

Mutant Millets
Authentic
Research
Experience

The Mutant Millets Authentic Research Immersive Experience Quick Start Guide

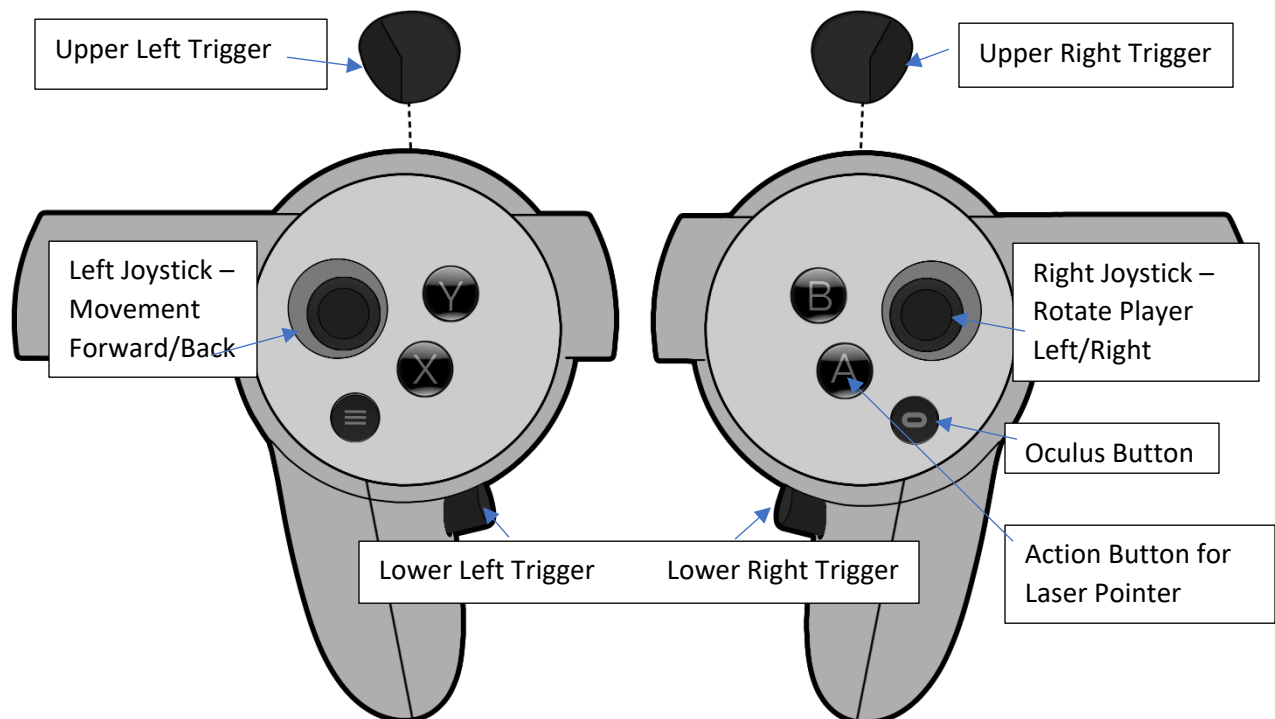
The following instructions will guide you on how to use the Oculus Quest headset and its controllers to access the Mutant Millets Authentic Research virtual reality experience.

Work together in pairs. One person will wear the Oculus Quest while the other will read the User Guide and help with any User questions.

The controllers

There are two controllers. Each controller has a letter that indicates if it is the left (L) or the right controller (R). See the diagram below to use the different buttons in the controllers.

Controller Diagram

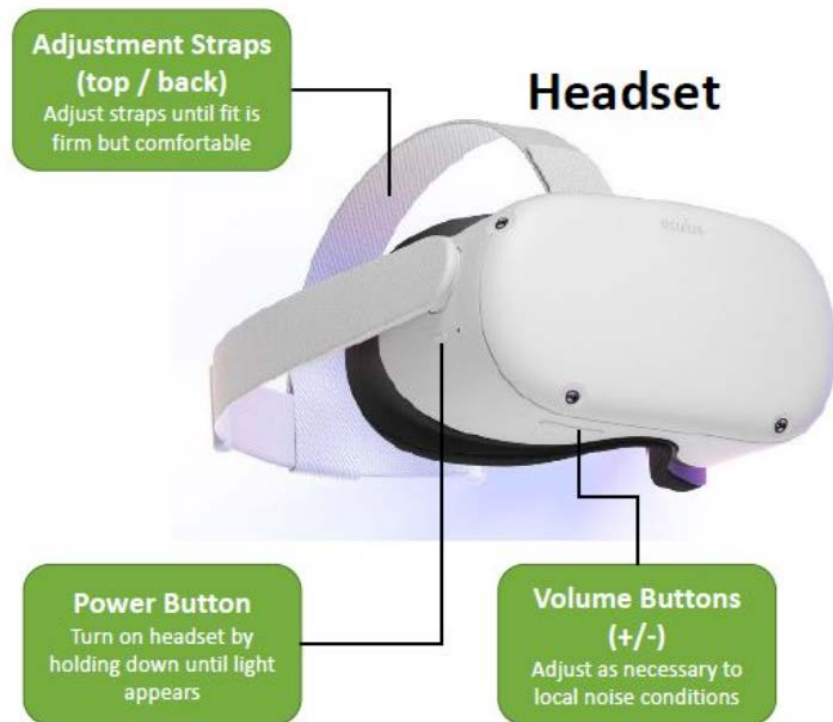


The Mutant Millets QuickStart Guide

EROL Education Research & Outreach Lab

How to wear the headset

The diagram indicates the different buttons in the headset.



