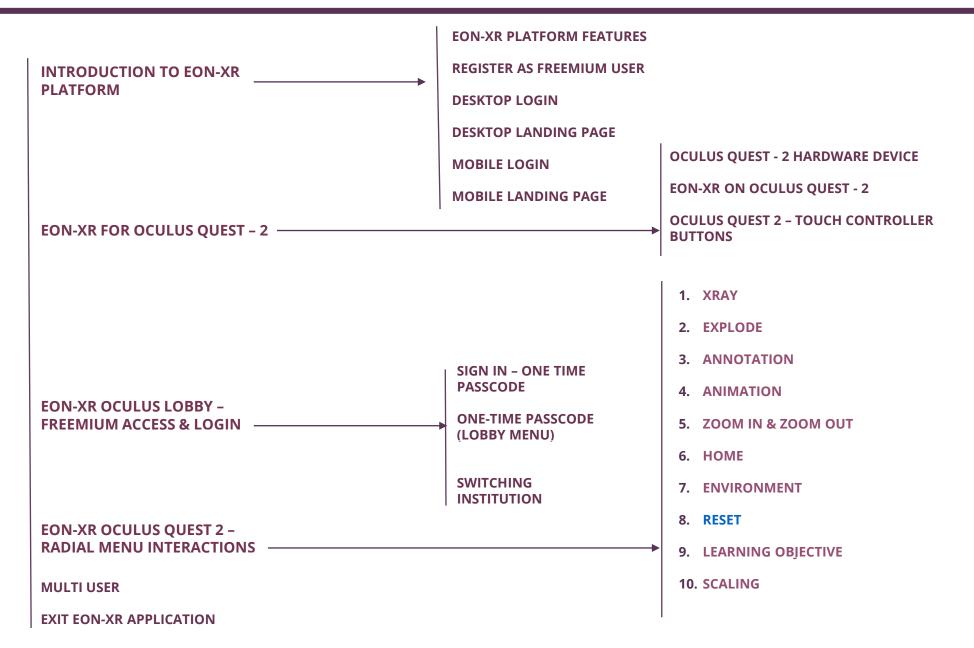


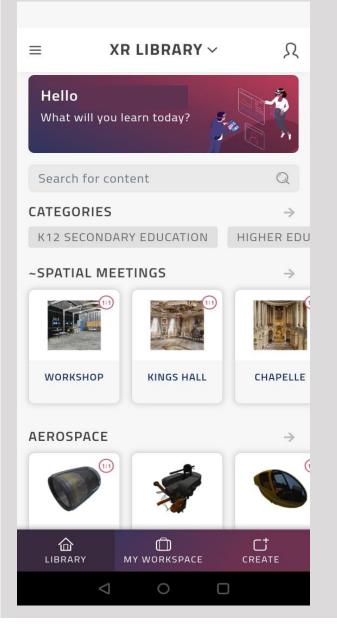
## OCULUS QUEST -2 | For EON-XR v9.3 USER GUIDE

March 2022

## CONTENT OCULUS QUEST -2 | For EON-XR v9.3 | USER GUIDE

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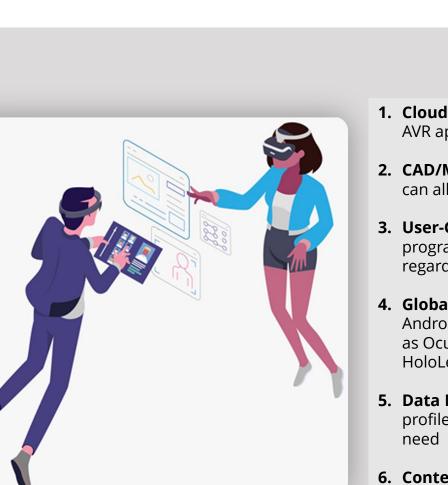




EON-XR Platform is based on EASI concept making Immersive Learning as **E**ffortless, **A**ffordable, **S**elf-Service and **I**nterconnected

