aNNOUNCEMENTS

Rewiring the "Electric Brain": Exploring the role of Tech in Language Revitalization
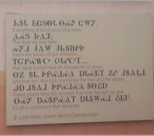[APPLY HERE](#)!

Brain: Exploring the Role of Tech and Language Revitalization poster. Alternative Spring Break 2019. Includes photo of students on the trip *photo of Cherokee language at a site we visited. Register for ASB by Friday Nov 2, 11:59pm at http://asb.stanford.edu]*

[APPLY HERE](#)!

Hello!

Stanford's Virtual Human Interaction Lab (VHIL) is recruiting participants for a study that explores how people interact with each other in avatar-mediated environments.

The study takes approximately **45-60 minutes**. In appreciation of your time, you will receive a **$20 Amazon Gift Card**.

You must be 18 years old or older to participate.

The study will take place in McClatchy Hall (Building 120), Room 411 at Stanford University.

To participate, please fill out this short questionnaire :)

Thank you!

OPPORTUNITIES

- November 12th - 2-4pm - All expenses-paid visit to STRIVR, world's largest VR enterprise startup **STRIVR**
- November 5th - 7:30pm-8:30pm - Rabbit Hole General Meeting hosts Oculus Head of Strategic Content Partnership Aaron Davies + TribeXR
- VHIL Study!
- Role of tech in language revitalization

Sphere method

- Create a new shader (Standard)
- Replace all shader code with the code from [the tutorial](#)
- Create a new material
- Select the material and click the shader drop down. Select your new one "Flipping Normals"
- Drag the material onto your sphere.
- Drag the video onto your sphere