A UTA Fablab Workshop

Instructors

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Special Note

This tutorial is a special, small class size.

We know a lot about the rift, but we are by no means experts. Let’s grow together.

Please give us whatever feedback you can!

Summary

1. Who/What/Where/When/Why
2. Understanding the Hardware
3. The software behind the scenes
4. Examples:
    a. Loading a floor plan
    b. Adding a moving camera
    c. Exporting to Oculus Rift
5. Question and Answers

What is the Oculus Rift?

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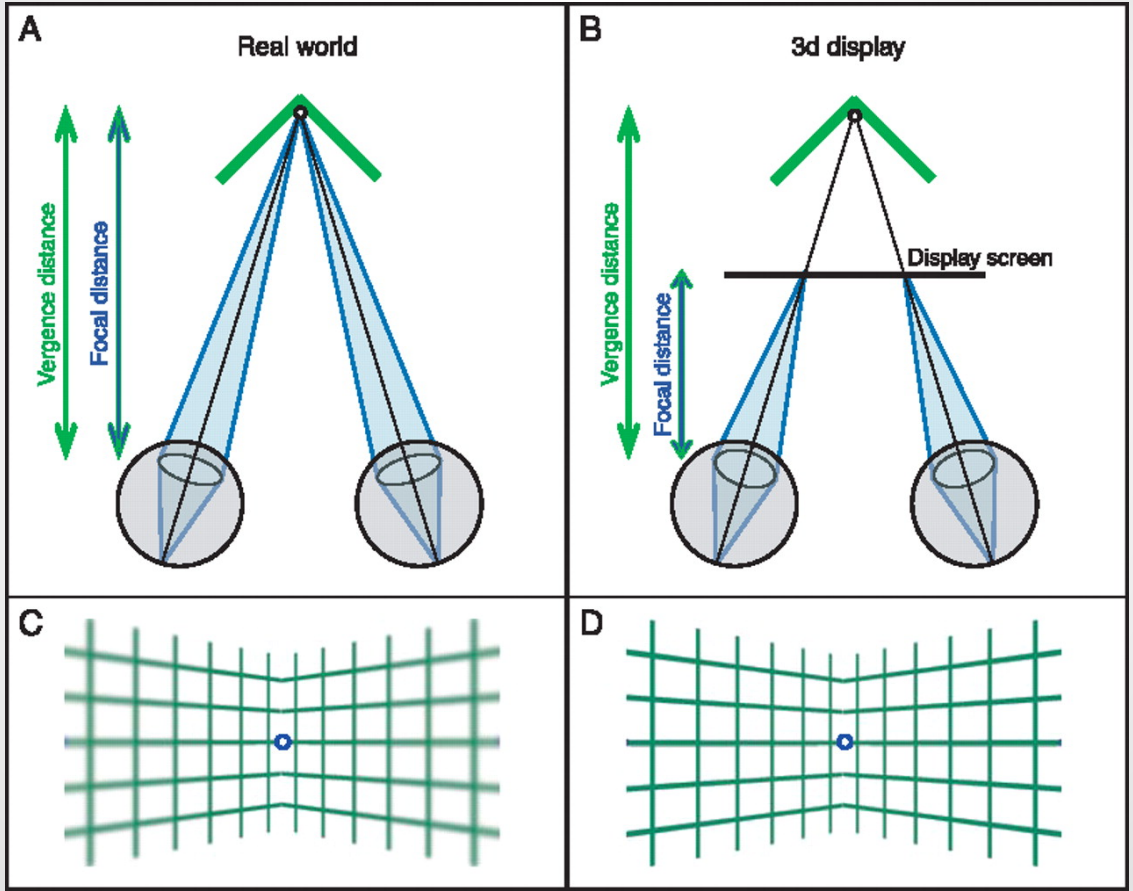

Where is the Oculus Rift?

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- We have 2 development kits available.
  1. Kept available with the high power comp.
  2. Kept in the back for… not sure yet

3. The rift is the experience, but the software really determines it’s potential.

When is the Oculus Rift Available?

- During normal Fablab hours we have it out for demo and development.
- If you need it available at a specific time just call, e-mail, or drop by to schedule a time.
- 2nd Unit available for checkout situationally

Why the Oculus Rift?

- Continues the transition from 2D to 3D in the visual experience
- Expands data visualization
- “Virtual Reality Training Wheels”

Why should *you* Rift?

- Gain a better understanding of computer visualization and 3D data
- Removes the limitation of 2D experiences
- A compelling method of visual story telling

Understanding the Hardware

- The Oculus Rift headset
- The positional head tracker
- Cables (sadly :c)
- The high performance computer (optional)

Understanding the Hardware

- Resolution: 960 x 1080 per eye
- 75 Hz, 72 Hz, 60 Hz Refresh Rate
- Gyroscope, Accelerometer, Magnetometer, Near Infrared CMOS Sensor