STEAMVR™
Tracking Training

VALVE

STEAM®VR
Tracking Training

Course Overview

Welcome

- Welcome to the SteamVR™ Tracking Course!

- Get connected to WiFi: Synapse Guest

- Get connected to each other...

  - Name

  - Company

  - Discipline/Role

  - Application

  - Main course objective(s)

What to Expect

- The unexpected!

- Some theory (a little talking, very little math)

- Software installation

- Hands on experience
  - Running simulation tools
  - Editing configurations files
  - Testing and calibrating objects
  - Troubleshooting

- Reference hardware

- Lots of questions!
  - Jump in any time
  - Confidential? Ask during lunch or a break

Course Objectives

- Participants leave the class with…

    - A solid understanding of the theory, requirements, and best practices of tracked object design

    - Hands on experience with every step of the object design process

    - A laptop loaded with the necessary development tools

    - The necessary hardware to quickly develop object prototypes

Course Overview

- SteamVR™ System Overview

- Object Design Criteria

- Development Tools

- Defining Sensor Placement

- Sensor Covering

- Rapid Prototyping (HDK)

- Test and Calibration

- The Render Model

- Tracking Evaluation

- Electrical System

- Firmware

- SteamVR Tracking HDK