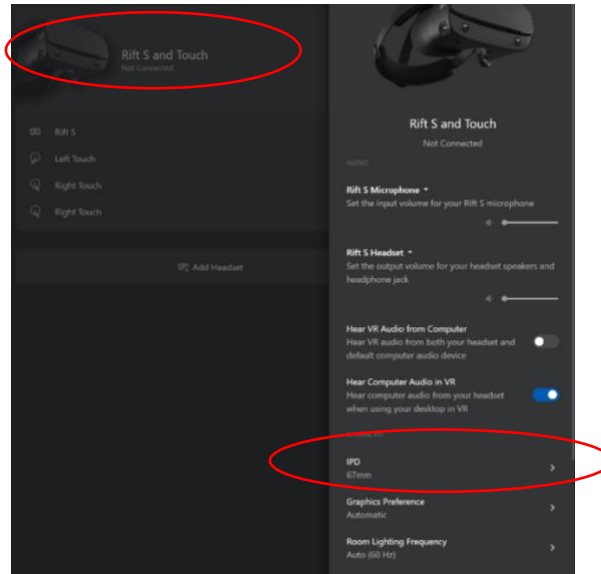




1 - Open Oculus App, make sure the device is connected and set up properly. Enable “Oculus link” if you are using a Quest/Quest2. Adjust your IPD in the Oculus App if using Rift:



2 - Open “Anaconda Prompt” on the task bar  and type:

- conda activate psychxr, hit enter, then type:
- spyder, hit enter again

3 - Open “fold_parallax_v24.py” script in Spyder, click on  or hit F5 to run, a dialogue will show up on the task bar (flashing orange, click on it):

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

4 - Put 2 letters in “Name” field.

5 - Vary “Stereo Condition” and “Static Condition” (4 conditions in total).

6 - For motion conditions you are required to **start/pause motion according to the audio. Only do self-parallax motion when there’s metronome beat.**

7 - For each trial, there are 2 tasks:

- Firstly, you are required to tune the angle till it reaches 90°, push button A to enter your input;
- The second task is to match the position of the pole to the **peak** of the angle in the previous task, then push button A to enter;
- **Next trials are automated** based on the current motion condition.

8 - If there’s a mis-input, proceed to a scene that all stimuli are visible, then button B to terminate. But you are required to perform this same experiment all over again.

9 - Open the desktop folder “fold_parallax”, zip the “output” folder and send me the file, thanks!