



The grey arrow represents the orientation that you face your computer when drawing the guardian (grey footprints). 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.**

Fold Parallax

Participant info

Name: your initial

of Rounds: 3

Conditions

Stereo Condition: bino

Motion Condition: static

Texture Condition: scaled

Width Condition: scaled

Data

Output directory: ./output

OK Cancel

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".