Reification

Getting Started, episode 2: Navigating a VR experience

Not all VR headsets have identical controllers; interaction details may vary slightly among devices

We will use Windows Mixed Reality Controllers for this tutorial

Point

To point at something, pull the index trigger

Pointing at an object with the left controller will show additional object information if available

Grab

When you are touching an interactive object, pull the index trigger to grab

Grabbing some objects with two hands will allow scaling

Navigation -teleport

To teleport, pull the index trigger and push forward on the joystick.

To jump back to the "home" location, pull backwards on joystick while pointing

WATCH VIDEO

Navigation - drive

You move by using the joystick

When in motion, use your head to steer

WATCH VIDEO

Identity

The display name you enter when signing on will be what others see you as in the experience

Pointing at someone with your left controller shows their display name *(in this case, "pew pew")*

The information in brackets indicates Host [H] or Guest [G] status, and their session time remaining

Hosts have shiny halos overhead ond on controllers

Only VR users have controllers for their avatars

Sound Controls

Attached to your right controller, you will find a microphone and speaker button to mute your outbound and incoming sound, respectively
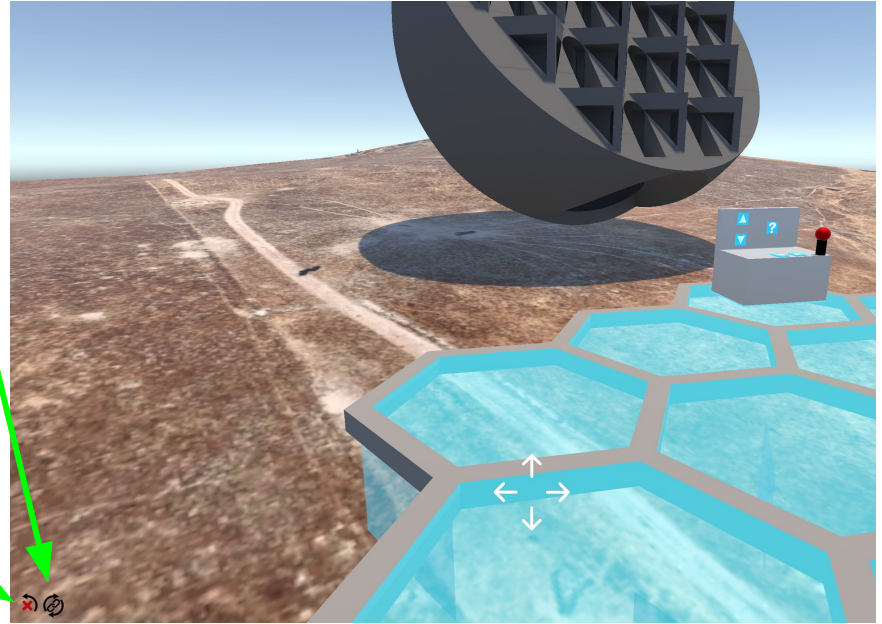
On screen controls

Holding down the link button on the lower left initiates a network reconnect

Use this if you're experiencing network shenanigans

You can quit the application by holding down the X on the lower left corner of the screen
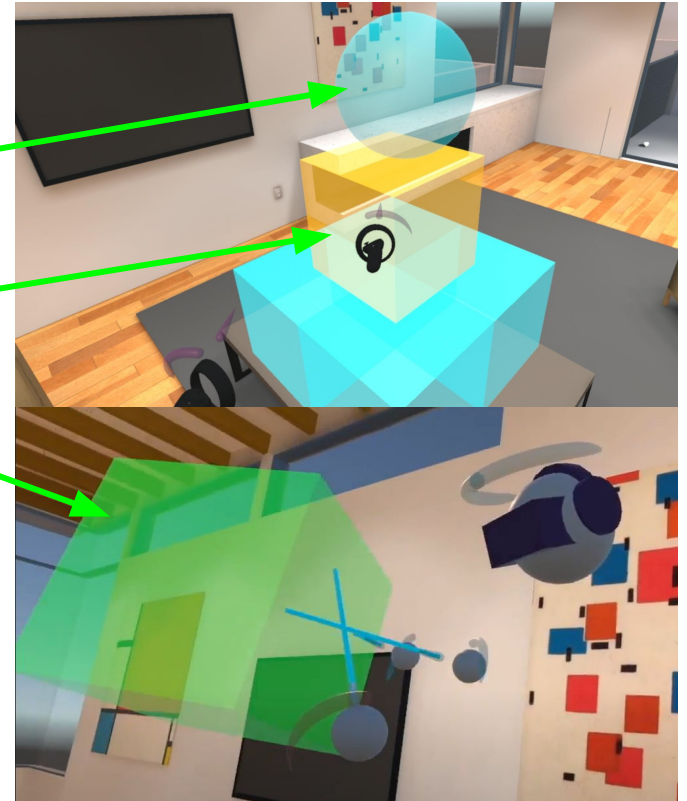
Some Basic Information on Visual Affordances

Teal objects represent interactive objects

When touching an interactive object, it turns yellow

When grabbing the object, it becomes green

⬡ Reification

For most VR systems[*], all you have to do is take off the headset to switch between the VR and desktop experience.

Have fun!

To learn more about the desktop experience, check out
[Getting Started, episode 3, Navigating a desktop experience](#)

* Oculus Systems do not currently support HMD to desktop mode transitions