Available VR experiences

National Geographic (Go)

These are great 360 journalism/short documentary pieces. No interaction is needed.
Only three experiences have been downloaded and are ready to be viewed.

Elephant encounter (6:20) _First tab_

Some movement / proximity to dead animal

On board the ISS (4:32) _Second tab, top right_

Some movement in zero gravity. Beautiful views of the Earth from space—real and simulated.

Explore and underwater national park (5:49), _Fourth tab_

Lots of movement, including aerial shots. Underwater (!) quite a lot.

Beat saber (Quest, Vive)

Static (world) but a complete workout (you: slashing, kneeling, etc.).
Beat Saber is a VR rhythm game where you slash the beats of adrenaline-pumping music as they fly towards you, surrounded by a futuristic world.

All with light sabers. It is one of the most popular games in VR at the moment. There's a tutorial mode and gestures don't require a lot of controller knowledge.

First steps 🤖 ==Recommended first Quest experience==

Static (world) with **some movement** (you: might be dancing at some point).
Take your first steps in VR and get to know your controllers in this short experience that showcases the power of Oculus Quest.

Oculus first contact 🤖 (Quest)

Static (world) with **few movements** (you)
You will need some familiarity with the controllers
First Contact is an official Oculus experience built for Oculus Quest. Experience the magic of 'presence' in VR, exploring moments that feel as real as they are fantastically impossible. We've

built a magic box full of toys and a robot guide; make a new friend, then touch, tap, bounce, hold and throw things, and play together.

Versailles VR (Vive)

"VersaillesVR The Palace is yours" offers you a unique visit of the palace built by Louis XIV. Alone, and free to discover the works in the most emblematic rooms, immerse yourself fully in the Palace of Versailles.

Job simulator (Quest, Vive)

In a world where robots have replaced all human jobs, step into the "Job Simulator" to learn what it was like 'to job'.

YouTube VR (Go)

New York Times - Sensation of sound (6:27)

Static, storytelling.
For those who are deaf, music is not just about sound. At age 20, Rachel Kolb received cochlear implants that gave her partial hearing. In virtual reality, experience how music felt for her, before and after.

UN - Clouds over Sidra (8:45)

Static, storytelling.
Meet Sidra. This charming 12-year-old girl will guide you through her temporary home: The Zaatari Refugee Camp in Jordan. Zaatari is home to 130,000 Syrians fleeing violence and war, and children make up half the camp's population. In this lyrical VR film, Sidra leads you through her daily life: Eating, sleeping, learning and playing in the vast desert city of tents.

VR Giving prototype
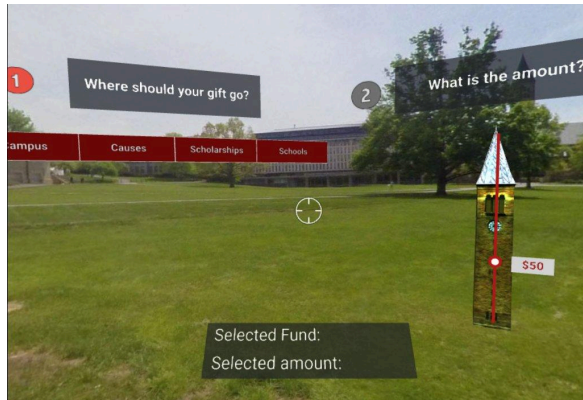
What would it look like to make a gift to Cornell in VR? In this webVR[1] prototype, you'll see a flow that we developed in May of 2019. It is more a *pledge* than a gift: after entering the gift destination and the amount, the donor enters their email address and finalizes the pledge. An email would then be waiting in their inbox to invite them to complete their gift outside of VR.

Where would this live?

This would fit nicely as a "kiosk" in a social VR space where alumni, parents, and friends come to hang out (by class year or affinity).

How to try it?

This prototype is optimized for Cardboard and you'll need to put your smartphone in one of the Cardboard viewers provided.

1. Visit: https://app.aad.cornell.edu/VR-Giving-Prototype/public/ or scan this QR code with your phone's camera (iOS) or Google Lens (Android):

2. Tap the 👓 icon and allow access to motion and orientation (or equivalent on Android)

3. Slide your phone in the cardboard viewer. Point the crosshair cursor where you want to click and tap your screen (through the tap hole under your right eye).

4. On Safari iOS, you might have to add the page to your Home screen and access it through that icon. It will remove all of the unnecessary UI in your browser, leaving more room for VR.

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[1] VR relying on web technology, accessible through a browser on most devices

Self-directed AR experiences

Campus AR

(iOS + Android)
Our colleagues in Events worked with Spiral Productions to create an AR experience triggered by the Cornell Athletics logo. Download the app and scan (point the camera when prompted) the logo below:

Adobe Aero

(iOS only) Download, find surfaces, drop assets, animate, record. Take the tour!

Display.land

(iOs + Android)
Volumetric capture of your surroundings.

Google Cardboard

Download the official app and use one of the viewers available in the training room to enjoy some VR on mobile.

