

Interface Terms

Browser Interface



Sidebar



VR interface



Menu

Interface Terms



Index trigger



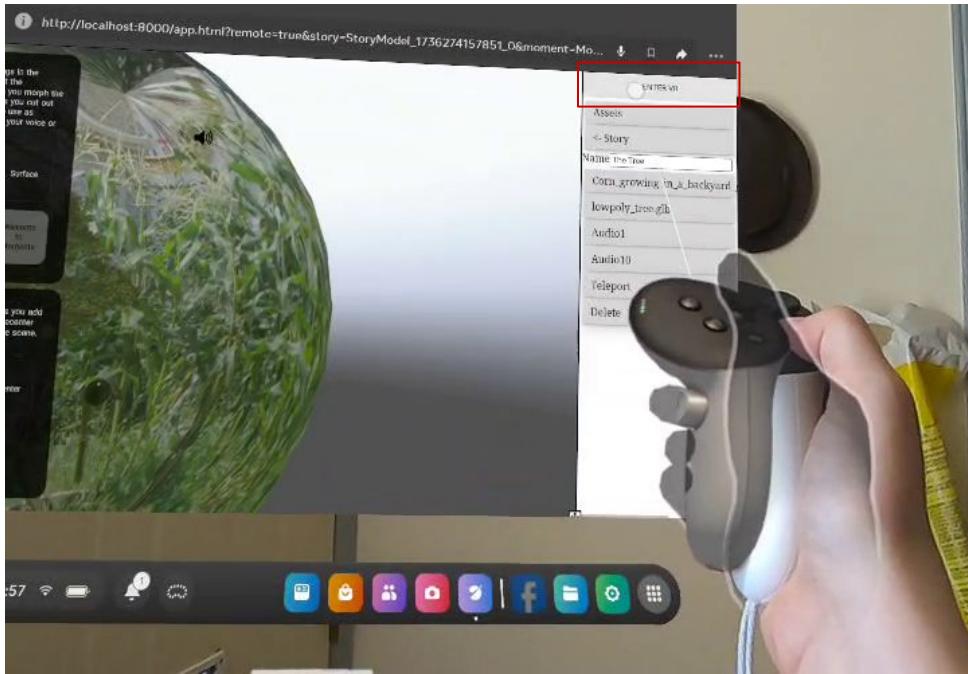
Toggle stick

System button

Basic VR Controls

Enter VR interface

Point your controller at the ‘Enter VR’ button in the sidebar
Pull and release the index trigger

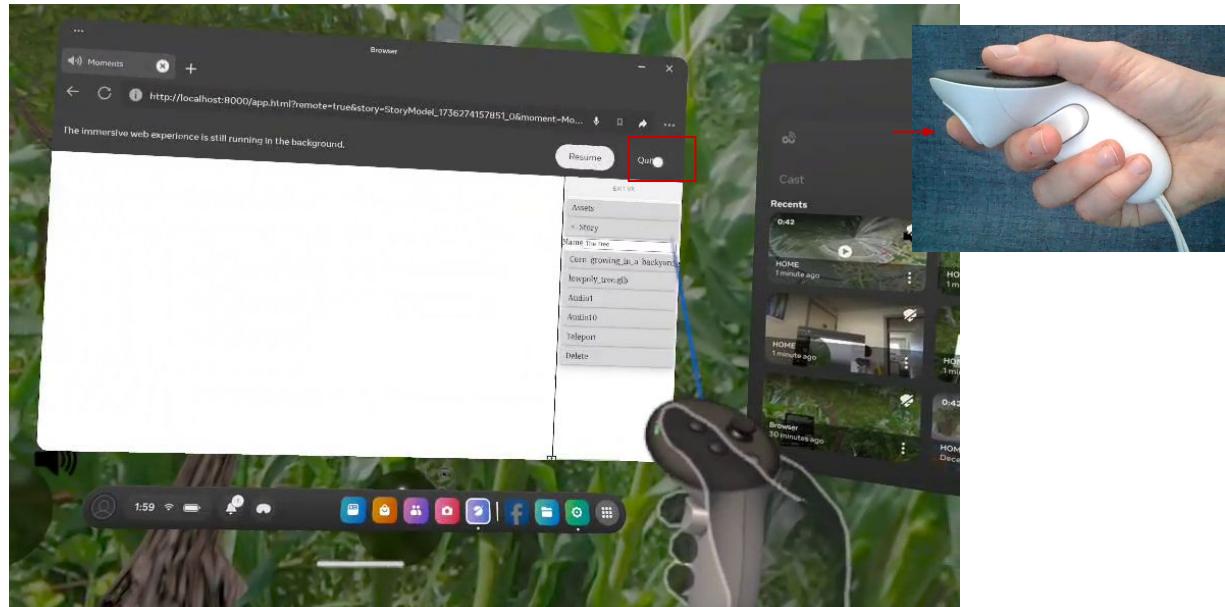


Exit VR interface

Press the system button to bring up the browser window.



