



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 “shift.py” script (yellow arrow/footprints), but the **opposite** to the orientation of “flip.py”.

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).

Fold Parallax

Participant info

Name:

of Rounds:

Conditions

Stereo Condition:

Motion Condition:

Texture Condition:

Width Condition:

Data

Output directory:

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

2 - Visualize the scene by:

- static: “n” on keyboard or “B” 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;

5 - **If calibration is needed**, press button “X” on your left hand controller or “c” on the keyboard to calibrate the orientation. Note that the calibrated orientation will be your posterior direction in “flip.py”.