

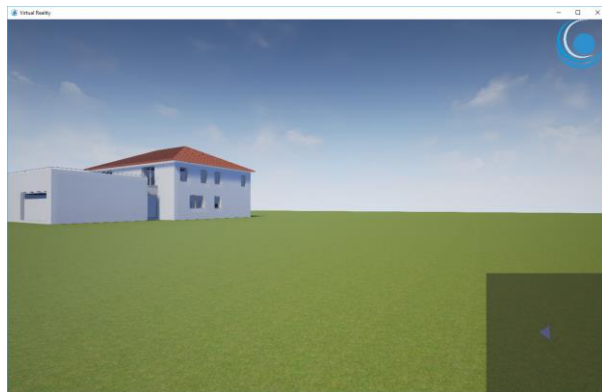
VR Preview – First Steps

1. Start the Application

Use the symbol on your Desktop to start VR Preview:

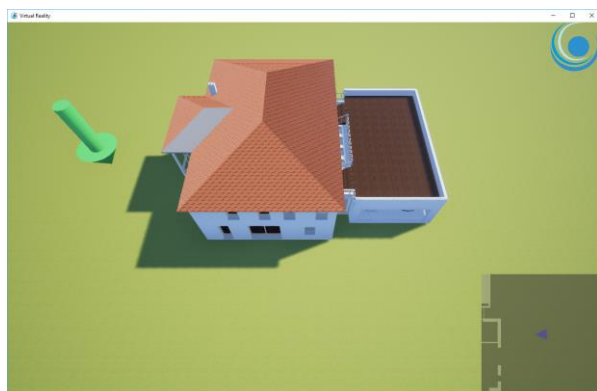


According to system it may take a few seconds to load the demo project. Please wait until you can see this image:



Select Starting point

Press the <Tab> key to get in the overview mode and place the green arrow at the shown position with the mouse:



Doubleclick onto this position. You will be transferred in front of the building.

Functions

With the „J“ key you can turn on/off the lights in the entire building.



Move

Use the keys W/A/S/D to move in all directions and the arrow keys to look around. The building can be entered through doors / balcony doors. Walk through the winter garden into the building and place yourself in the living room, like in this picture:



Change materials

Activate the highlight mode with the key „T“. Objects like walls and floors will be shown with a blue frame, when you look at them:



By pressing „P“ you can switch through different materials for the marked object.

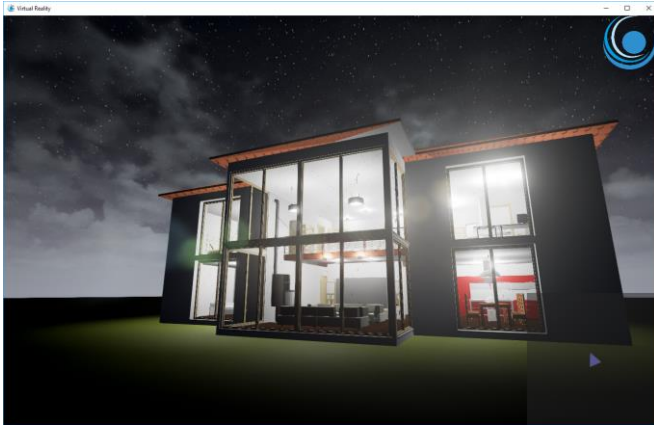


Deactivate the highlight mode with „T“.

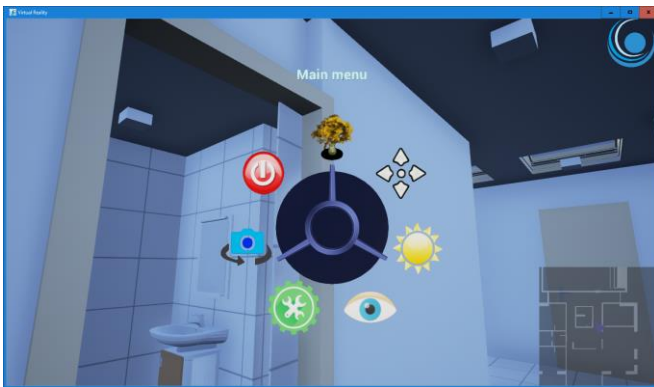
Explore the building. You can use the stair to get to the upper floor. If you quickly want to get outside the building, use Tab-Key as a switch to overview mode.

Sun progression

With F8 you can start / stop the sun progression. The sun progression lasts about 30 seconds and repeats until it will be stopped by pressing F8 again. Use overview mode to place yourself in front of the building:



To exit the program hit ESC. Hit „Exit“ in the menu:



Further functions

The following functions are available

Key	Function
W/A/S/D	Move
Left Shift-key	Move fast
Arrow keys	Change view direction
Space bar	Jump
I	Show room information (when you are in a room)
ENTER	VR Mode on/off (only available if Oculus Rift or HTC Vive is connected)
ESC oder M	Open Menu
L	Start sun progression-menu (month, duration, select time of day)
F8	Sun progression start/stop
J	All lights on/off
H	Open visibility menu (walls, windows, doors can be switched visible/invisible)
B	Fly mode – You can fly trough walls etc.
T	Highlight mode on/off
K	Open texture menu (if highlight mode is active)
Tab	Overview mode on/off
F12	Create Screenshot – creates a picture of the current view and saves the file in your documents folder