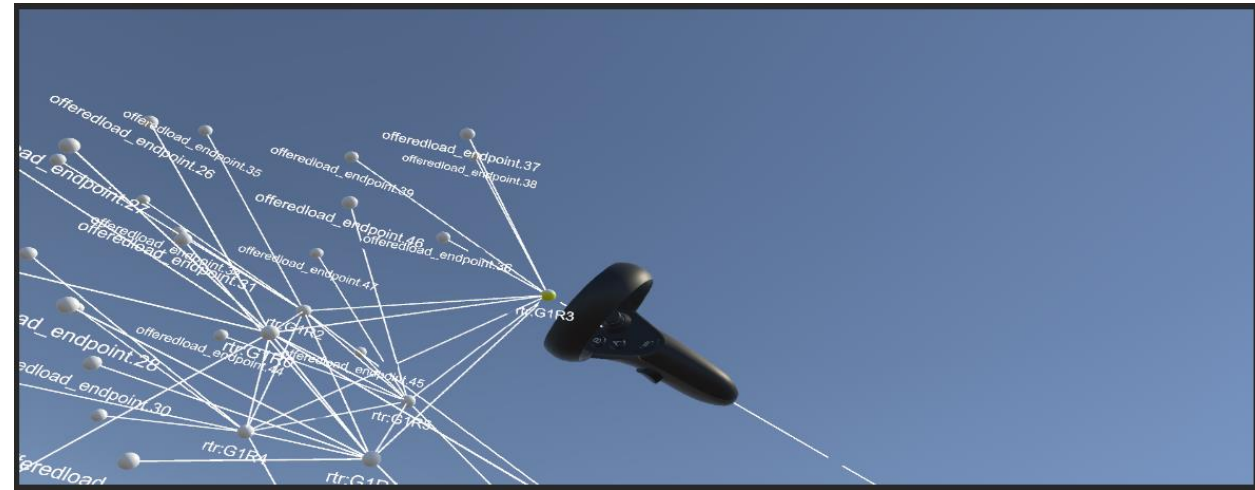
# Force-Directed Graph

- Physically based layout
- Nodes are pulled together along edges, but pushed apart from all other nodes
- Strength and direction of forces are configurable



# Interacting with Graph

- Move center point of graph
- Move specific node in the graph (works with physics calculations)
- Controller near node reveals ID
- Reload graph



# Configurable Graph Layout

- System in place to allow choice of graph layout
- Currently set in editor, only missing UI for configuration during runtime