Adjust the lenses to a position that makes the pictures clear for you.



The Mutant Millets QuickStart Guide

EROL Education Research & Outreach Lab

To wear the headset, adjust the side straps first. Then put on the headset and adjust the top strap. Then, adjust the straps and move the headset up and down until it's resting comfortably on your face.



To use the headset with glasses, use the glasses spacer. Your glasses frames are compatible if they are smaller than 142 millimeters in width and 50 millimeters in height. To insert the glasses spacer, gently remove the facial interface foam, and then attach the glasses spacer to the back of the facial interface with the glasses logo on the top. Put it into place. Then, reinsert the facial interface foam.



The Mutant Millets QuickStart Guide

Setup of playing area

Clear out a play area. The room scale works best with 6.5 by 6.5 feet of space or larger. Put on the headset to begin the Guardian setup to create your play area:

Passthrough. This feature allows you to take a quick look at the outside world to help you get oriented in space while wearing the device.

1. Calibrate your play area. Calibrate tracking by setting the floor. To calibrate and set the height of the floor, gently place your controller on the ground and look at it. You should see a virtual grid appear near the floor. Once the grid is correctly locked at floor height, hit Continue.

2. Define your play area to help Guardian notify you if you start to move outside of it. Point the controller at the ground and use the trigger button on the Right controller to trace a play area. Be sure to leave extra space between the play area and your walls, furniture, and other obstructions. Once you hit Continue you will see the blue Guardian boundary tracing your play area. You will get a warning if you get too close to the edge of this area or step outside. Check that this boundary is correctly positioned and clear of any obstructions. Watch this video: <https://www.youtube.com/watch?v=pVFcsedWsKE>.



Boundary



Define play area



Warning when step outside of play area

The Mutant Millets QuickStart Guide

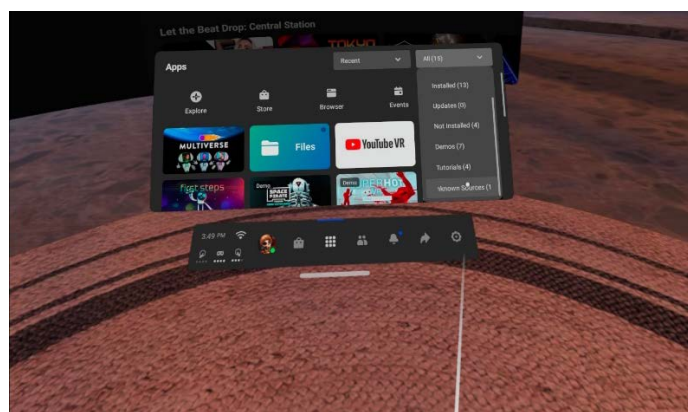
How to access the Mutant Millets experience

To turn on the Oculus Quest, press the power button located on the right side of the headset.

Wait until you arrive in the home room, and then press the Oculus button to bring up the small menu shown in the screenshot below. Then, point the right controller at the apps button and press the upper right trigger.



Next, move the controller to the top right and choose the drop-down menu. Choose to open "Unknown Sources".



The Mutant Millets QuickStart Guide

Once in the Unknown Sources tab, find “The Mutant Millet Authentic Research Immersive Experience” and press the upper right trigger to enter the experience.



Inside the experience

The game starts in the calendar room. In the right panel are the instructions to interact with the calendar and use the controllers.



The Mutant Millets QuickStart Guide

 Education Research & Outreach Lab

How to exit the experience

You can exit the experience any time. Press the Oculus button on the right-hand controller. A menu will pop up with the option to exit or resume the game.

In the calendar room you can exit the game walking through the door across from the calendar.

Maintenance and Care

To keep your Oculus Quest operating at peak performance:

- Keep the headset away from direct sunlight. The sun's rays can cause permanent damage to the lenses and screen inside. Don't place it near a window or anywhere direct sunlight can hit the lens.
- To clean the headset use a non-abrasive anti-bacterial wipe without alcohol or an abrasive cleaning solution.

Motion sickness

Free movement in Virtual Reality has been known to cause motion sickness because of the conflicting sensory experiences within the VR and the real world.

To prevent motion sickness, try to synchronize your movements in the real world and the virtual world. Also consider taking Dramamine 30 minutes before using VR.

IF YOU FEEL MOTION SICKNESS AT ALL, IMMEDIATELY REMOVE THE HEADSET!

If you would like to continue the experience, try to move more slowly in the experience, and take frequent breaks as needed. Drink plenty of water or drink ginger ale or ginger tea.