

Getting Started with VR

Welcome to the Oculus Quest 2 headsets. These are stand alone units that do not need a computer to run the simulations. To get started, read the directions below and try to follow along with the VR headset.

1. Before putting on the VR headset, please wear a hygiene mask provided on the white table. Ask staff if none are present.
2. Take the Oculus headset over to the corresponding VR stall. Notice both the headsets and the stalls have numbers on them. The stalls with the wall stickers are intended for the Vive headsets.
3. While standing in the center of the stall, put on headset and adjust straps to fit. Sometimes the lenses need to be wiped down—**please only use the microfiber cloths provided on the white table.**
4. If you put on the headset and see that a game is still in play, simply press down on the Oculus button  to navigate out of the game and back to the start menu. Use can use this method at any time during VR game play.
5. Define your play area. Sometimes this will already be done for you, however, you may be prompted to define the play area when you begin your VR session.
 - a. Floor leveling can be done simply by moving the controllers down to the floor, making the VR grid lay flat on the level ground.
 - b. Play perimeter can be set by holding down the trigger button on one control while aiming at the floor. Keep holding down the trigger button while tracing the edge of the floor with the controller. This play area prevents VR users from walking into walls or other hazards.
6. Using the controller to aim, select the APP icon  from the bottom of the screen and select *First Steps* to become familiarized with the controls and VR system.
7. Work through the *First Steps* game. When complete, press that Oculus button  to navigate back to the home page where you may select a new game or experience.

Before leaving, place headsets and controllers back into the charging dock. The indicator lights turn orange when charging properly. Make sure they are placed correctly.

After completing these tasks, return this to a staff person to check out of the VR Studio.