

Equipment Introductory Guide

Virtual Reality

1 Casting to a computer

If you are using a **computer** to cast your headset, open the browser Chrome, go to www.oculus.com/casting and select:

- **Connect with a Meta account** (top choice)
- **Continue with email address**

email : _____

You will see a prompt asking you a verification code.

- At the bottom, select **“use a password instead”**.

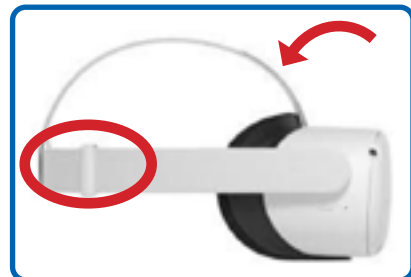
password : _____

2 Starting and adjusting the headset

- Stand in the middle of your assigned area.
Start the headset by pressing for 2–3 seconds on the button on the right side.



- Adjust the headset using the straps.
- The top strap can make the image clearer, if required.



- If the user wears glasses, the spacer is required.
- Ask for help.



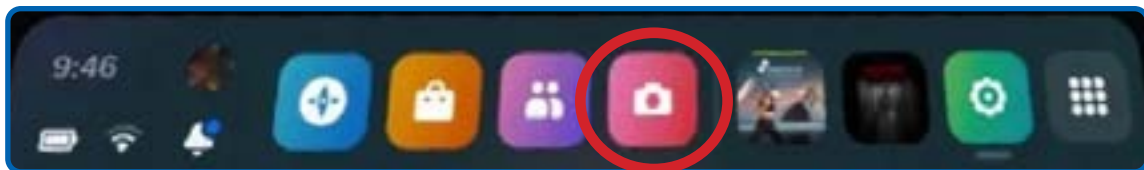
3 Using the Touch controllers

The **OCULUS** button is on the right-hand controller. It **recentres the headset view** and **takes you to the main screen**.

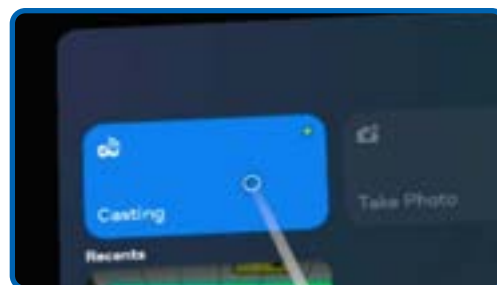


4 Casting: Project in real time

- Casting allows you to project the headset's virtual reality image to a **tablet or computer** screen in real time. **If you are using a tablet**, the iPad Oculus app must be running before you begin casting.
- Both tools must be up to date to sync.
- Using the controller, select the **"Camera"** icon.



- Once the window opens, select **"Mettre en miroir/Casting"**

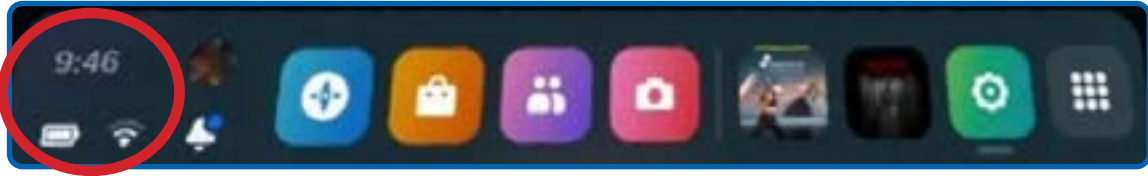


- Select **"Meta Quest mobile app"** or **"Ordinateur/computer"** as appropriate, and then press **"Next."** It may take a few seconds to activate.

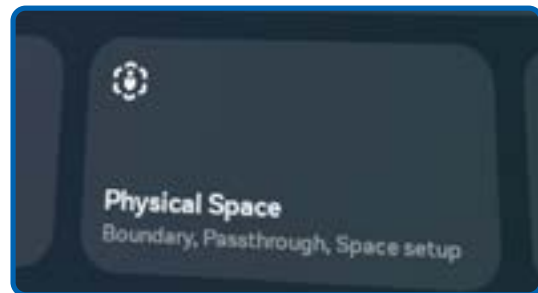
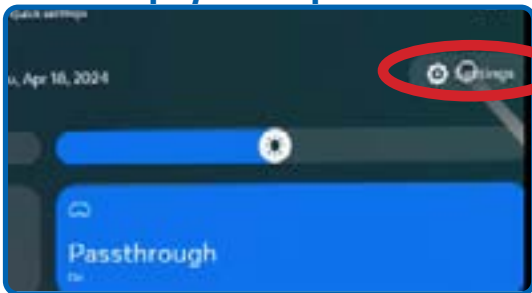


