

## **ENGAGE EVENT & DEMO INSTRUCTIONS**

### **DOWNLOAD**

ENGAGE currently supports a number of headsets including Oculus Rift, HTC Vive/Vive Pro and Windows MR headsets. If you do not own a compatible VR headset, ENGAGE may be accessed via a Windows laptop, PC and via android or iOS phone/tablet devices.

i5 Processor or better

8 GB RAM

GTX 950 or better

2GB Disk Space

Download: First you will need to download and install Steam on your computer. Steam is a online shop for games and apps (it will probably already be downloaded on the computer with the Oculus software installed - I suggest you use the University computer that has it already all installed. You need quite a strong computer to run VR well)

Within the STEAM interface, please go on search and find the Engage VR application. Download and install it.

If you are suing Androd or iOS use the app store to download the Engage VR application.

Start the application.

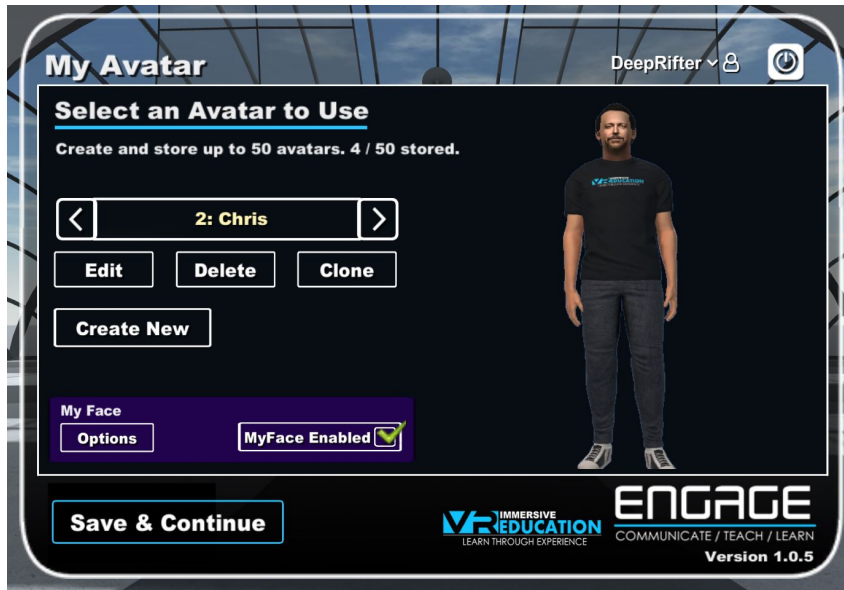
### **CREATE A NEW ENGAGE ACCOUNT**

An account can be set up when prompted in VR or from the login screen in the app located here

<https://app.engagevr.io/register>

### **CUSTOMIZE YOUR AVATAR**

You can build avatars and select outfits from the main menu inside the app. More options are available for those with a Pro account (which I will activate for myself – it costs (50 EUR per annum and I can have 36 people join my session, hence I think the rest of the people could use a basic account (free)). If you would like to bring in your own face from a single forward-facing selfie you may do so using the MyFace option in the avatar creator (I suggest you do this!)



## JOIN EVENT

To join the scheduled event, select 'JOIN SESSION' from the main menu. This will bring up a list of active rooms that can be joined. I will name our room **AVP** and the password will be **123**



## **VR USERS ONLY:** Seated, Standing, Re-center

Please note the tracking options in the SETTINGS menu. The settings menu gear icon can be found on the far right of the tablet which I have highlighted blue in the picture below.

The 'Seated Mode (Simulated Standing)' option is the most versatile option. When this mode is on, the avatar will begin in full standing mode regardless of users position in the physical world. This mode also automatically seats the avatar when teleporting into a seat. To sit on a virtual seat, hold down the teleport button, aim at the chair and release when you see the green sit icon appear.

The “Full Motion Tracking” option is designed to be used when always standing.

The ‘Recenter Position’ can be used any time to recenter your avatar

The controller button will show you the button functions of whatever controller type you are using.



### **PC SCREEN USERS**

If you are on desktop, please use headphones as it will keep background noise to a minimum and will prevent any echo.

Movement forward/back/left/right can be done with arrow keys or the WASD keys

Rotating your view is done with mouse movement