Point at quit and pull the trigger



Note that the browser interface can be used from the browser window without needing to quit the VR interface

Moving in VR interface

Moving forward: Push forward on the toggle stick and release



Moving Up: Look up, then press the toggle (it should make a click sound)



Turning: Push sideways on the toggle stick and release



Moving Down: Look up, then press the toggle (it should make a click sound)



Audio

This symbol means an item has audio attached:



To play the audio, point your controller at the object then pull and hold the index trigger



Teleporters

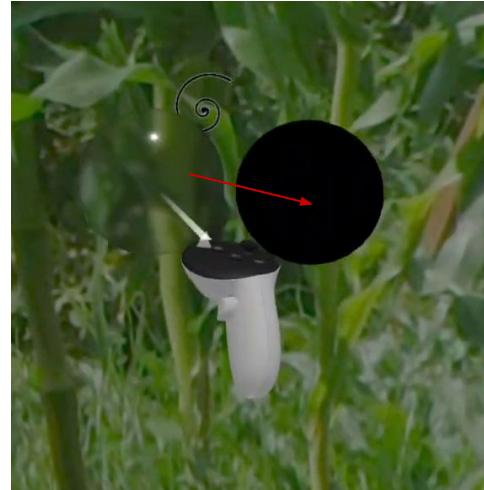
This symbol means an item is a teleporter:



To use the teleporter, point your controller at the object then pull and hold the index trigger



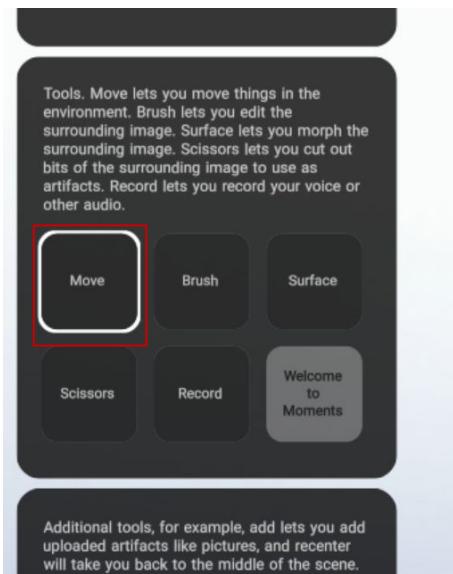
The teleport target will appear. Move your hand towards the teleport target so it gets bigger, and release the trigger to teleport.



Basic Browser Controls

Moving in Browser Interface

Select the move tool from the menu



Turning: Select an empty part of the screen and drag

Moving forward: Scroll forward on the scroll wheel

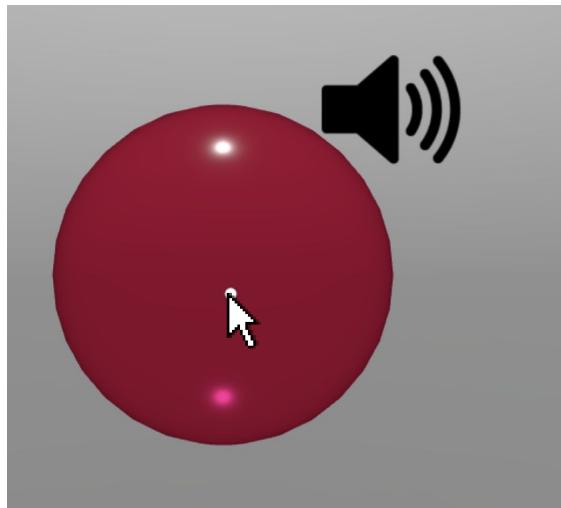
Moving sideways: Hold 'Shift' and drag an empty part of the screen

Audio

This symbol means an item has audio attached:



To play the audio, mouseover
the object, click, and hold

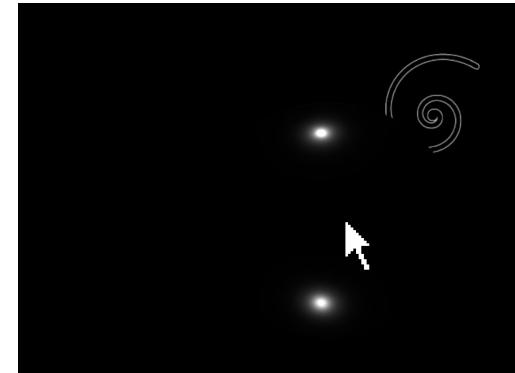
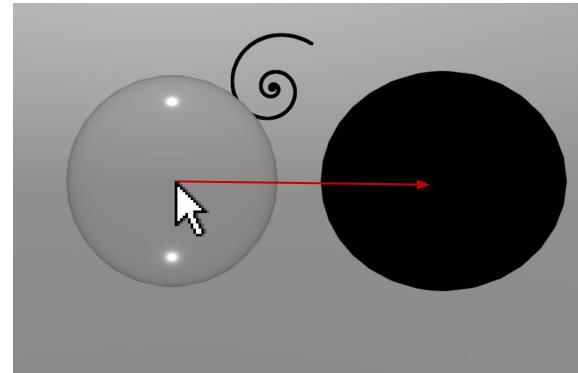
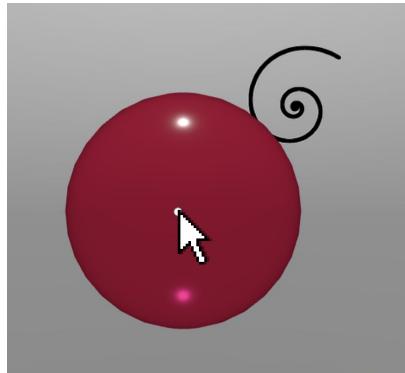


