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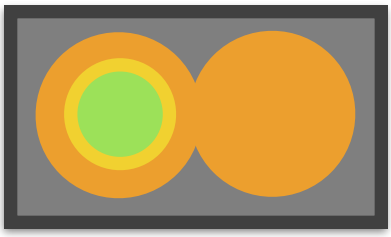
VR orientation : Best Practices

Optimize your Engine for development

- make an icon and a folder that is visible via the rift
- during testing, setup, and development, you will be repeatedly placing the rift atop your head, then over your eyes and "diving in". It helps to be able to do a certain amount of "OS work" with the Rift on. To do that, configure your "sweet spot."
- with left eye open, right eye closed, the *green area at right* indicates the usable screen area for text and icons on a Rift in 1080p mode (1920 x 1080)



- Position mission-critical windows so that they appear in this sweet spot.

Have a trained docent

Having a docent is absolutely imperative in order to give players who have never been in VR before the best possible time. Entering VR for the first time can be a very disorienting experience; the docent is the voice and touch of re-assurance that keeps the player connected to the real world and keeps their physical body safe during their VR experience.

Docent duties

Here are the duties of the docent, in rough chronological order:

— hand the headset to the player
— instruct the Player to close their eyes as they put the headset on
— help the Player adjust the headset straps and optics properly
— place the headphones on Player's ears
— launch VR experience applications from the OS
— tell the Player when to open their eyes once the app is launched
— hold the cord out of the way during play and prevent tangling
— give the player interaction suggestions and puzzle hints
—— realise that the docent voice is like "the voice of god" in an alternate universe
— physically and verbally re-assure the player if they freak
— instruct the Player to close their eyes before quitting application
— remove the headphones and goggles from their head upon completion

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Prepare for the event

- **15 minutes prior:**
  - reserve at least 15 minutes prior to usage to setup and get your engine ready
  - connect the 2 USB and 1 HDMI display connectors
  - confirm that the rift is powered on and recognized.
    - a blue light will show atop the rift, and the lenses will glow
- **turn on display mirroring**
  - to allow you to see everything the player sees
- **get your Engine into high performance mode:**
  - disable any plug-ins, virus scanners, background apps, etc.
  - perform a clean restart
  - shut down all non-necessary applications
- **wirelessly pair your bluetooth headphones**

Notes

- use a mirrored monitor to see what's going on
- NEVER let the Player see the non-rifted raw OS video feed (see blog post)

Ease-in Players Gradually

For many, just the experience of *seeing* a virtual 3d environment for the first time is an experience of wonder. Things such as hands input, navigation and motion controllers come later. No matter how jaded your staff gets, always remember your first time, and allow beginners to enter the experience slowly, and to gain experience gradually. For this reason, we recommend staging experiences in the following manner:

1. a static seated experience, such as the Oculus calibration scene.
   a. get the user familiar with visually exploring a 3d environment,
   b. while remaining seated
2. basic, simple mobility in a familiar environment.
   a. such as an architectural model
   b. a wireless game controller is far better than a keyboard.
3. save the videogame-style experiences for a 2nd or 3rd entry.
   a. "first person shooters" are generally too abrasive for VR virgins
   b. realize the deep immersion, and avoid situations that can generate stress or panic.

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