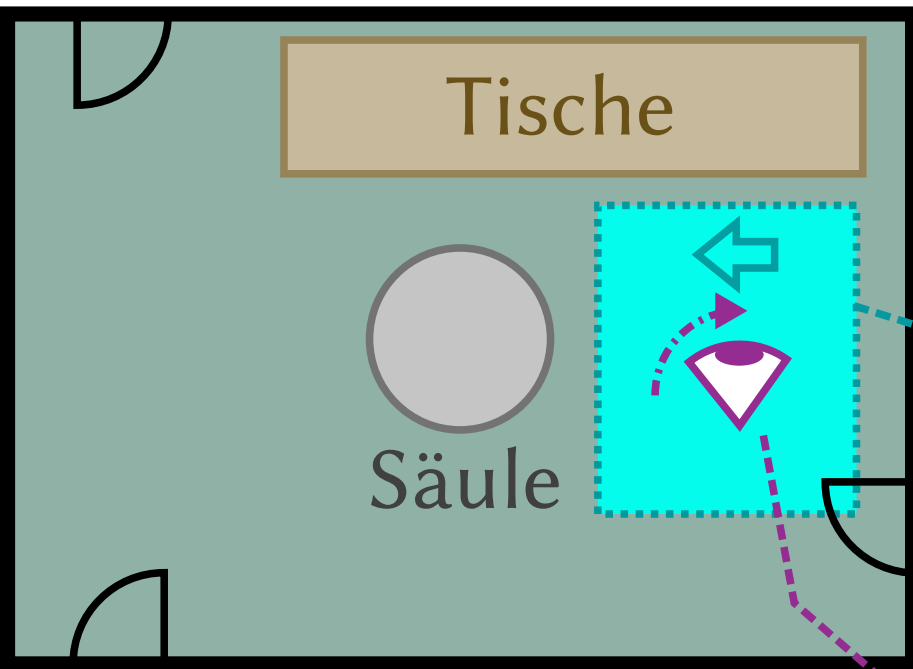


# SteamVR Kalibrierung

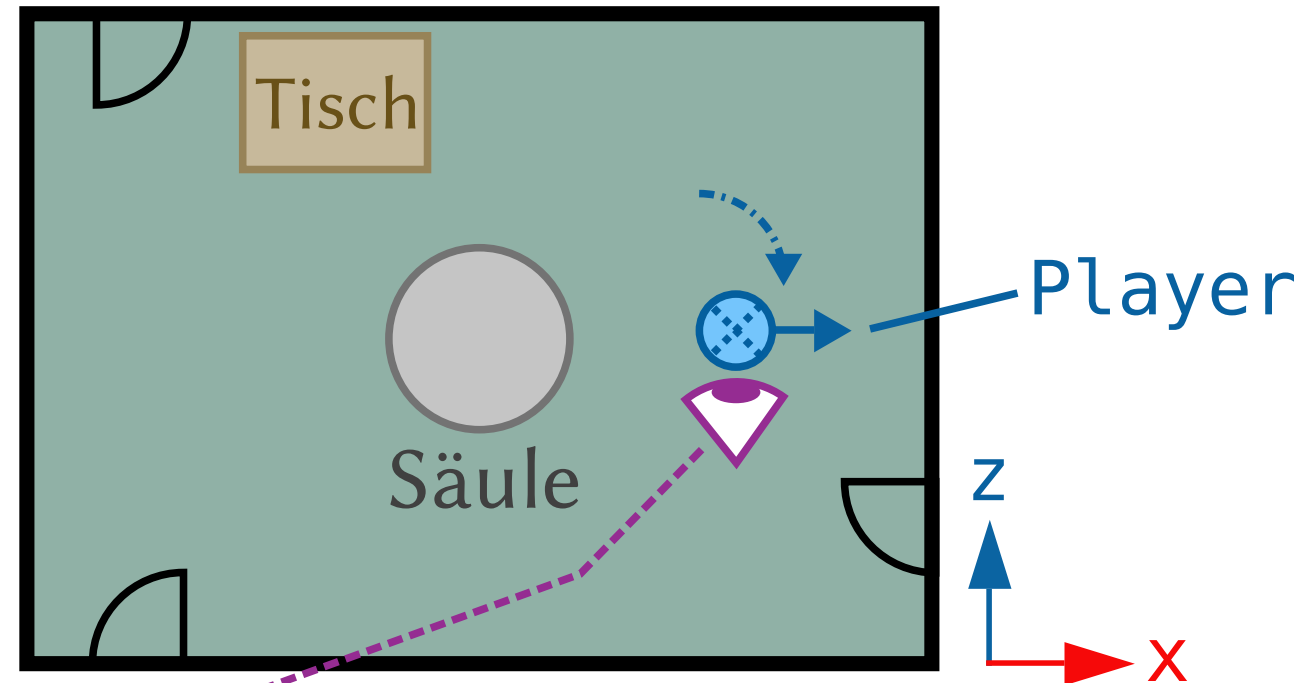


Reales Labor

Play Area

Blickrichtung  
des Nutzers

# Unity Szene



Virtuelles Labor