Teleporters

This symbol means an item is a teleporter: ⚡

To use the teleporter,
mouseover the object and start
dragging it

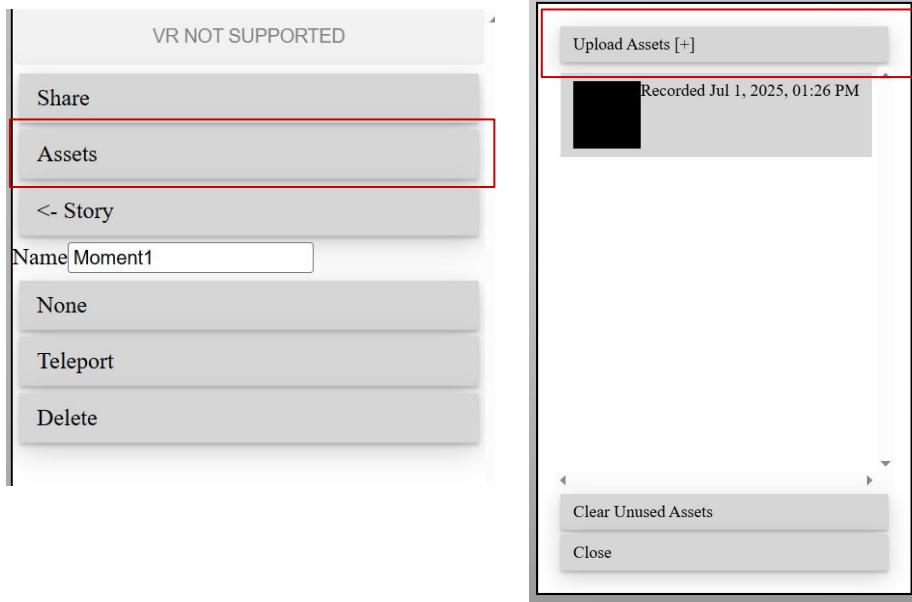
The teleport target will appear. Drag the object
towards the target and release to teleport



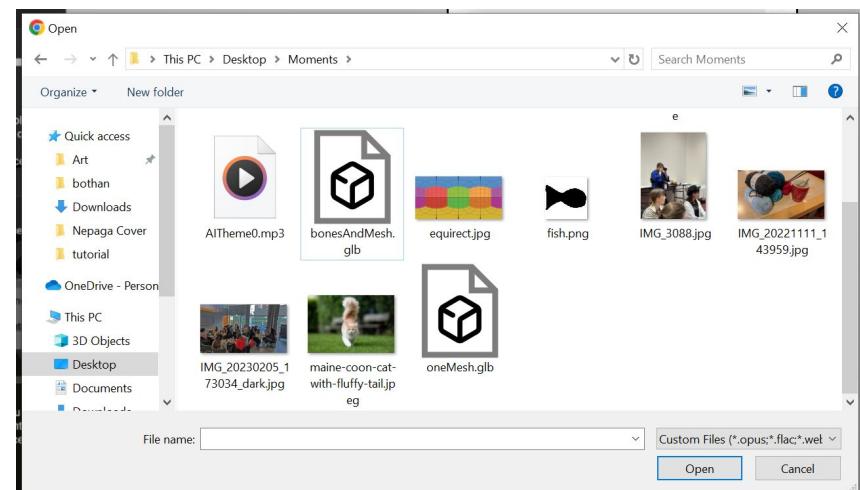
Authoring Tools

Add images, audio, 3D models

If you have files you want to use in your story, you must add them via the assets menu, accessed from the sidebar



You can upload images (.jpg, .png, etc) audio (.wav, .mp3, etc.) and 3D models (.glb only)



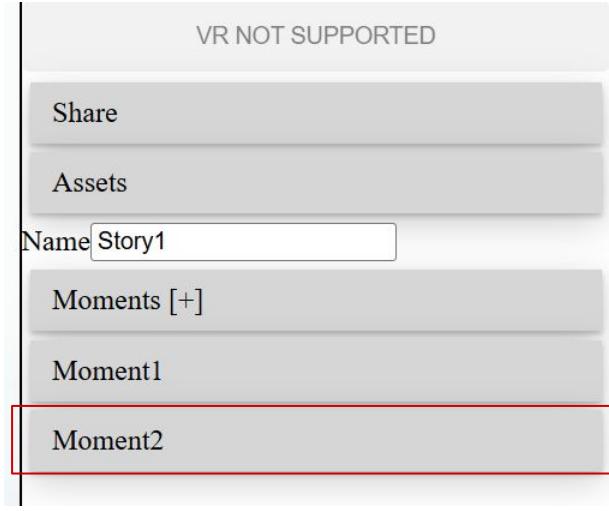
Moments

Stories are made out of a series of moments. Think of each moment as a scene.

