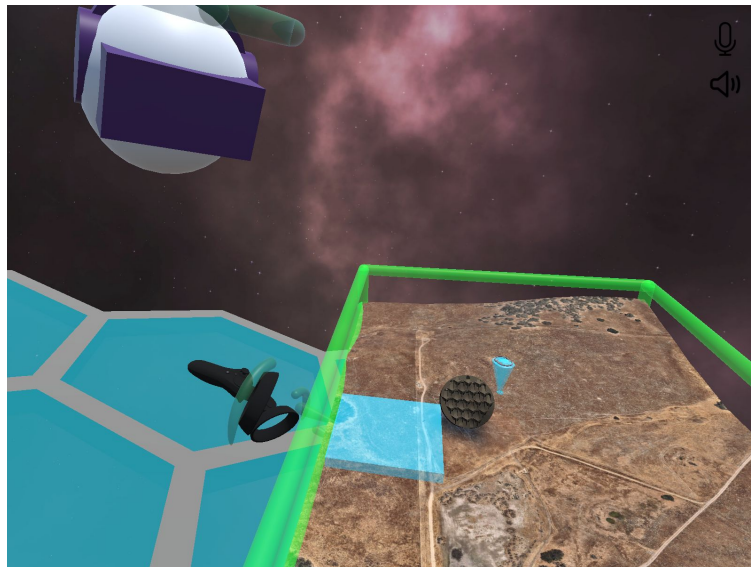# Reification

Getting Started, episode 3: Navigating a desktop experience
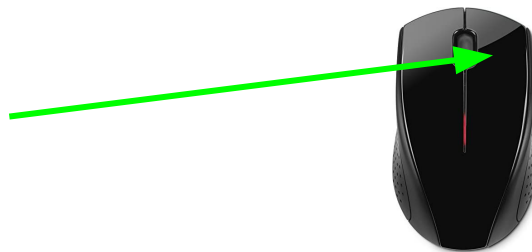
ReVision is accessible to users on both Windows and Mac desktop & laptop computers using a mouse and keyboard
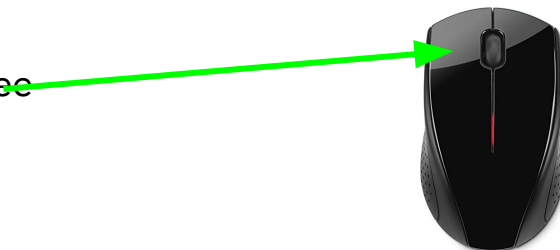
Reification

Look
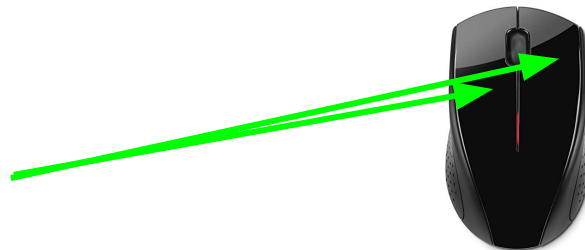
Hold down right mouse button to look around

Point

To point, left mouse click. The cursor turns to
blue circle to confirm the action. Others will see
a ray from you to the object you selected

*By pointing, you can also uncover additional
information about objects and or players in the scene*

Grab

To grab an interactive object, while pointing
right click

Reification

Navigation – Teleport

To teleport, left mouse + shift

+

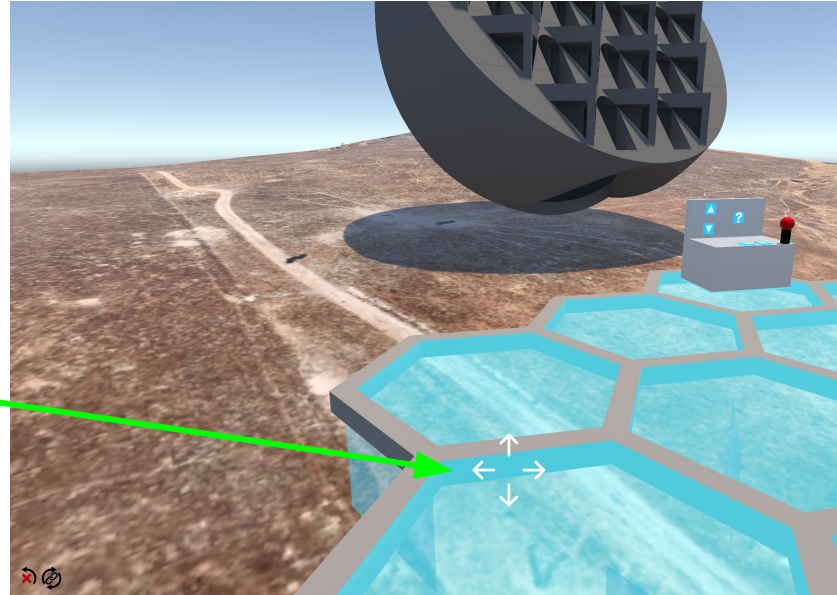*Jump to your initial starting location via left mouse click + control*

