Build Notes - Read Me

Thank you for downloading *Body of Mine,* an award-winning Virtual Reality experience that allows you to inhabit the body of another gender and intimately connect with the stories of transgender individuals.

***Body of Mine* is a full-body experience that will not run without specific hardware.** On the following pages, you will find detailed hardware requirements and instructions for setup and calibration.

Hardware Requirements

The recommended set up is:

- 1x Vive Pro Eye Headset
- 7x Vive Trackers
- 1x LeapMotion
- RTX 3090 or higher

At minimum, you will need an HTC Vive + 5 Vive Trackers.

Please note, *the project build will NOT run without the Vive Trackers.* Finger tracking will only work with a LeapMotion connection.

Set Up and Calibration

*You must get through the initial splash screen **before putting on the headset.***

1) 1) Select a character from the left (we encourage you to choose a different gender than you identify with):





2) Click on a Tracker ID #, and identify it in the world (look for the tracker glowing yellow). Then, assign this to a limb by using the arrows next to the dropdown.

Your setup must have at minimum*: Left Hand, Right Hand, Pelvis, Right Foot, and Left Foot.*

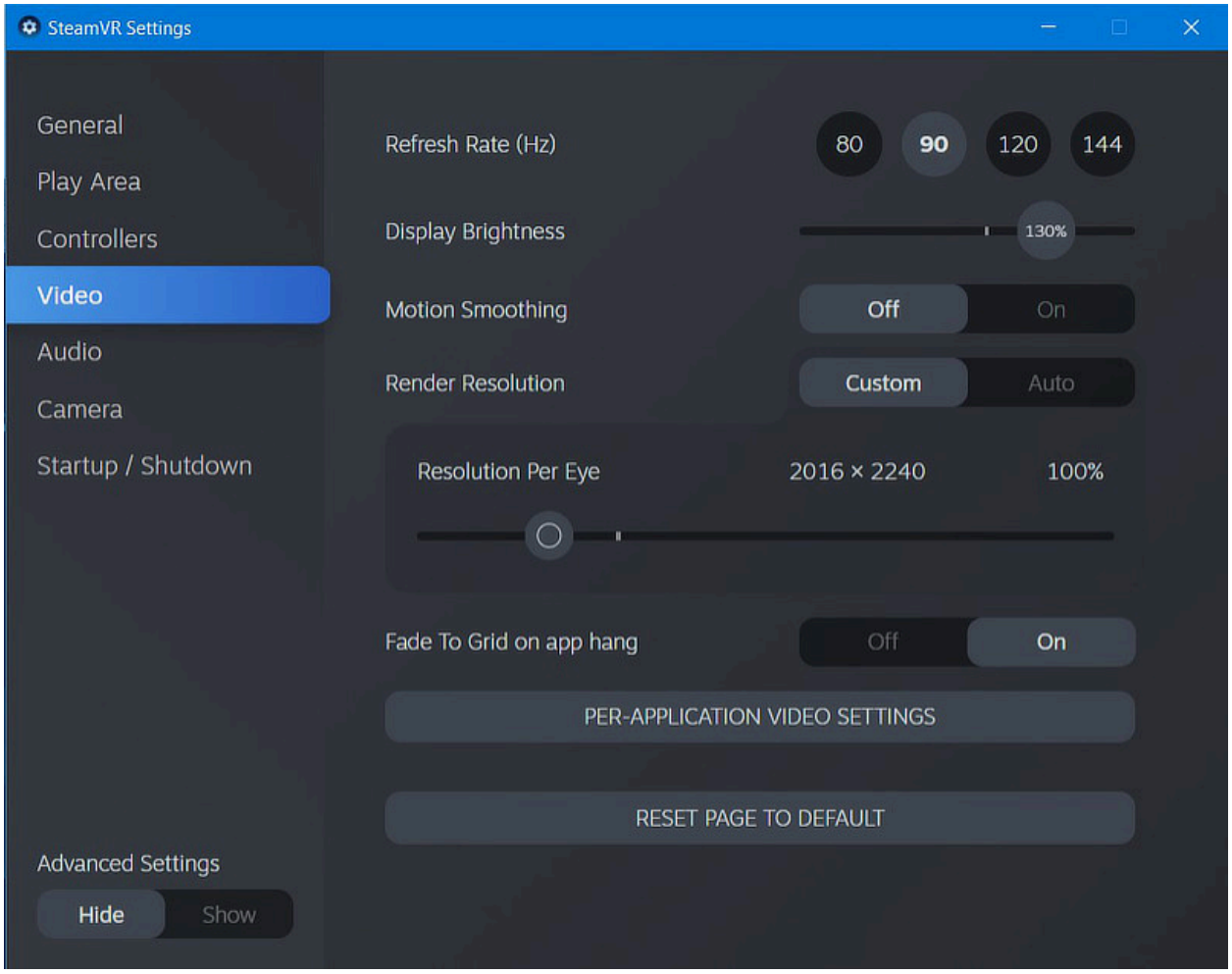
3) Hit HIDE after tracker binding to close the screen. You can **now** put on the headset.

4) Calibration Process:

a) T-Pose while looking forward, holding the mouse. ***Left mouse click****.*
b) Step into the glowing silhouette that appears. Align your wrists, torso, and feet. Look forward, and ***Left click again***.
c) Check that calibration was successful. **To redo, use the middle mouse button**.

5) ***Right click*** to begin the experience. You can now put down the mouse and explore freely.

****If experiencing performance issues on your machine, turn the SteamVR Resolution Scale down as needed.*


SteamVR Settings
General
Play Area
Controllers
Video
Audio
Camera
Startup / Shutdown
Advanced Settings
Hide
Show
Refresh Rate (Hz)
80
90
120
144
Display Brightness
130%
Motion Smoothing
Off
On
Render Resolution
Custom
Auto
Resolution Per Eye
2016 × 2240
100%
Fade To Grid on app hang
Off
On
PER-APPLICATION VIDEO SETTINGS
RESET PAGE TO DEFAULT