Moments are added from
the sidebar:



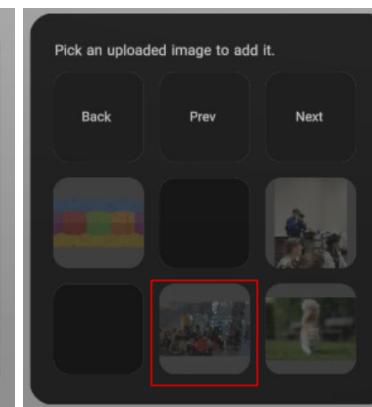
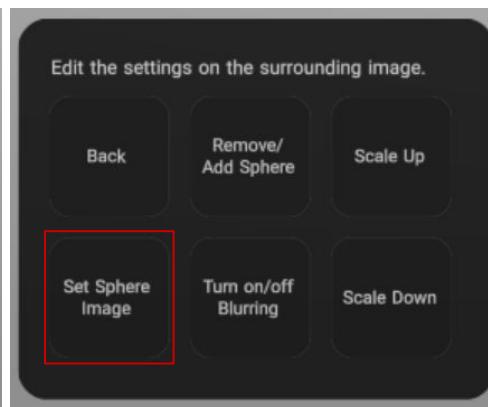
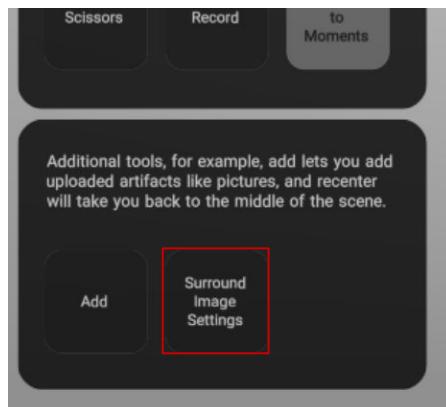
Enter moments by clicking
their name in the sidebar



Surround Images: Setting Image

Surround images make up the background of your scene

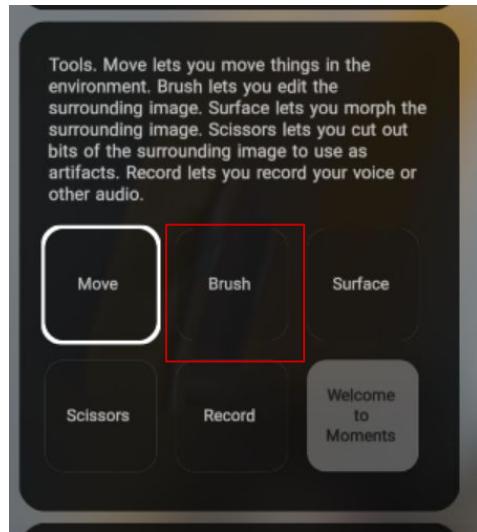
You can select your background image from images you've uploaded using the Surround Image Settings menu



Surround Images: Focusing

Surround images are blurred by default so you can indicate which parts are important by focusing on them.

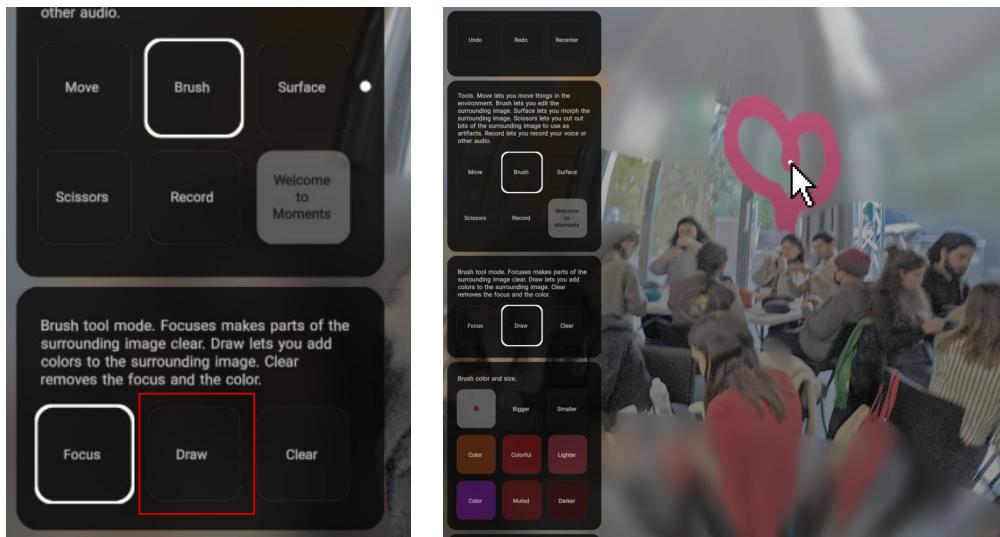
To focus parts of the image, choose the Brush tool, point your mouse or controller at the surround image, and drag or pull the index trigger to start brushing.



Surround Images: Drawing

The brush tool also has a drawing setting. Choose Draw to draw on the surround image.

The final setting, 'Clear', removes both focus and color.

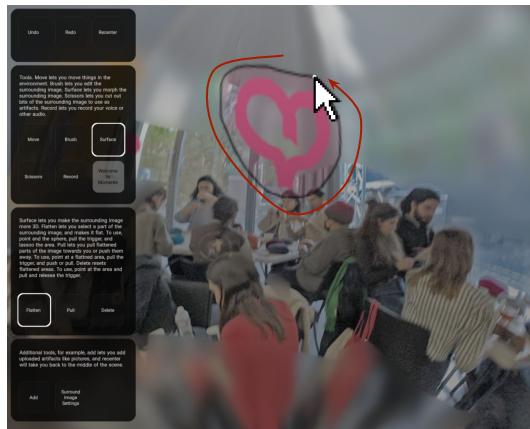
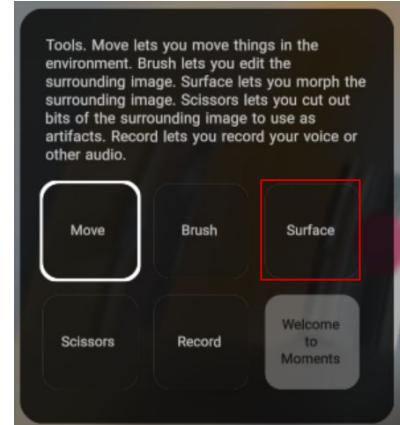


Surround Images: Surface

You can also change the shape of the surround image by pushing and pulling it.