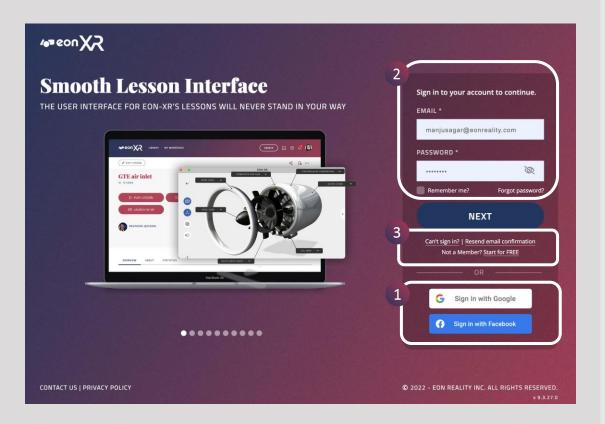
EON-XR Platform allows for rapid development, deployment and adoption of AR/VR solutions with following approach:

- **1. Faster Learning** Experiential Training provides real-time feedback and improves the efficiency of skills transfer, increased knowledge retention and better captures enterprise knowledge within institute/organization
- 2. Real-time Contextual Knowledge Injection With advanced AR technology, knowledge directly relevant to the task at the hand can be displayed right in front of a user's eyes resulting in a higher quality of work and improved learning
- **3. Safety** Dangerous or difficult to replicate scenarios can be safely simulated in a VR/AR environment allowing students/trainees to repeatedly practice crucial scenarios while preventing damage to equipment and avoiding bodily harm
- **4. Greater Engagement** Experiential Training requires the student/trainee to participate in the exercise resulting in higher retention as this by passes boredom and poor classroom habits that accompany traditional teaching
- **5. Assessment** Students are evaluated based on their performance on the relevant grades and this data is transmitted to an institute's internal record keeping systems for certification and/or administrative action



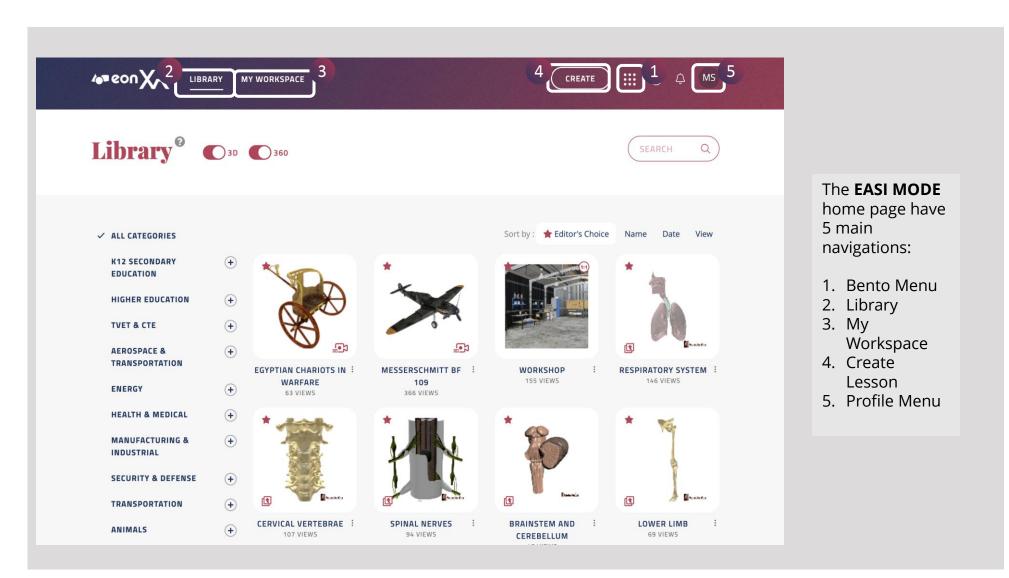
- **1. Cloud-Based** Develop, manage, access, host, and distribute AVR applications anywhere with internet connection
- 2. CAD/Model & Data Import CAD, PLM, and scanned models can all be imported, as well as data (IoT, GIS) and other media
- **3. User-Generated Interaction Creation** The Al-supported nonprogramming-based interaction creation is easy to use regardless of experience
- **4. Global Publishing** Support for 30+ devices ranging from Android and iOS smartphones to VR headsets from brands such as Oculus and Vive to AR glasses including ODG and Microsoft HoloLens
- Data Management Tools like assessments, analytics, user profiles, and LMS integration all help users get the data they need
- **6. Content Integration** Content and data can be managed using enterprise systems, streaming, IoT and AI capabilities

