



The grey arrow represents the orientation that you face your computer (hollow footprints) when drawing the guardian. It will be the **opposite** orientation of the VR scene (yellow arrow).

**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).

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, **stay around the Ground bar**, then press **"c"** on the keyboard to calibrate the orientation. Note that the calibrated orientation will be your posterior direction when **"c"** is pressed down.