VR Next steps

Hi! This is Jenny, the previous VR intern. Here are some points to research and pursue further for CNIB’s VR setup that I didn’t finish looking into:

* 360 degree camera purchase and spatial audio microphone for easier scene creation
  + Zoom H2n seems to be a good entry level spatial audio microphone
  + 360 degree camera must shoot at least 4k quality video to use with VR
  + Take a look at the recommendations document I made
* Scenes for the Vive headset
  + You don’t necessarily need to develop for the CAVE, the headset would allow much more interactive elements to be built into new applications, but you can easily project an environment you’ve created onto the CAVE if you like.
* Porting subway scene to the headset
  + Make a copy of the project file for the subway station, under github/vr subway platform, and use the vive development package to switch the cameras to first person VR
* Replacing the screens
  + Currently the screens are hard to put up and take down, we wanted to replace them with maybe automatic electronic projector screens or have the currently screens pivot instead of hang from the ceiling.
* Furniture for the VR equipment
  + We wanted to get a media cabinet or some sort of furniture piece to display/store the VR equipment, currently the table with everything piled onto it is quite messy.