3 Let's Get Started!	4o∎ eon XZ
Create an account to EON-XR	
Email*	Thank you for signing up for your free EON-XR account! You are one step away from getting started, so click the link below to complete your registration.
Password*	ACTIVATE MY EON-XR ACCOUNT
Your password needs to include at least: 8	This link will be valid for the next 48 hours.
characters; 1 lower case character; 1 upper case character; and 1 number or symbol	If you didn't make this request, please ignore this email.
	Have a question? Email us at <u>support@eonreality.com</u> .
Password Confirmation*	
I'm not a robot	<ol> <li>When you are trying for Free, you will need to register using your email credentials and agree to the Terms and Conditions and then Proceed with next.</li> </ol>
2	2. Click on "Next"
NEXT By signing up to create an account, you accept our <u>'Terms of use'</u> .	3. Check your email for the link sent and finalize your registration details and activate your account, Post which you can login to the platform

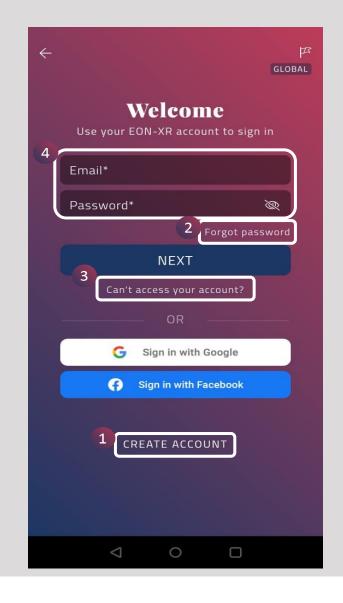


You can access XR Platform as either of the two users:

- Individual user for evaluation purpose
- Registered institute user (provided you've been assigned license by your institute)
- 1. When you are logging into XR Platform for the first time, you need to register/Sign in. You can do it by using either of these ways:
  - Any of your email ID by registering it
  - Your Google account
  - Your Facebook account or
- 2. Evaluation Users can "Start for Free", and you will access XR Platform as a Freemium User. Under this Freemium account, you can access the wide variety of Assets and can create **5 (Five)** Free Lessons
- If you have issues logging in, you can reach out to our Support team by clicking Can't sign in? option



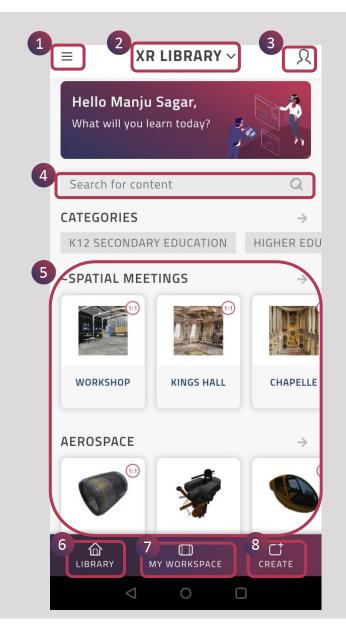




You can also access XR Platform using your smart phone – either as an individual user for evaluation purpose or as a registered institute user (provided you've been assigned license by your institute)

