**WaPup VR Guidebook**

An Exploration of Vietnamese Water puppet Art in VR

***Abstract*–In this guidebook, we propose the needed information about our WaPup VR project’s system requirement and some basic introductions for use.**

**I. Introduction.**

Vietnamese water puppetry is really strange and unique in the world. Its uniqueness is shown in that: the stage for puppet performance shows is in and on water and puppets are controlled remotely using rods and strings. Water puppet art carries stories of history, culture and Buddhism religion in Vietnam. In the art, shows and scenes reflect comprehensively and the normal life in Northern Vietnam.

We named our project “WaPup VR” as a stand for “Water Puppet in VR”. In the project, we create a fully functioning and interactive world of water puppets in the virtual reality environment and from that, we will provide the user with an amazing experience while discovering and learning about the Vietnamese culture.

As for now, our project’s database is containing 3 puppet shows, 4 Traditional Vietnamese musical instruments, 5 puppet models and an ontology system that provides the user with knowledge about water puppet.

**II. System Requirement.**

* VR headset (the HTC VIVE VR headset is highly recommended)
* Video Card: NVIDIA GTX 1060 / AMD Radeon RX 480 or greater.
* CPU: Intel i5-4590 / AMD Ryzen 5 1500X or greater. Memory: 8GB RAM or greater.
* Video Output: DisplayPort.
* USB Ports: 1x USB 3.0 port.
* OS: Windows 10.

**III. Operating Guide.**

**A. Setting Up The VR Headset.**

The first thing you need to is set up your VR headset. Each different type of VR headset there will have different instruction on how to set up. So because of that, in this guidebook, we will talk about HTC VIVE specifically with the implementation of SteamVR. Here are the basic steps:

* Pick a spot for your base stations.
* Set up base stations and power them.
* Install Link Box and Headset.
* Turn on Controllers.
* Log into Steam, download and run SteamVR.

**B. Keybinds and Functions.**

* TrackPad Up button: Press to choose the position that the player wants to head toward. Release to teleport to the position.
* Trigger button: Point the controllers toward the listing board. Press on the name of the desired show to start the play.
* Grip button: Press the button to interact with the puppets when the yellow outline appears.
* Menu Button: Press to open a portal that teleports the player back to the main hub.

**C. Information Searching.**

While viewing and interacting with the environment, users will have an option to know more about detailed information such as the puppet’s name, origin and so on. With just a press of a button, the in-app browser which gets data from the **.owl** file will appear and act as a searching window.