* Welcome to \_\_\_\_\_\_\_\_ , a VR terrain creation tool. To access the main menu press the menu button near the bottom of the left Oculus controller.
* To create a constraint first grab the pencil tool using either controller and the hand trigger.
* Aim at the desired point on the terrain with the pencil and tap the index trigger to create the constraint. You can hold the index trigger down and move the pencil to create a line-type constraint
* To manipulate a constraint grab it with either your left or right hand avatar. Grabbing the ball will allow you to change the height of the constraint. Grabbing the cube will let you adjust the area of effect and the angle of the constraint.
* To create a terrain type constraint first select a terrain type by using the selection menu accessed by pressing the Y button near the top of the left hand controller.
* Use either joystick to navigate through the menu. Press the right index trigger to select the terrain type.
* Now pick up the paintbrush tool and aim it at the area you wish to add the constraint to. To adjust the area to be painted use the joystick on the hand gripping the paintbrush. Pushing the joystick up increases the area and pushing down decreases it. Press the index finger trigger on the same hand to paint the type constraint onto the map.
* You can also grab onto the terrain base to move it to a comfortable position and angle for interaction. Grab with both hands and move them apart/together to scale the terrain.
* To create a landmark select the cube icon in the selection menu accessed by pressing the X button near the middle of the left hand controller. Use either joystick to navigate through the menu. Press the right index trigger to select an option.
* Now use the pencil tool to create a landmark in the same way you would create point constraint.
* To teleport into the terrain select the person icon in the selection menu accessed by pressing the X button near the middle of the left hand controller. Use either joystick to navigate through the menu. Press the right index trigger to select an option.
* Now use the pencil tool to teleport to a point in the same way you would create point constraint.
* To leave the terrain press the right index trigger. To move use the left hand joystick. To rotate use the right hand joystick.