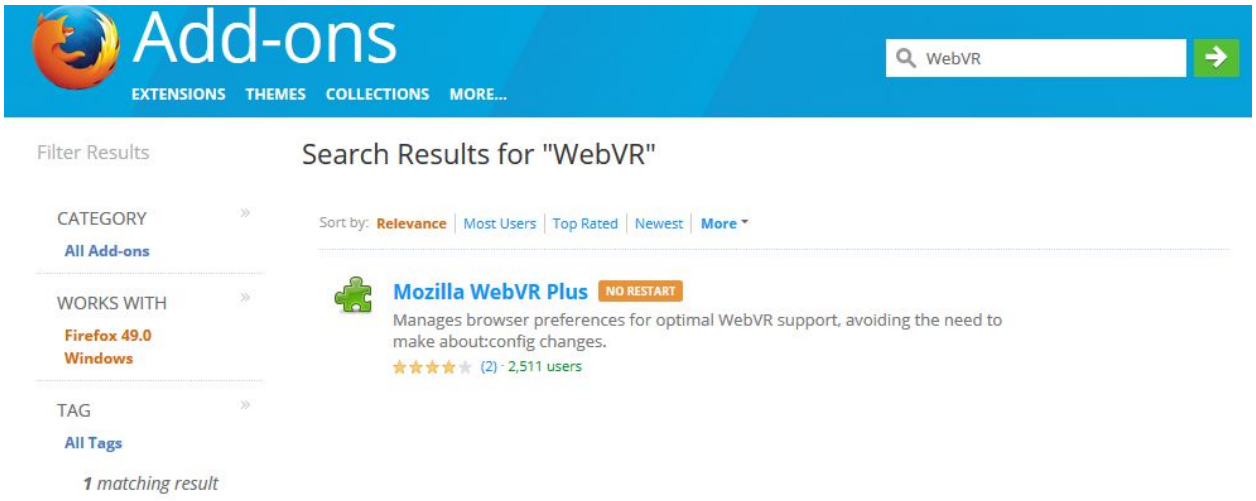
When setting up a Virtual Reality workstation, there are multiple options. Those options really boil down to the user's preference between Firefox and Chrome. Each one supports an experimental build of WebVR in their own fashion.

Setting up Firefox Nightly:

1. Download Firefox Nightly and select the version most applicable to your machine, likely Windows x64. Standard installation is all that is needed.

2. Open the options tab in the upper-right corner, go to add-ons. On the left side of the screen, click on Get Add-ons. Then on the right side of the screen by Up & Coming, click See all.

3. From there, in the search bar, search for WebVR and select the resulting add-on and download it.

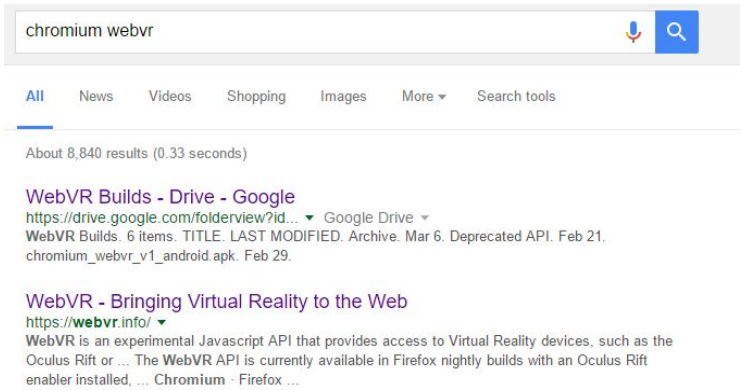


4. Assuming that the Oculus utility is already set up, you can go to a test page such as this: http://people.eecs.ku.edu/~jmontgom/WebVR/Test6 and double-click the screen to enter VR mode. If successful, a user will then be immersed into an environment and can look around in it.

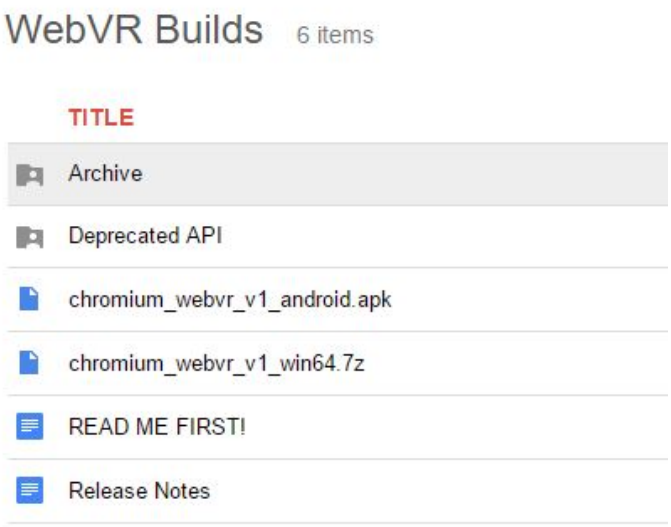
Setting up Chromium:

A note before setting up Chromium. I've had minimal success getting it to work. It could be out of date, or possibly the APIs aren't working properly, or something else. Attempt at your leisure, here are the steps to getting it set up.