To do this, choose the Surface tool, and lasso a region to move. This will flatten the region.

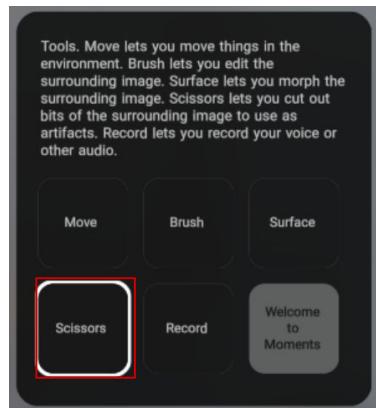
Then use the pull tool to move it.



Surround Images: Scissors

Finally, you can cut out bits of the surrounding image so that you can attach audio and teleporters to them.

For this, select the **scissors tool**, and lasso the bit you want to cut out.
You can now move it with the **move tool**.

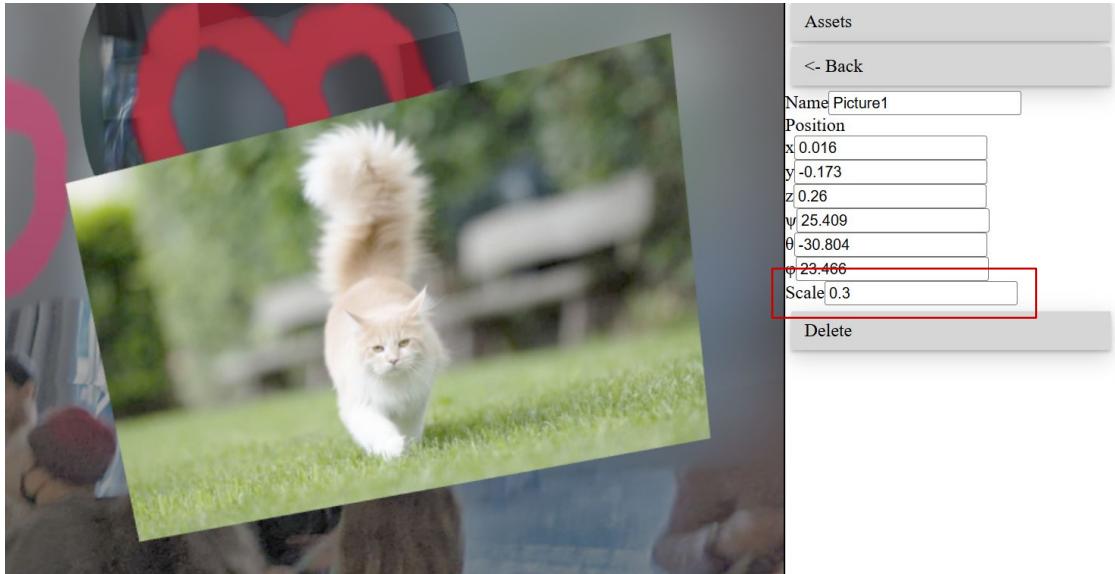
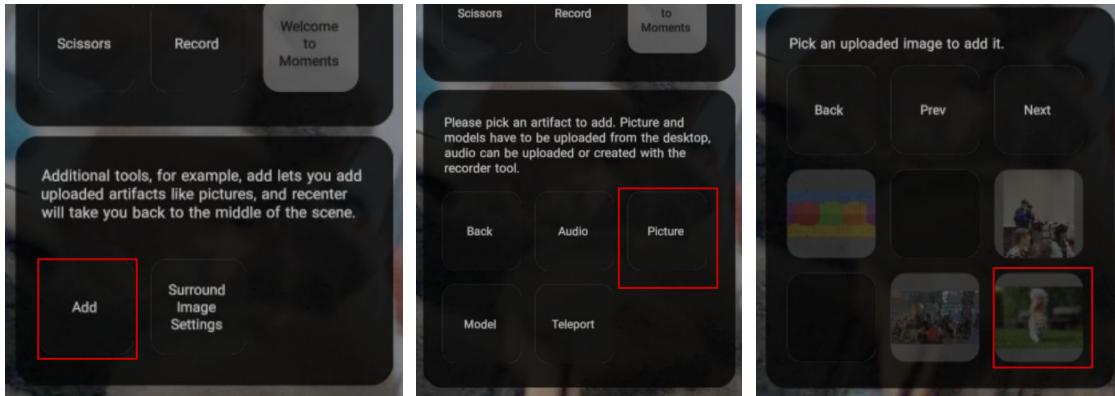


Note: scissors and surface can be a bit jankey. Remember you have an undo button in case it does something weird!