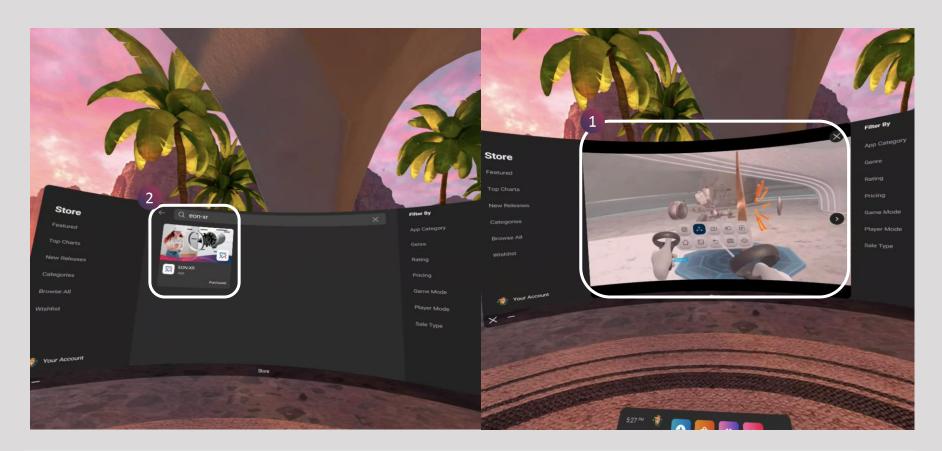
- 1. If you do not have a registered email ID, you can Create New Account and then login to Platform
- 2. You can reset your Password, using Forgot Password option
- 3. If you have issues logging in, you can reach out to our Support team by clicking **Can't access your account?** option
- If you are an already registered user or you've been assigned by your institute, you can login using your registered email ID & Password





This is the **home page** after a successful login to the creator AVR mobile app.

- 1. Hamburger Menu
- 2. Switch Institute
- 3. Profile
- 4. Search for content
- 5. Content Area
- 6. Library
- 7. My Workspace
- 8. Create

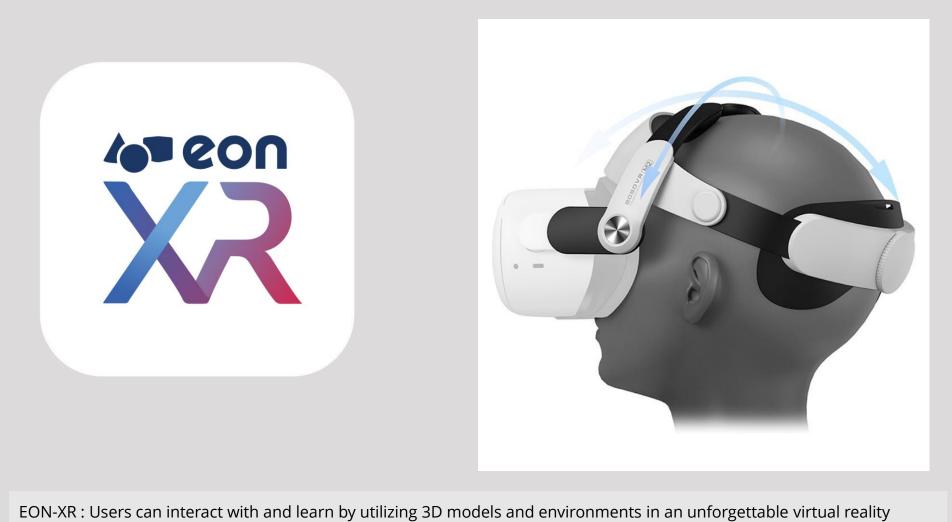


1. Oculus Quest – 2 provides you to experience your EON-XR lessons in Virtual Reality mode and allows you to **Play** and **Manage** through Mobile VR

2. Installing application: Go to Oculus Store and Search for EON-XR (as shown in image 1) and install to your Quest



Oculus Quest 2 – is a Virtual reality headset running as both a standalone headset with an internal android-based operating system, and with Oculus-compatible VR software running on a desktop computer when connected over USB or WI-FI



experience. Lessons can be played on **Oculus Quest headset** to provide a full "hands-on" learning and training for students and employees



Oculus Touch controllers are a pair of tracked controllers that give you hand presence – the feeling that your virtual hands are your own

