



The grey arrow represents the orientation that you face your computer (hollow footprints) when drawing the guardian. It will be aligned with the orientation of the scene in the vr (yellow arrow/footprints).

Guardian dimensions - draw the area as **3 m * 3 m**.

Ground bar, where you will do the experiment. It will roughly appear at your physical location when you press "OK" on the dialogue panel (the bottom figure).

If calibration is needed, press button "X" on your left hand controller or "c" on the keyboard to calibrate the orientation. **If you want to bring the scene closer, walk to the desired position first, then calibrate while looking at the existing ground bar.**

The screenshot shows the 'Fold Parallax' dialog box. It has several sections: 'Participant info' with fields for 'Name' (filled with 'your initial') and '# of Rounds' (filled with '3'); 'Conditions' with four dropdown menus: 'Stereo Condition' (set to 'bino'), 'Motion Condition' (set to 'static'), 'Texture Condition' (set to 'scaled'), and 'Width Condition' (set to 'scaled'); and 'Data' with a field for 'Output directory' (filled with './output'). At the bottom are 'OK' and 'Cancel' buttons. Red circles highlight the 'Stereo Condition' and 'Motion Condition' dropdowns.

1 - Start the experiment, vary the "Stereo Condition" and "Motion Condition";

2 - Visualize the scene by:
 - static: "n" on keyboard or "A" on controller.
 - motion: a full cycle of parallax motion (left-right).

3 - Walk to the **ground bar** and face the **stimuli** to do experiments;

4 - Use the joystick to adjust the angle of the stimuli until it reaches orthogonal, then button "A" to proceed;

5 - If you want to quit the experiment, press button "B".