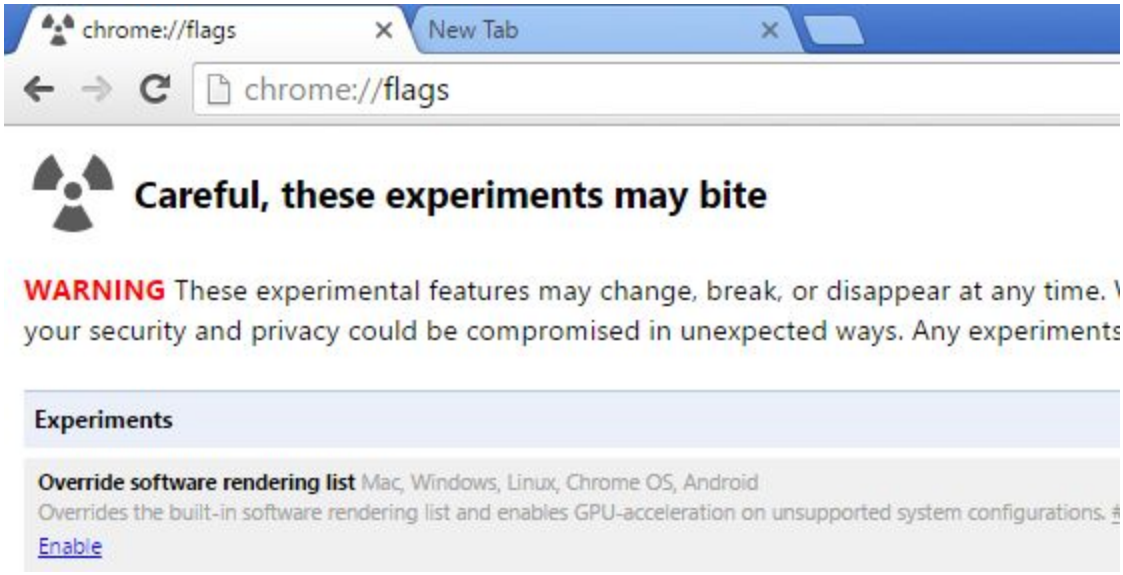
1. Search "Chromium WebVR", and one of the first results should be WebVR Builds along with WebVR.info, which also contains most of this information as well.



2. Select Chromium_v1_win64.7z or whichever version is the most current.



3. Download and unzip the file.
4. Go to about://flags.



5. Search for WebVR and enable it.

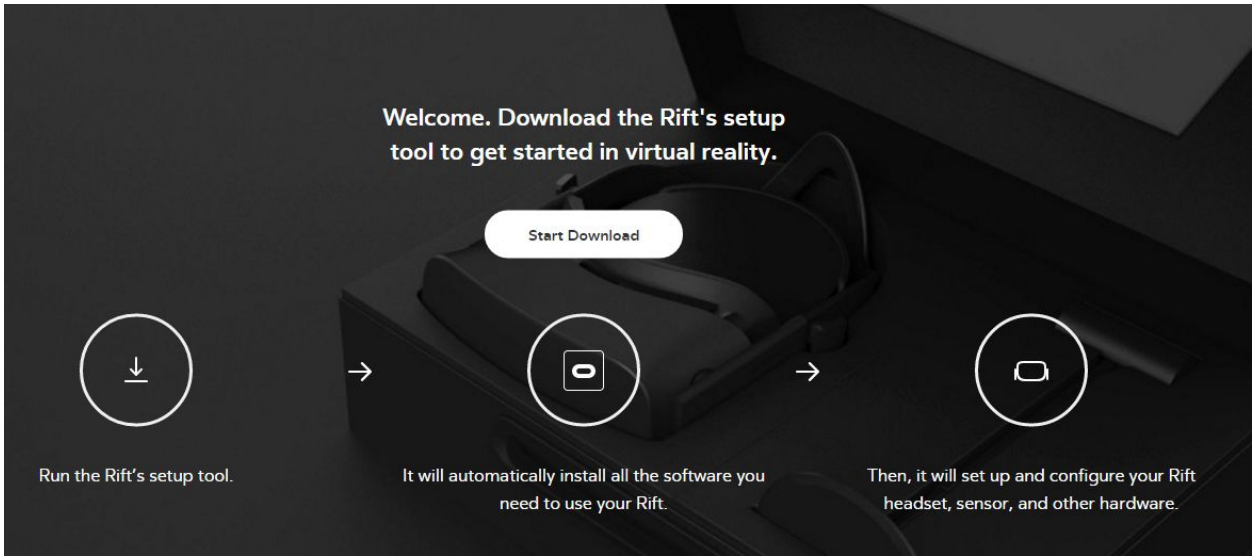
6. From there, assuming Oculus is set up, you can test with a page such as this: http://people.eecs.ku.edu/~jmontgom/WebVR/Test6