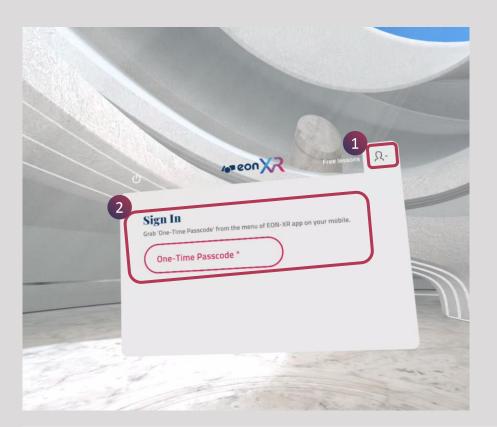
- Thumbsticks navigate your virtual environment
- Trigger buttons select objects in your environment
- **Oculus** button brings up the universal menu. You can also press and hold oculus button to recenter your headset view
- Grip Button grabs object or makes a fist when using your virtual hands



Once EON-XR is downloaded and installed on your Quest, you can open the EON-XR application and see the following page with free lessons

- 1. Free Lessons
- 2. Lesson categorization and respective lessons under that

6



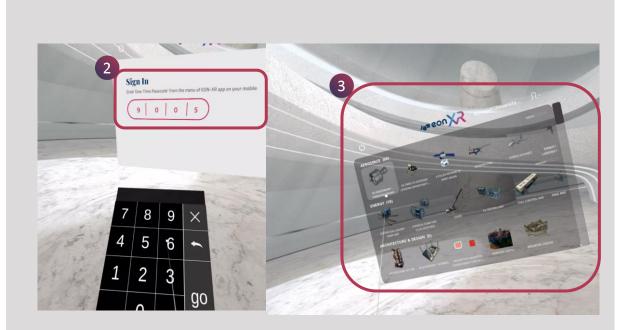
- 1. Click on the profile Icon
- 2. Enter one-time passcode, you may get this one-time passcode from your EON-XR mobile application.
- 3. Click on the Hamburger menu on your EON-XR mobile app and click on the One-time passcode (as shown in fig)

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3		One-Time sscode		3.4	-Ž
		Manage Offline sson			
	$\bigotimes$	View 3D Assets			
	G	Import 3D Asset	S	RICULTU FOO	×
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The passcode expires after 5 minutes.

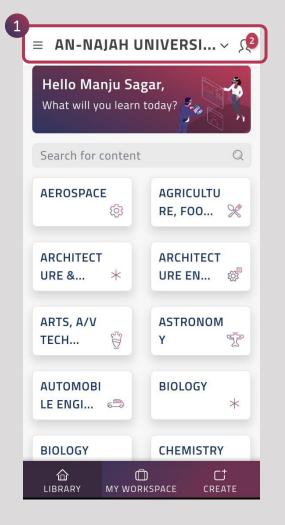




1. Once One-time passcode (OTP) is generated on your mobile screen.

2. Enter the OTP on your Oculus Quest-2 to login to your institute.

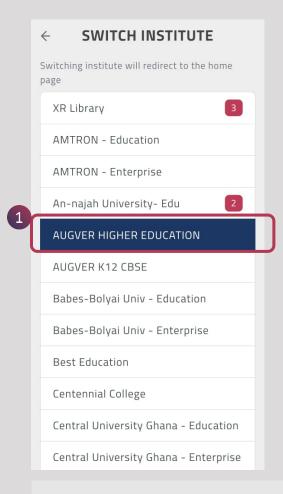
3. You can access all the lessons now to experience Virtual Reality (VR) mode and Open any available lesson by selecting and waiting for few secs to load

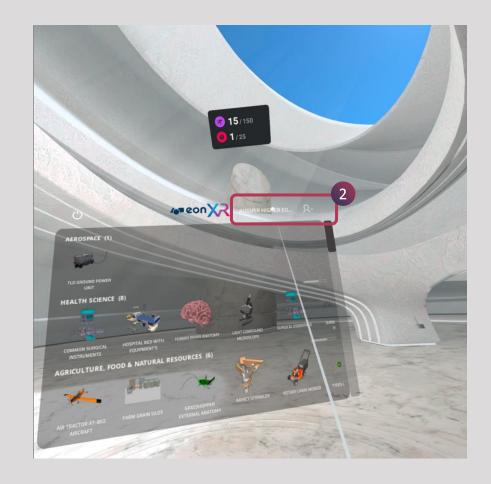




- 1. If you want to change the institution, Go back to your application on Cell phone and click on the institute name (as shown in figure)
- 2. The institute will also be changed on the Oculus Quest 2 (as shown in fig)

