Archive

- Anatomy VR

Anatomy VR

***Disclaimer:** Currently does not function

Equipment: Quest 2/Quest 3

Set up:

1. Turn on the headset and create a new boundary. The play space should be stationary (standing or sitting, choice of the player) and allow for full arm movement.
2. From the menu bar, open the App Library. In the upper right side of the screen, there should be a drop-down menu with something like “All” and a number next to it. Select the drop-down menu and scroll all the way down until you see “Unknown Sources,” and select this option.
3. Locate and open the Anatomy VR file (labeled “AnatomyVR”) in Unknown Sources.

Controls/Navigation:

- Trigger button to select
- Hold grip to grab
- Both joysticks to scroll
- Right joystick to turn (a left/right push shifts it slightly to the right, and back push shifts it from front to back and vice versa)

Gameplay:

1. Landing screen shows the name of the application and, at the bottom, a row of options
2. Selecting each option takes them to a different body part (Brain, eye, spine, heart)
    1. The three-lines option to the left isn’t a body part but a menu bar. If pressed, it will hide the list of options to select and bring them back if pressed again
    2. Each option opens a list in the upper left side of the screen of different parts of the body. Selecting an option from the list will allow the player to read little blurbs of information about each part.
3. One of the options, the spine, makes two more options pop up. One is to see information for the spine, and the other is an option to play a game. The game requires you to put together a spine from memory.

4. To put together the spine in the game, the player will grab the pieces of the spine on the table and drag them to the spaces of the long backbone. If the player is correct in their placement, the piece should just “click” into place.