Pictures: Adding

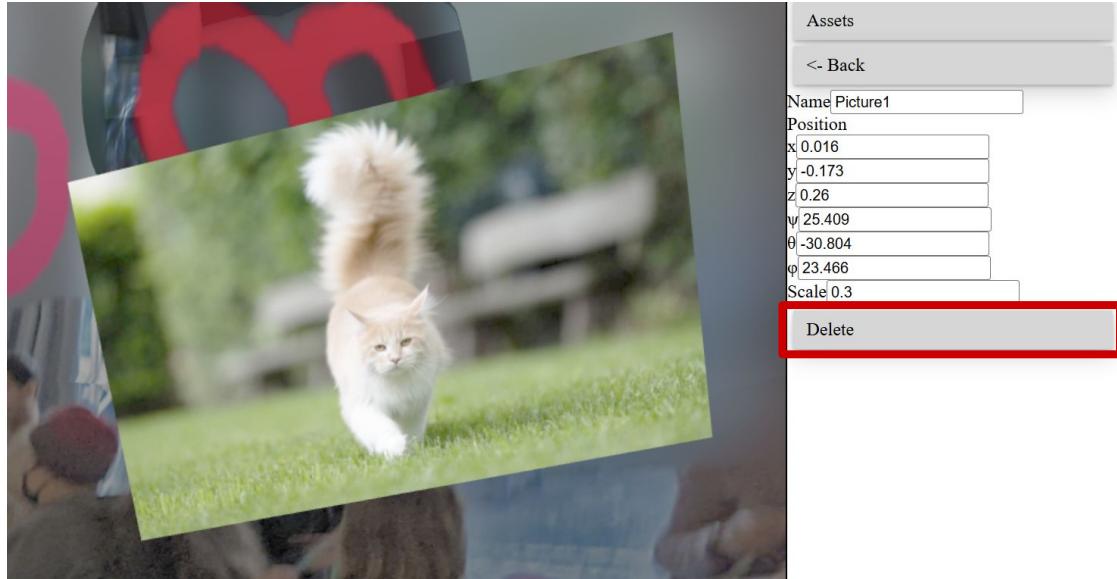
You can add pictures to your story from the add menu.

Pictures can be moved with the move tool, and resized from the sidebar



Pictures: Deleting

To delete a picture, you must click on the picture, then click the delete button in the sidebar



Audio: Recording

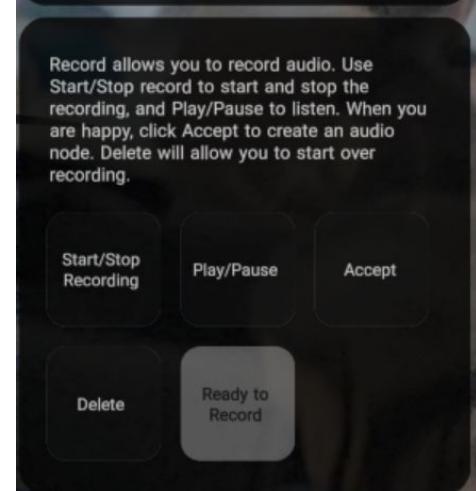
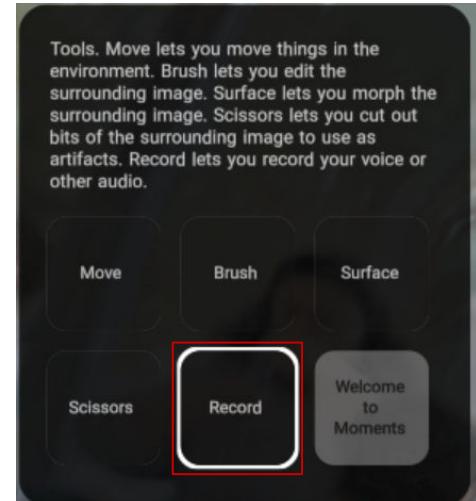
You can narrate your story with the audio recorder.

Click start/stop recording, speak, and then click it again.

You can listen to your recording with Play/Pause.

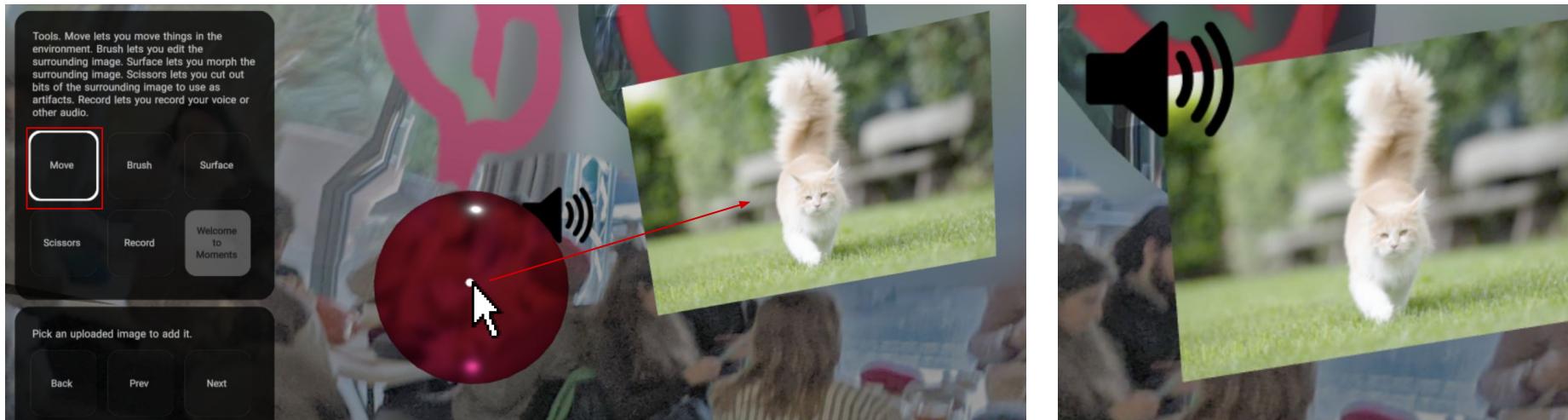
Click delete to start again.

