

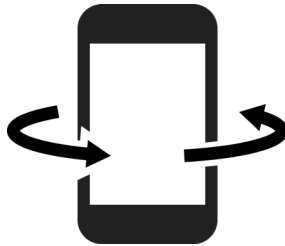


vr.kit°

**nku
:Le**

Welcome to the **vr.kit** quickstart. If you are a beginner in the field of Virtual Reality, or following up to a recent workshop, this guide will help you to take your first steps into the exciting worlds of VR.

Please use this quickstart next to your phone and scan the codes to get further information.



vr.kit is a compendium made by *InKüLe*. Check the full kit and further toolkits on our website.



Virtual reality (VR): the use of computer modeling and simulation that enables a person to interact with an artificial three-dimensional (3-D) visual or other sensory environment. VR applications immerse the user in a computer-generated environment that simulates reality through the use of interactive devices, which send and receive information and are worn as goggles, headsets, gloves, or bodysuits.

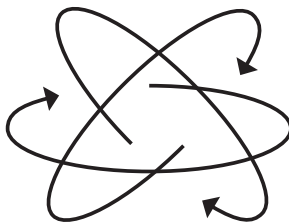


At *InKüLe* we are mostly working with Oculus Quest 2, but most of this things apply for any headset. Our vrkits can include multiple headsets and are available for rental. Group formats with 10 people are possible.

quickstart



Start slow and take your time - VR can be super exhausting and cause motion sickness. Take breaks when needed



Ensure to have enough space around you to not hurt yourself or others. We recommend a minimum of 3 meters



You will need a stable Internet connection for full experience.



There are two different vr modes:
-stationary/seated (beginners)
-standing/moving



Power on the headset! Check Battery levels, you might need to charge the headset/replace the batteries of the controllers.



If image is blurry, adapt it to your eye-distance and clean the lenses. We also recommend using contact lenses instead of glasses.

For further setup information,
please check this guide:



As a next step we would recommend two different modes of engagement with the vr medium



exploration - Massively Multiplayer Online Game



creation - collaborative sketching

resources

Professional software for highly individual advanced applications.



Similar but with a focus on advanced graphics.



XR Atlas is an interdisciplinary collection of applied and research-oriented projects revolving around virtual reality (VR)



The radiance vr app enables you to watch unique VR artworks on your Meta Quest. It provides free and paid content and is accessible for free as an udk student.

RADIANCE



spatial.io is an immersive social platform that connects global communities across web, VR, and mobile. It can be used to publish your applications to the web.

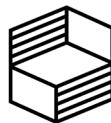


InKüLe - Innovationen für die künstlerische Lehre

The UdK Berlin-wide project InKüLe - Innovations for Artistic Teaching, funded by Stiftung Innovation in der Hochschullehre, has been exploring processes of digital transformation and supporting them across faculties with new technologies, tools and media-didactic consultations since the summer of 2021. Together with students and teachers, InKüLe is working on a creative and qualitative learning and teaching culture of exchange and interaction in analogue, digital and hybrid spaces.

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Stiftung
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