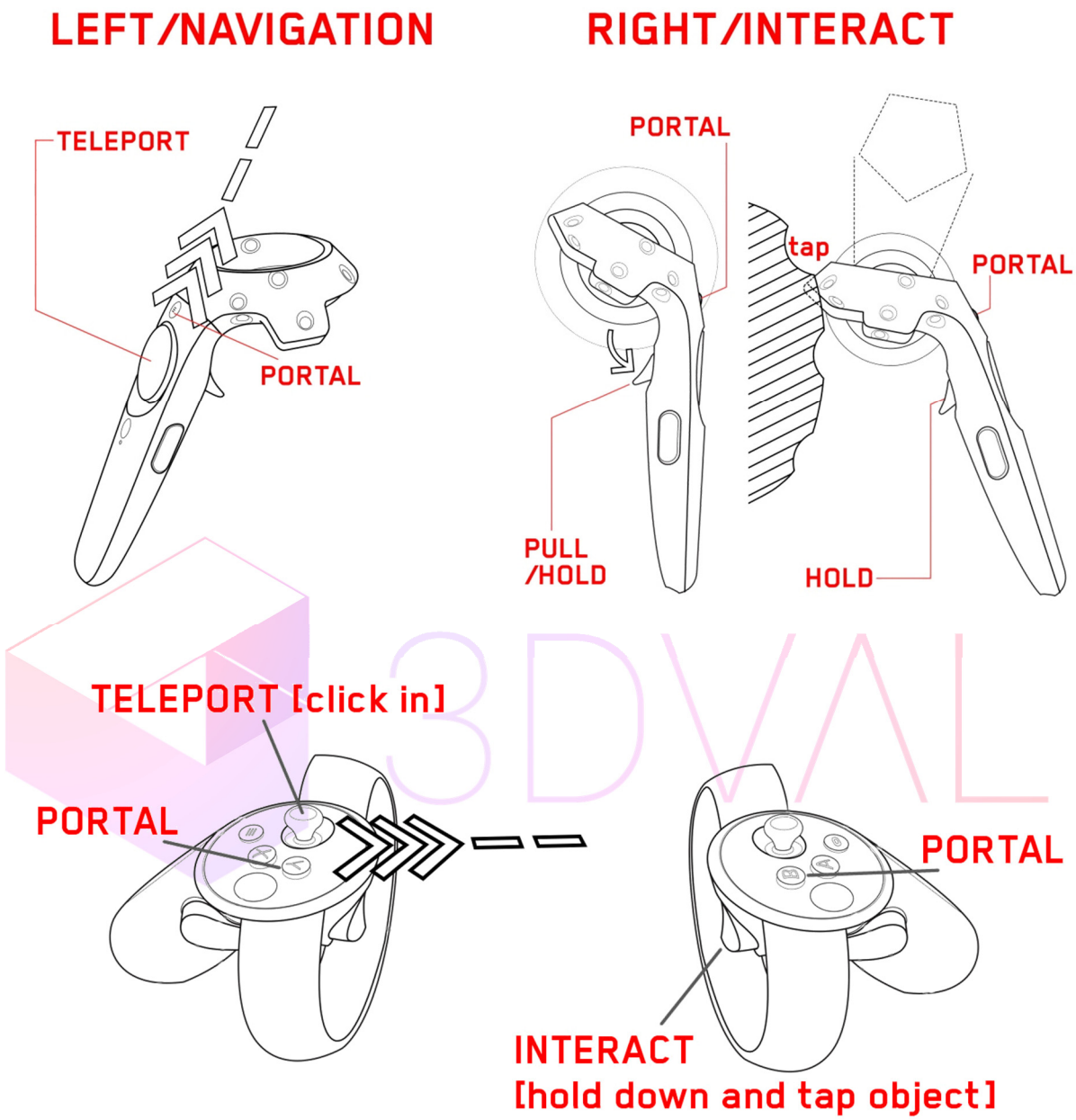
# JTCC USER GUIDE

*Version: Cell_Project_17[10Aug17]*

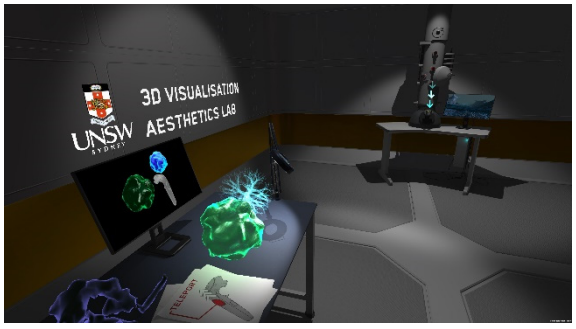
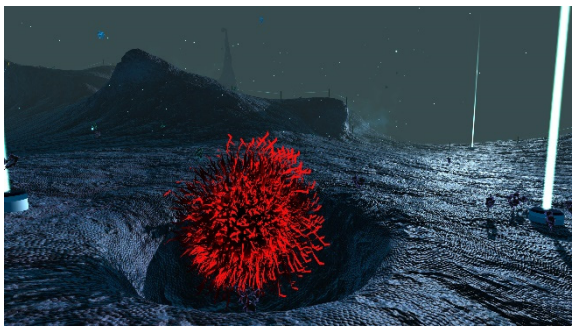
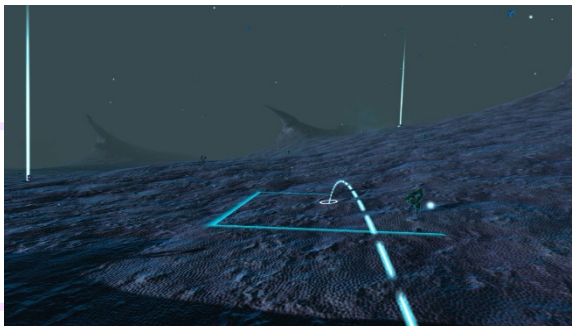
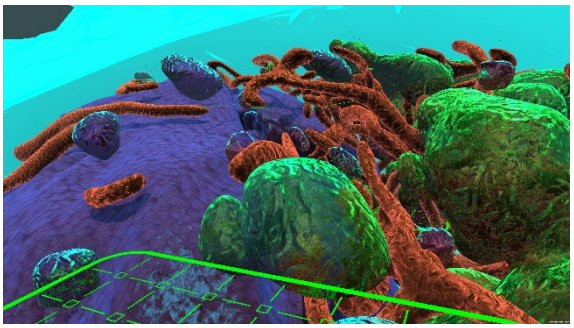
**BASIC CONTROLS:**




controls are common across both controller types:

- Click in touchpad/joystick to cast teleport arc, release to teleport.
- Teleport line: **blue= acceptable location** **red= unacceptable**
- Many objects in scenes are touch-tagged. Click-in offhand trigger until controller glows, then touch object (proteins, nanoparticles, mitochondria etc).
- To move between levels, press button to summon portal and walk/teleport through (may be a short loading delay).
- Press [x] on keyboard to reload opening scene (restart)

**FEATURES:**

| | |
|---|---|
| **INTRO LAB**<br>• safe introduction, lets player get used to mechanics of teleporting around + movement.<br>• Lean over and look through eyepieces to load next level. |  |
| **CELL PADDOCK**<br>• Player on surface of migratory breast cancer cell. User is approximately 100nm tall.<br>• 3 different internalisation processes: Clathrin mediated endocytosis, Caveolae, Macropinocytosis.<br>• Points of interest highlighted with beacons, become information panels when close.<br>• Live map on underside of controller.<br>• Tagged objects in scene. | <br> |
| **CELL CATHEDRAL**<br>• Inside cell.<br>• Tagged objects with audio explanations + miniaturised cell on controller.<br>• Freely explorable (try ducking head inside objects).<br>• Can teleport onto top and bottom of floating green platforms | <br> |

**OTHER NOTES:**

- Initially designed for use with VIVE, also works well with Oculus Rift + touch controllers.
- Requires SteamVR, Rift requires Oculus software.