When you are happy, click accept to create an audio node



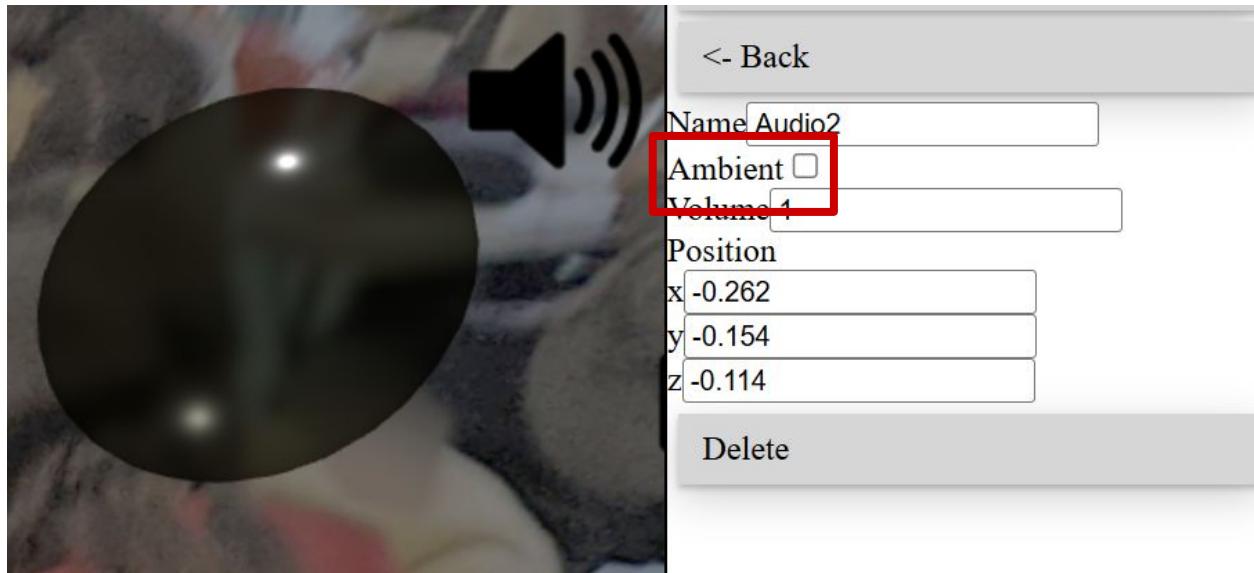
Audio: Attaching

If you want your audio attached to a specific element, choose the move tool, and drag and drop it on the element. You can attach audio to pictures, 3D models, and surround image cutouts.



Audio: Ambient

Audio can also be ambient. Check the ambient checkbox in the sidebar, and then audio will play continuously. This is directional, so in VR the sound will appear to come from the direction of the node or object to which audio is attached.

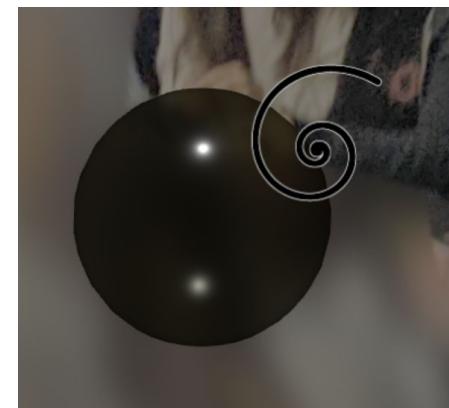
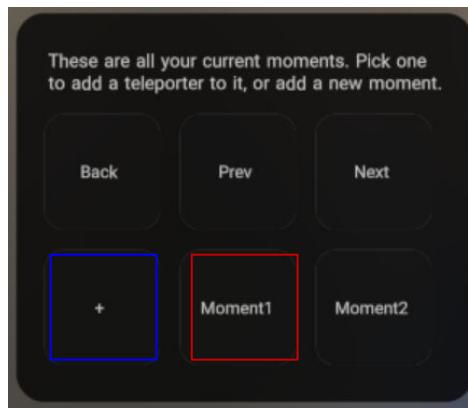
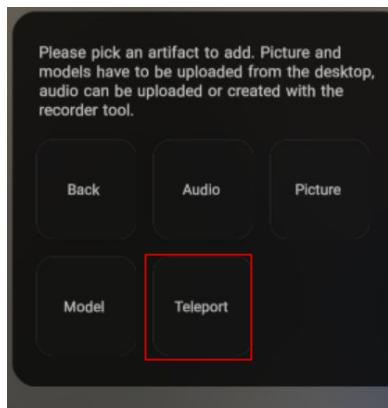
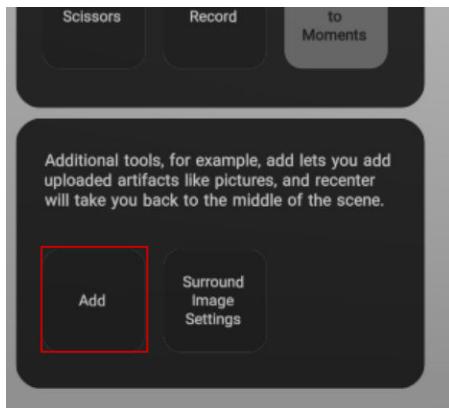


Teleporters: Adding

Teleporters are added from the add menu.

