



# STEAM VR™

## Tracking Training



**STEAM®VR**  
Tracking Training

# UFO Exercise

# Exercise

- Open the exercise folder: 175\_class\_ufo
- Choose 5-7 sensors
- Write the JSON file
  - Use coordinates in class\_ufo\_coordinates.pdf
  - Use “class\_ufo” as the render model
- Visualize the JSON file
  - Use class\_ufo.stl to visualize
- Simulate the JSON with the STL file
- Connect the sensors using FFC ribbons
- Calibrate the object
- Try it out in SteamVR™!