Setting up the Oculus Configuration Utility:

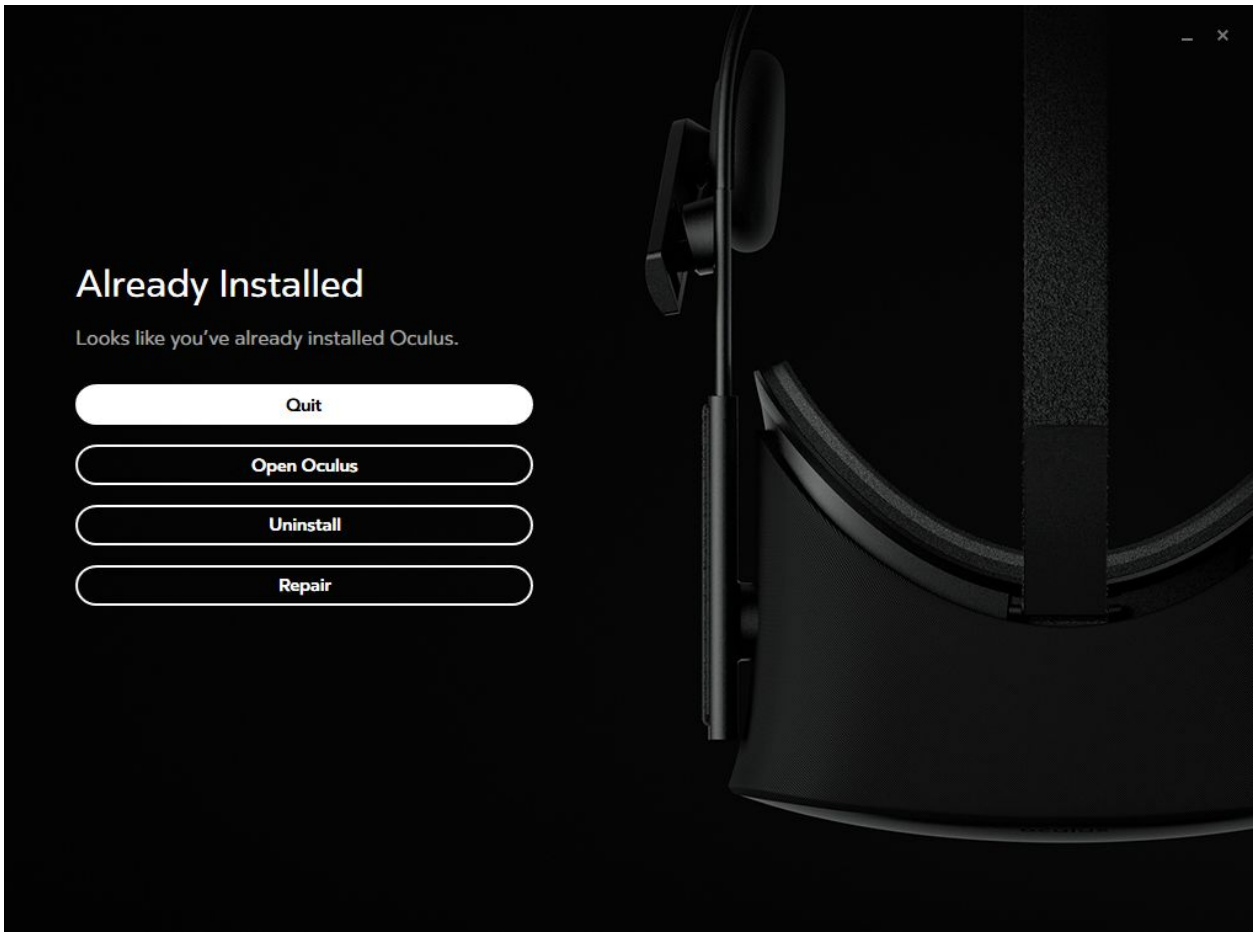
As of the writing of this document, Oculus is in an in-between phase. Their old utility version 0.8 is built to work with the Development Kit 2 (DK2). Their newest version of the utility assumes that the user has a Consumer Version 1 (CV1). It is possible to mix and match, but it won't be perfect. This is written using the newest version of the utility and the DK2.

The reason for the explanation is that I've found that WebVR will not work with the old utility version, so upgrading to newest version is necessary.

1. Go to this website: https://www.oculus.com/en-us/setup/ and click Start Download. Oculus should automatically pick the version appropriate for your operating system.



2. Click on OculusSetup, and follow the steps it provides. For purposes of WebVR, it is likely that you only need to set up the headset and can ignore the Touch controllers for now. In this picture, Oculus was already installed, but if it wasn't it would say "Let's get started".



3. When everything has finished installing, it will load its store with the environment they have created for it.
4. From there, a user can navigate to and use any WebVR enabled application, assuming that the browser is also WebVR enabled.