When adding a teleporter, you must pick which moment it travels to.

You can create new moments directly from the add menu with the +.

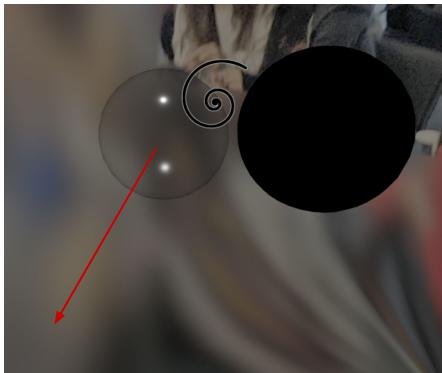
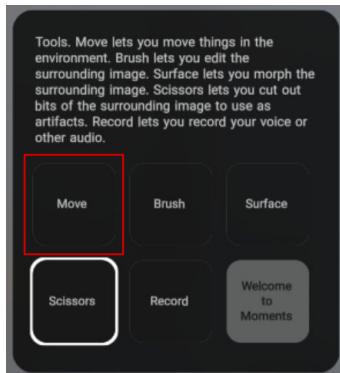


Teleporters: Moving

Teleporters are can be placed with the move tool.

If the teleport target is in the way of where you want to place the teleporter, dragging away from the target will make it disappear.

Like Audio, teleporters can be attached to pictures, models, and cuts out bits of surround imagery



Workspace Management

Choosing a workspace*

MomentsVR stores all data on your device. To begin, you must specify which folder moments should store data in and give it storage permissions. Moments will remember which folder you last used.

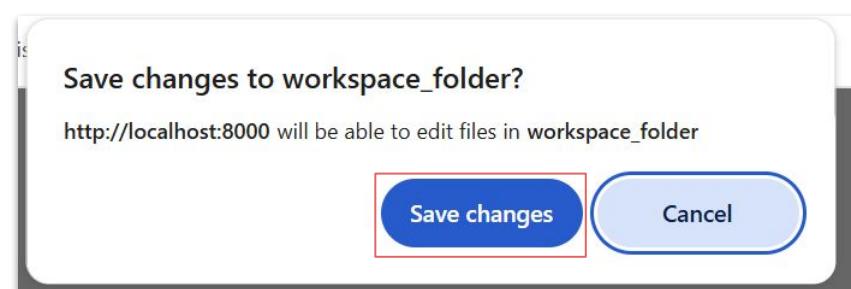
Welcome to Moments

This is an in development application for exploring the possibilities for and of immersive narratives for people experiencing migration.

Please choose a folder where the application can store the stories that you create.

Shared Stories

*Please note this only works from desktop computers.
To use the application in VR, see Sharing Stories



Creating stories

Use 'New Story' to create a new story

Stories



Stories can be opened with the edit button () , deleted () , or downloaded () .

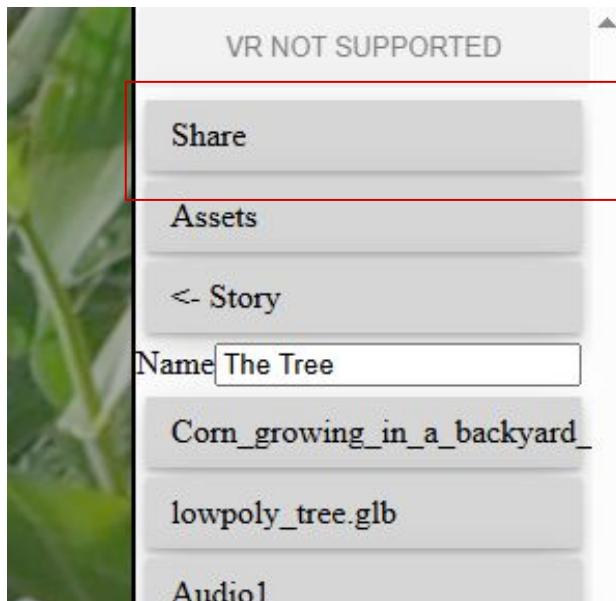
Downloaded stories are saved as a .zip file.

The .zip file can later be imported 'Import Story'. Please note importing may take a minute or two.



Sharing stories*

To work collaboratively, or from multiple interfaces (i.e. VR), click the 'Share' button in the sidebar



The story will now be available from the homepage on other devices (may need to refresh the homepage a couple times)

Welcome to Moments

This is an in development application for exploring the possibilities for and of immersive narratives for
Please choose a folder where the application can store the stories that you create.

Shared Stories

- Story1 

* Note: This is not functional on the [github.io](#) version of the application