AR models in Google search results

If you have a recent smartphone, simply search for animals on Google and scroll down until you see a prompt to *View in 3D*:

Meet a life-sized american alligator up close.

⬡ View in 3D

You'll be asked to find a flat surface and move the phone around to detect it. You can move and resize the animated models by pinching or swiping.
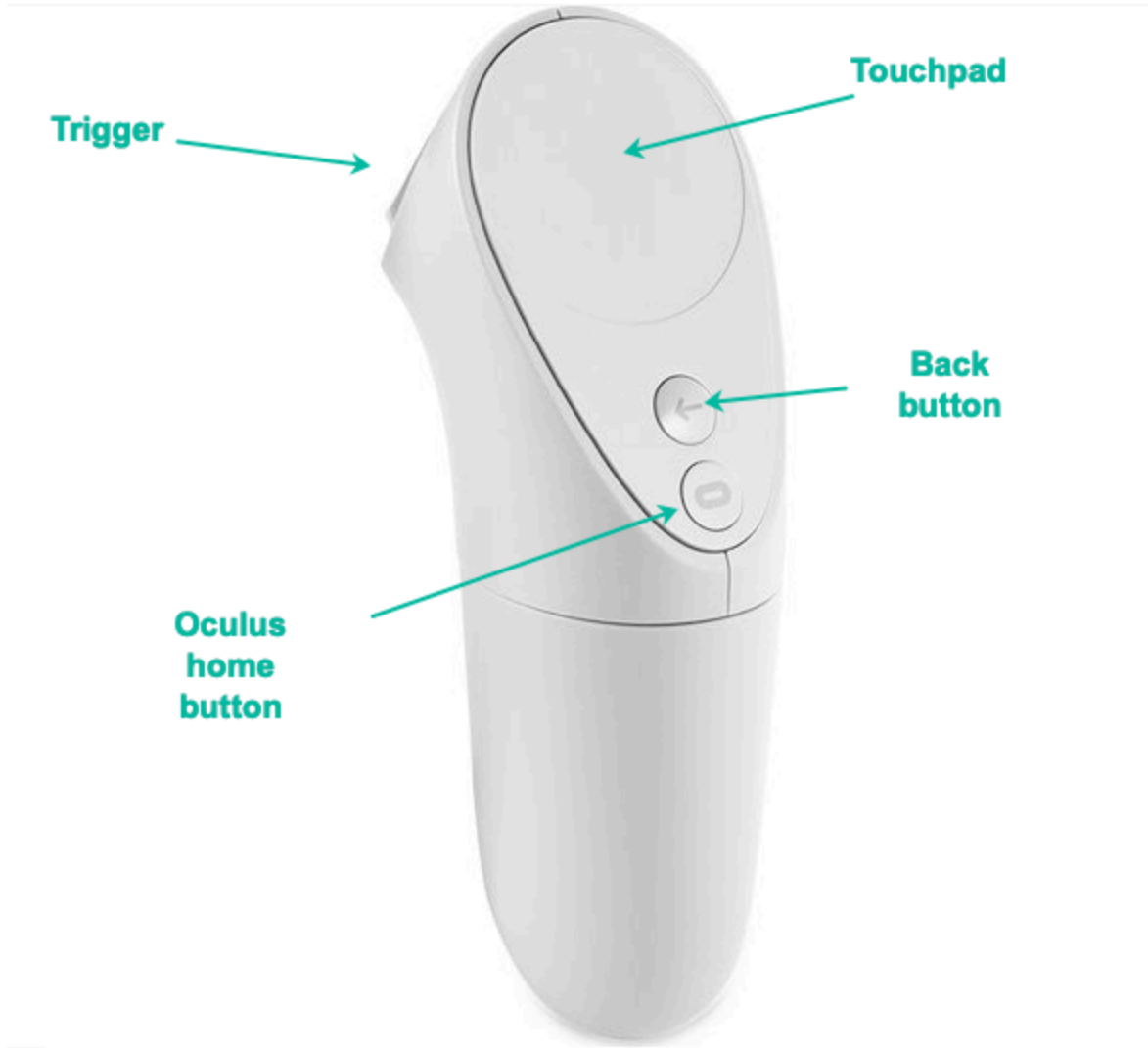
Try to search for these animals:
- Shark
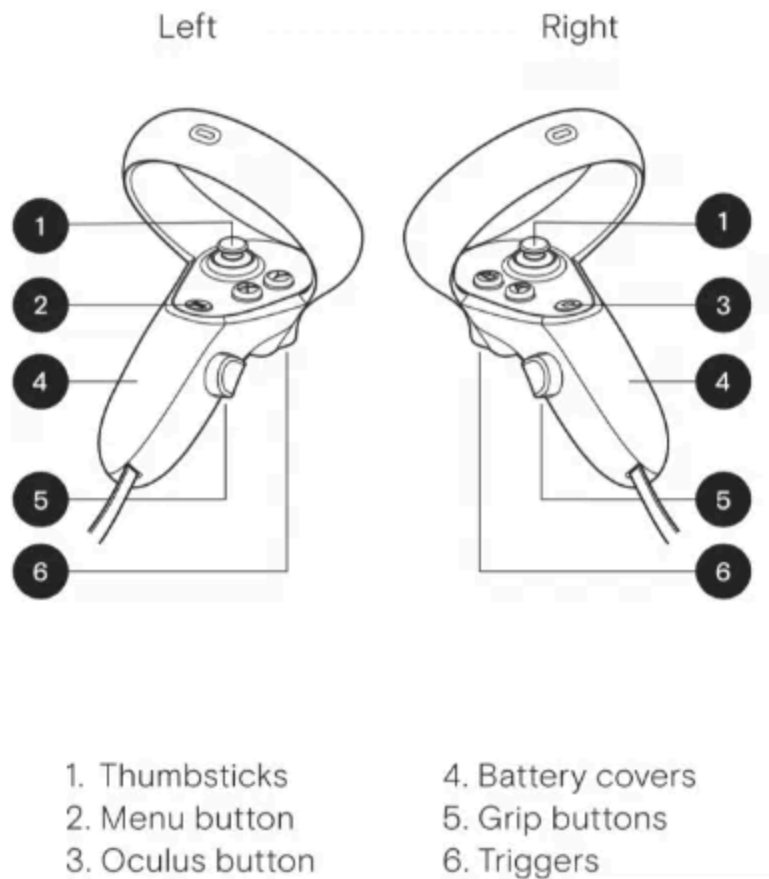- Wolf
- Tiger

