

Welcome to Virtual Reality

We have several Oculus Rifts and a HTC Vive setup in the Virtual Reality Room. There will be signup sheets in the VR room to form a line and will open during the appropriate activity times and evenings. The location and times will be posted via Slack #gm16-vr. It's fun to watch too so I welcome everyone to come by. We will have games and experiences. This is for everyone regardless if you're a gamer. There's something for everyone. [P2 post here](#).

Quick Rules and Tips

- Using the lanyards may help prevent the controllers from accidentally being dropped; however, please do not violently throw the controller because the lanyard may break. Some games may require fast movements. We don't want to see controllers flying across the room.
- If you're wearing makeup, please be considerate of others wearing the headset that it does not leave any residue.
- Roughly 10 minutes of play time each depending on the line. Feel free to come back.
- **Clean headset after every use.** Use the alcohol wipes **only** for the lens. The sanitizing wipes are only for the foam part that touches your skin. Do not use it anywhere else.
- On the HTC Vive you will see boundaries appear if you've reached the edge of your play area. Feel free to walk around and explore but do not go past these boundaries. There's plenty of space so don't be afraid!
- Share any tips and tricks with people that haven't tried it yet so it's easier for them.
- Be aware of the play area tape on the floor if you're spectating.
- Do NOT touch or disturb anyone in VR. It can frighten them.
- The equipment is very expensive. Please take good care of it.
- Recommend trying VR sober. Please be careful if you've had a few drinks.
- If you're feeling any discomfort, take the headset off and rest before trying again.
- You can use both Vive and Rift with glasses but it will depend on the size of your glasses. Before putting the headset on, slide the glasses in by themselves to make sure they fit well and do not touch the lens. They will likely hit the sides a bit and that's okay but it should not bend your glasses. The Vive allows for slightly larger glasses.
- There will always be someone in the room to help guide you so don't worry about getting lost or not knowing what to do :)

Games and Experiences for HTC Vive

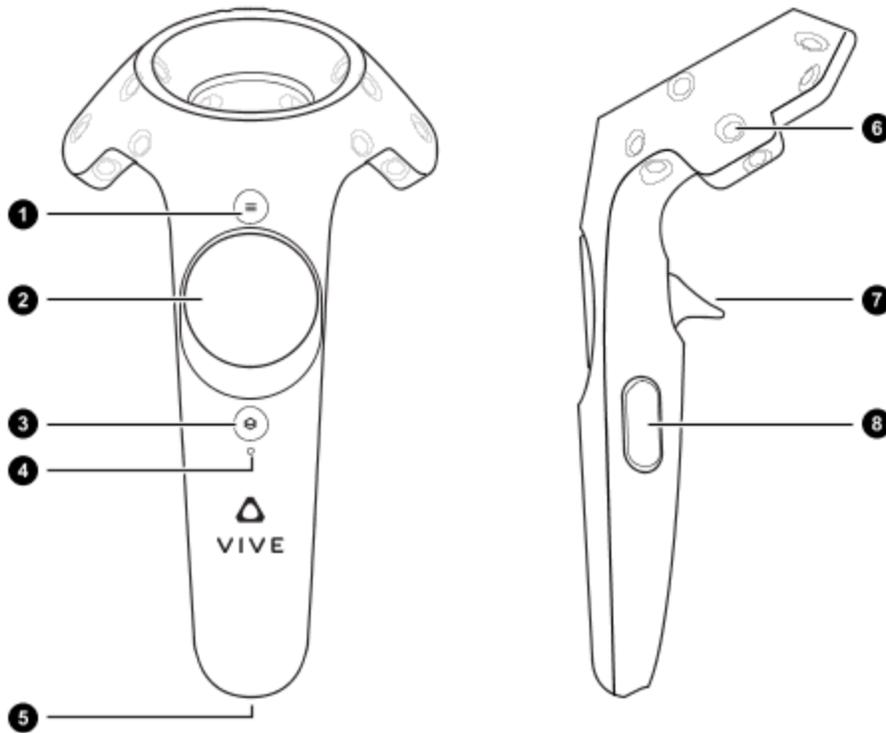
This is just a short list of games and experiences available for the HTC Vive during GM.

App	Difficulty 1-5	Type	Description
Tilt Brush	1	Experience	Paint in a virtual environment. Great intro to VR.
Job Simulator	2	Game	Hilarious and easy game where you cause a mess in a work environment.
Space Pirate Trainer	3.5	Game	A high energy game that will require fast movements while you dodge bullets and shoot alien space ships.
Audioshield	3	Game	Similar to Dance Dance Revolution. Use movement to go with the beat. Use your shields to block oncoming balls. Go to My Music directory.
The Lab	1-3	Games	Several games and experiences here and is among one of the most popular apps available for Vive. Archery is a lot of fun.
Zombie Training Simulator	2.5	Game	Shoot the zombies! Zombie cardboard cutouts are hungry for brains. Use various guns and grenades to keep them away.
Holoball	4	Game	Tron + Pong. Hold those controllers tight.
Waltz of the Wizard	1	Experience	Experience magical powers in a Harry Potter like environment.
Apollo 11	1	Experience	You need to try this if you're a space junkie. It's over 20 minutes long so skip a few of the first few scenes.
SoundStage	2	Experience	Make music in virtual reality!
Paddle Up	2	Game	Ping-pong in VR
theBlu	1	Experience	Go underwater and see a life size whale.
Holopoint	4	Game	A difficult archery game and fun.
VR Funhouse & Pierhead Arcade	2.5	Game	Carnival games in VR. Pierhead Arcade is slightly better IMO.

Games and Experiences for Oculus Rift

App	Difficulty 1-5	Type	Description
Dreamdeck	1	Experience	Dreamdeck transports you to impossible places and magical worlds.
The Climb	2	Game	Hope you're not scared of heights.
Henry	1	Experience	Fantastic film
Lucky's Tale	2	Game	

HTC Vive Guide



1. Menu button: Most games have a menu and you can get there from this button.
2. Trackpad: The trackpad is touch sensitive and also directional touchpad.
3. System button: This will take you to the SteamVR home screen to select your game.
4. Status light
5. Micro-USB port
6. Tracking sensor
7. Trigger: You'll be using this trigger often for most games.
8. Grip button: Uncommon but sometimes used in a few games.

Putting the headset on: First kneel down on the ground. Pull the headset down over your eyes. Slide the straps around the back of your head, and adjust them so that the headset fits snugly and comfortably. Make sure that the cables pass through the sleeve at the back of the headset, and are positioned straight down your back. Next feel for the headphones and put those on. You will see the controllers in the VR environment to pick those up.

Taking off the headset: HTC Vive: When you're done, kneel down and put the controllers on the floor. Next take the headphones off and leave them on the ground. Lastly, you can take the headset off and leave it on the ground facing forward.