Reification

Navigation – Drive

You can move by any of the following methods

Buttons on screen

Arrow keys

wasd keys

When in motion, use your head to steer
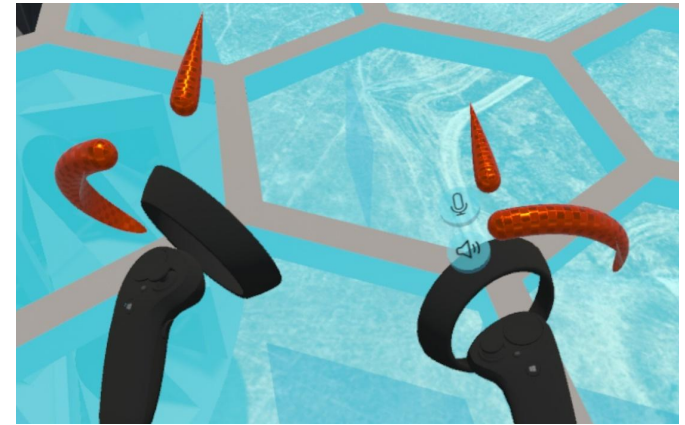
Reification

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

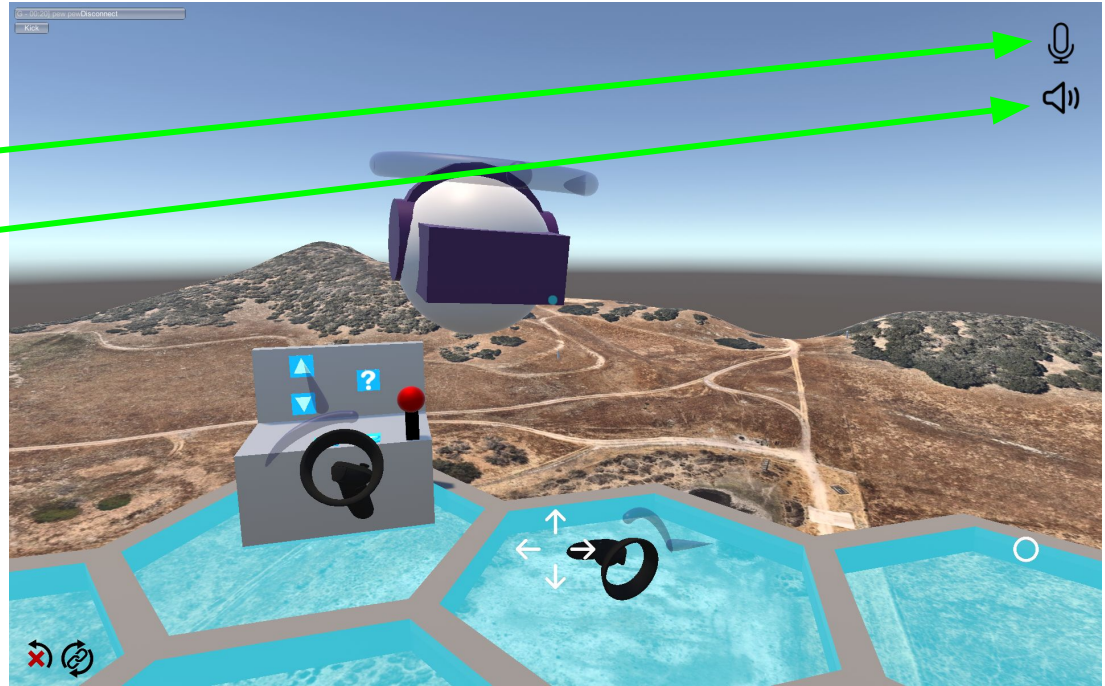Only VR users have controllers for their avatars