5 Defining the boundary

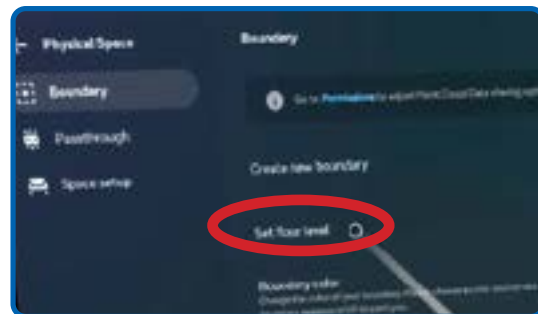
- On the menu bar, select the icon with the clock.



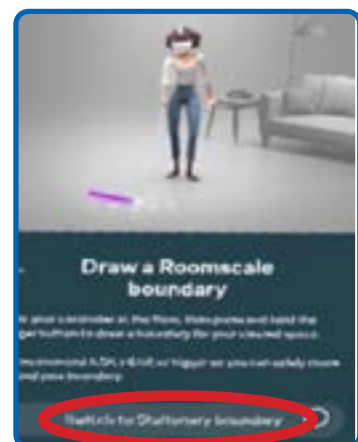
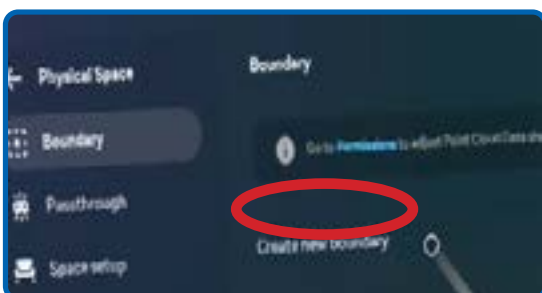
- Select **"settings"** (top right).
- Select **"physical space"**.



- Select **"set floor level"**.
- Touch the floor with your controller.
- Select **"confirm"**.

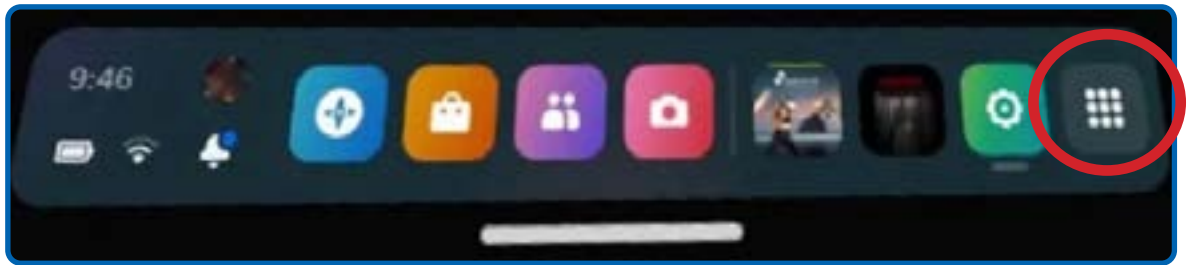


- Click on **"create new boundary"**.
- If asked, confirm the floor level.
- Select **"switch to stationary boundary"**.
- Make sure the limit is clear of any object/person and select **"confirm"**.



6 Starting the app

- The app is in the library. Select **"App Library"** in the menu.

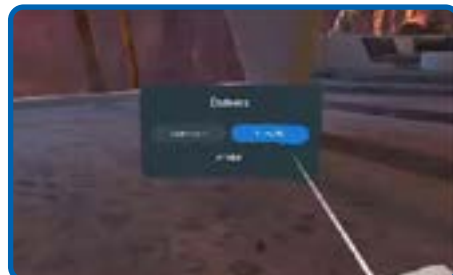


- When the App Library window opens, select **"NovaScience."**
- To leave the app and return to the main menu, **press the Oculus button** and select **"Exit Game."**



7 After the the experiment is over

- At the end of the activity, hold down the button on the right side of the headset and select **"Shut down."**



- Wipe the headset down with a **cleaning wipe** (if necessary, clean the lens with a dry microfiber tissue).