There are more. Did you find them?

Virtual Reality: Oculus Go

- You can use this HMD (head mounted display) sitting or standing.
- This HMD has 3 degrees of freedom: moving forward won't change anything; one can only rotate/look around.
- Only one controller

Trigger

Touchpad

Back button

Oculus home button

Virtual Reality: Oculus Go

- You can use this HMD (head mounted display) sitting or standing.
- This HMD has 6 degrees of freedom: you can move forward, backwards, sideways, and rotate in all directions.
- Two controllers

Left   Right

1. Thumbsticks
2. Menu button
3. Oculus button
4. Battery covers
5. Grip buttons
6. Triggers

You'll use triggers the most (6). If you need to exit the experience, hit the Oculus button (3).

Virtual Reality: HTC Vive

- You can use this HMD (head mounted display) sitting or standing.
- This HMD has 6 degrees of freedom: you can move forward, backwards, sideways, and rotate in all directions.
- Two controllers
- This HMD is **tethered**; you will be connected to a PC with a cable running down your back.
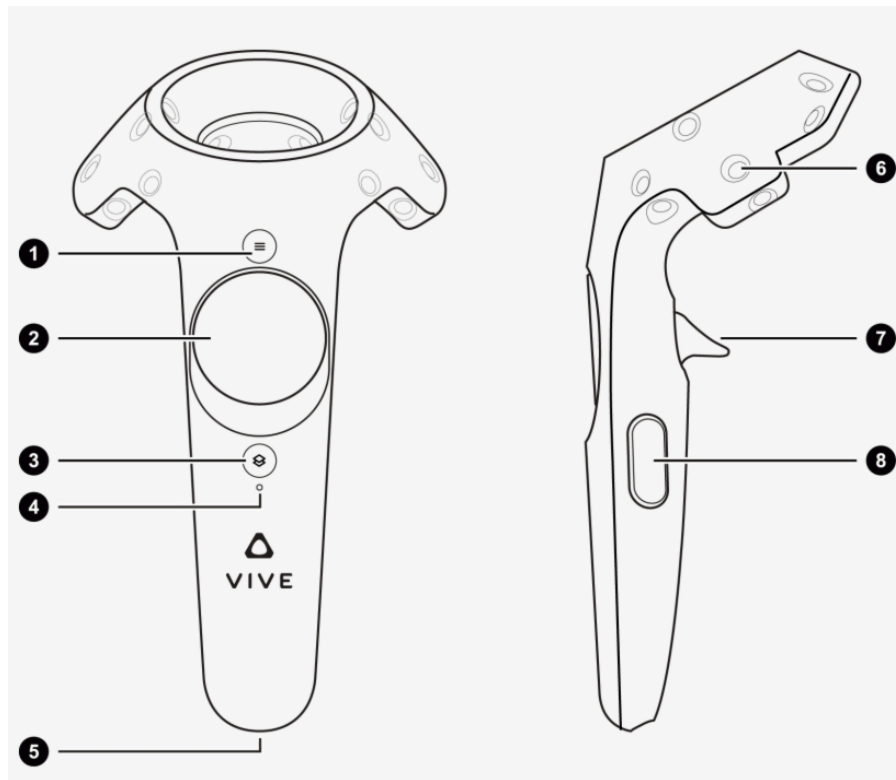
1. Menu button
2. Trackpad
3. Steam menu
4. ---
5. ---
6. ---
7. Trigger button
8. Side grip