[G - 00:12] pew pew

Reification

Sound Controls

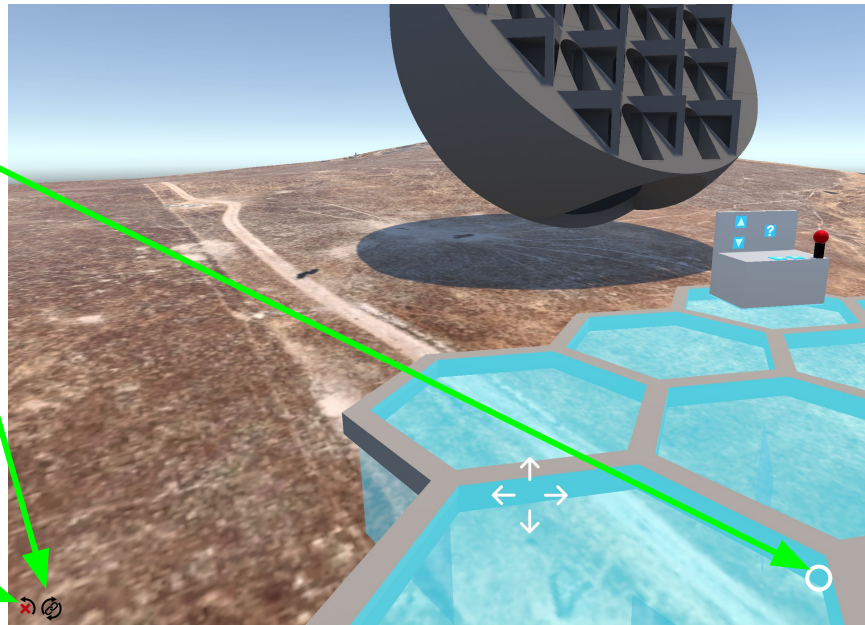To mute your microphone

To mute your speakers

Reification

On screen controls

The circle on the bottom right corner jumps to your initial starting location

Holding down the link button on the lower left initiates a full reset

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
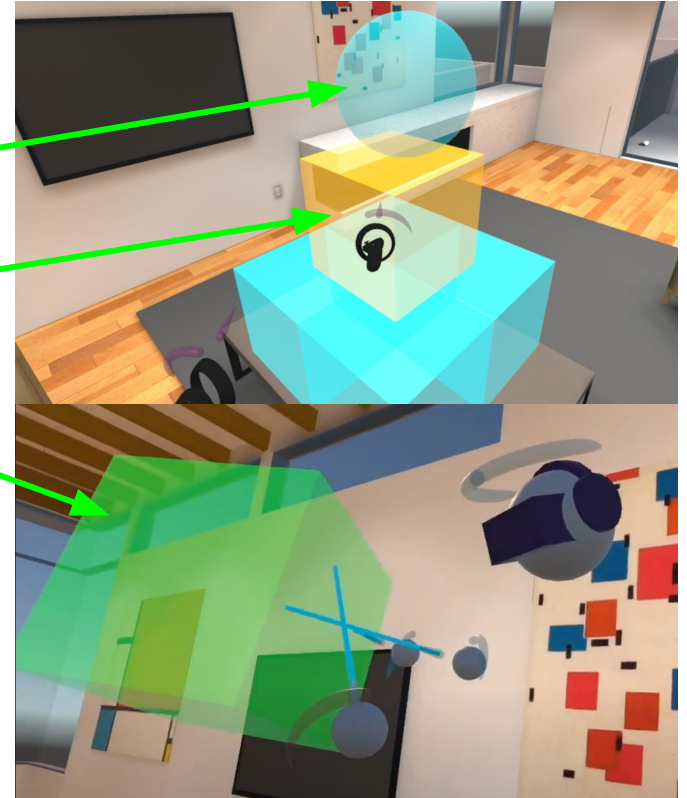
Reification

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

ReVision applications work on both desktop computers and VR systems. If you're ready to get truly immersive, grab a supported headset and dive into your model head first!

To learn more about the VR experience, check out
[Getting Started, episode 2, Navigating a VR experience](#)