

VR Series

Steam VR

In this tutorial, you will learn which programs are required to use the VR systems and how to start them. Here is a brief summer of the steps. The additional pages in this tutorial go more in-depth.

Step 1 - Log in to a VR system

Step 2 - Start Steam

Step 3 - Create an account and log into Steam

Step 4- Start Steam VR (the VR icon in the upper, right hand corner)

Step 5 - Trun on the VR controlers

Step 6 - Verify that the headset, base stations and controlers start up

Step 7 - Start VR program (Gravity Sketch, Key VR, VRED Pro, etc.)

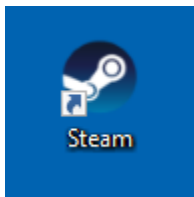


Steam VR

- Step 1** Log into one of the VR systems. Currently, there are 2 systems in the Sketching Lab (104a) and 2 cart systems. The cart systems may require additional steps to setup the VR systems and log in using the wireless network. See the tutorial on VR Cart Systems.

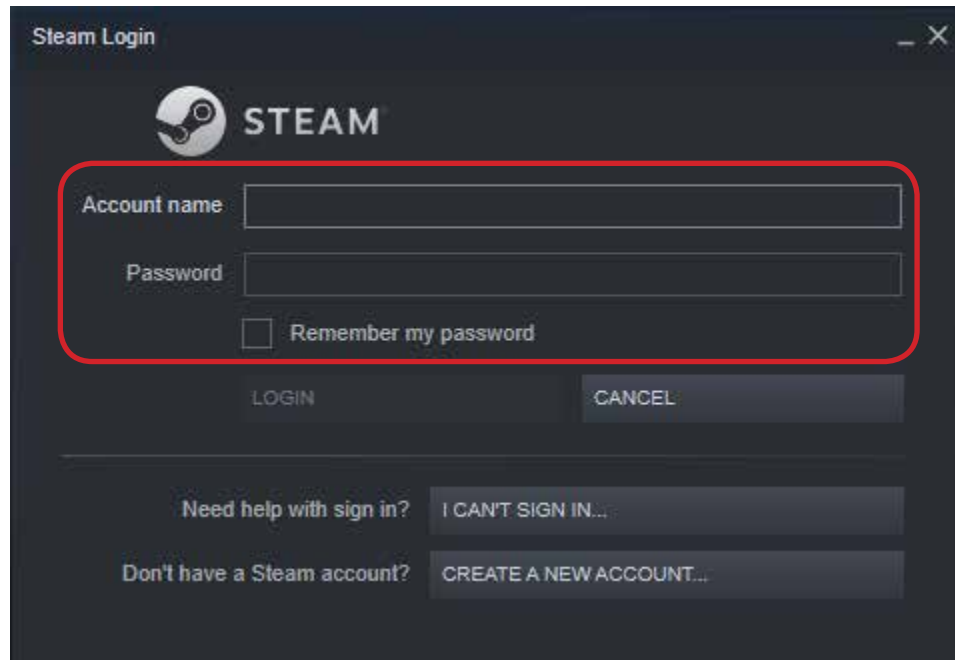


- Step 2** Start Steam. The Vive headsets uses the Steam VR system to work so Steam must be started first. If Steam has already been started and an account is setup, then many of the VR programs will start Steam VR automatically.



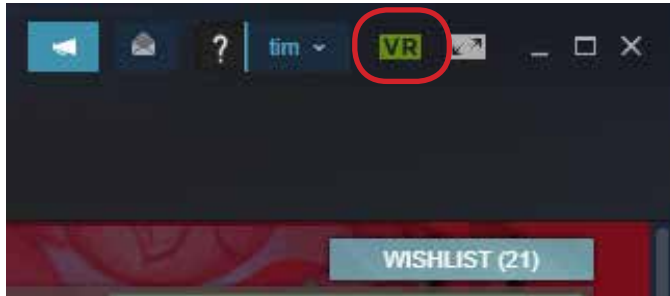
Steam VR

- Step 3** Log into Steam. Because Steam accounts are specific to a user, you will need to use your personal account. If you do not have a Steam account, then create one. They are free and do not require any purchases.

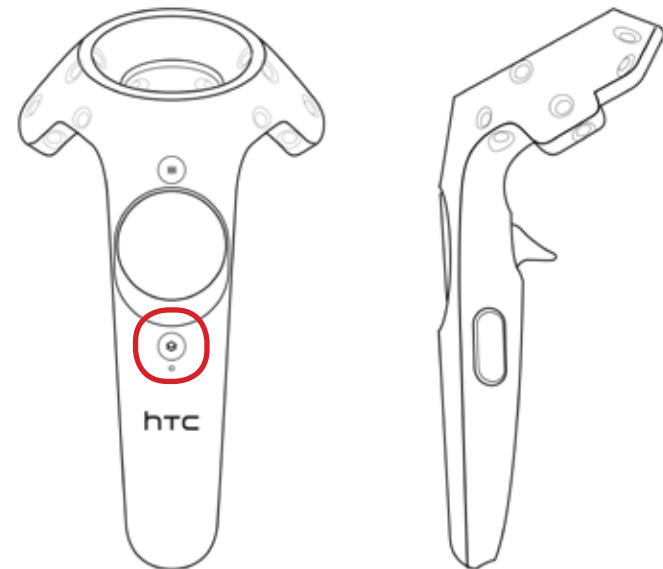


Steam VR

Step 4 Start Steam VR. This is a separate program that connects to the Vive system. Using the pop up menu, task such as Room Setup, Tutorials, Device Paring, etc can be perform.



Step 5 Remove the Vive controlers from their stand and turn them on. The USB power chord should also be disconnected.



Steam VR

Step 6 If the Steam VR is working properly, then all the icons (headset, controllers and base stations) should be active. Some like the base stations make take more time to start up.



Step 7 Any of the programs can now be used. Note that some programs actually start in VR while other programs have to be switched into VR.



Steam VR

Vive Controller Functions

1 - Menu Button, 2 - Trackpad, 3 - System/Power, 4 - Status Light, 5 - Micro USB Port, 6 - Tracking Sensor, 7 - Trigger Button, 8 - Grip Buttons

