Live-VR Corridor **Technical Specifications**

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Physical corridor

• Eight 4'x 8' theatrical flats with ¼" plywood framed with 2'x4's, bolted together and braced across the top to create two freestanding walls, 2' apart, 8' high and 16' long.

• Interior corridor wall surfaces are ¼" plywood painted white and driven in by van from Los Angeles. These flats may be easily assembled and installed as a free-standing corridor in the exhibition space by two people in a few hours.

• Two Sony 15" analog video monitors

• Two B/W analog video surveillance cameras: one mounted on the cross-brace at the entrance to the corridor; one mounted on the top video monitor

• Two 300W soft lights with internal dimmers: one mounted on the center cross-brace of the corridor for general illumination; one mounted on a cross-brace at the end of the corridor for frontal illumination of viewers as they approach the monitors

• One power strip; assorted BNC, HDMI, USB, audio and power cables

Digital corridor

• One PC, monitor, keyboard and mouse positioned on a small table or shelf near the corridor entrance.

• One HTC Vive headmounted display (HMD) VR system with two position trackers mounted on the cross-braces at opposing ends of the corridor.

• One USB webcam mounted on the top physical monitor

• Headphones are worn in conjunction with the Vive HMD.

• The digital corridor was created in Unity 3D and is displayed via an off-the-shelf HTC Vive HMD via the Unity player.

• No Vive controllers and no special calibrations beyond the initial alignment are required

• No internet connectivity required