**Viodium**

**Company Charter**

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| **Employees:** | **Seth Martin** | **Christian Boldt** | **Tyler Rich** | **Saimye Dennis** |

### **Final Project: VR Equipment Holders**

* We will 3D model and print holders for different VR headsets, controllers, & sensors
* We can use the equipment holders in the classroom, to prevent the sensors from being knocked down, and the headset & controllers themselves from being damaged, and giving them a proper spot.
* **Prerequisites:**
  + Tinkercad/Fusion360 & Cura
  + MicroSD Card
  + 3D Printer
  + Measurement Tools

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| **April 8th** | Planning what Headsets & equipment to print holders for + Measurements |
| **April 22nd** | Get one prototype for headset and controllers |
| **April 29th** | Plan how and where to put sensors in the classroom. |
| **May 6th** | Take measurements of ceiling tiles and other options, and test which works best |
| **May 13th** | Implement sensor holders and find out if the tracking is impacted negatively or positively. (although it may hold the sensors well, they may be in bad position for tracking the headset in VR) |
| **May 19th** | Have every holder working, and working good. Experiment with pulley system for the headset cord itself on the ceiling. |

**Repository:** [**https://github.com/cboldtsus/vr3dholders**](https://github.com/cboldtsus/vr3dholders)

**Organization of Tasks:**

**Main Headset** - Seth & Saimye

**Controllers** - Tyler & Christian

**Sensors** - All

**Pulley & Cord Holding System** - All

**Tracking Project Completion:** GitHub & Slack

**Individual Progress Checks:** GitHub & Prototypes

**Project Documentation:** GitHub

**User Documentation:** Detailed text file on what screws are needed and how to set up each holder properly.