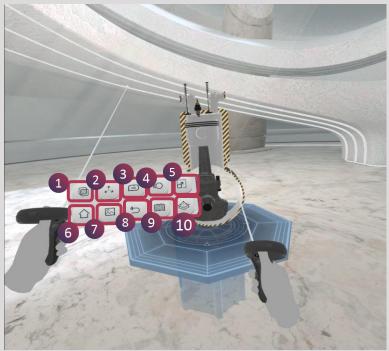






- 1. Now, you can select any institute which you have access for (as show in fig)
- 2. The institute also changes in the Quest (exit and launch the app again)





EON-XR has menu interaction buttons to explore the lessons, (as shown in the image)

6. 7.

8.

9.

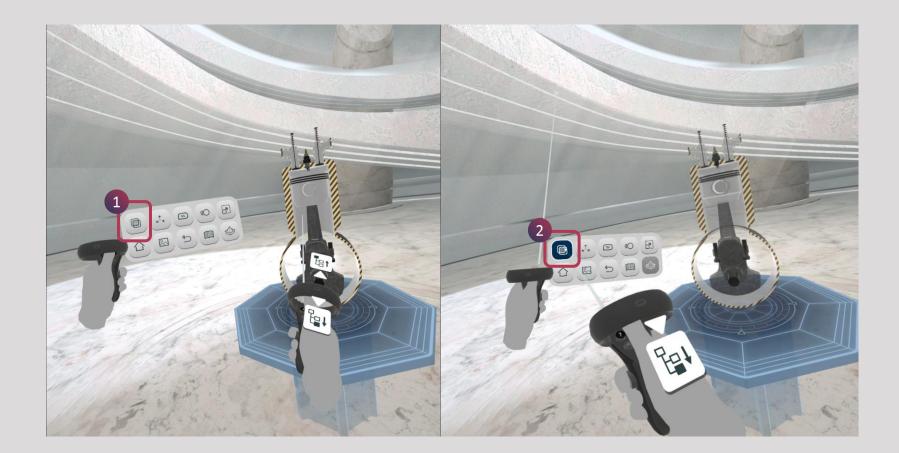
10.

1.	X-RAY
2.	EXPLODE
_	

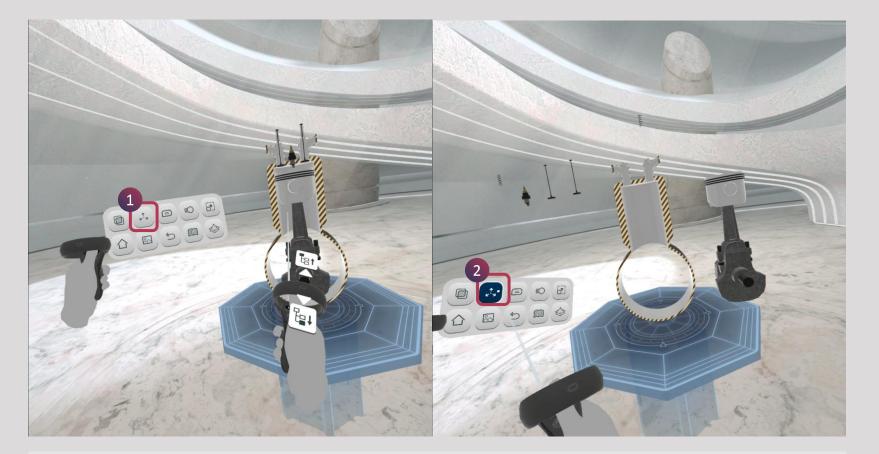
- 3. ANNOTATIONS
- 4. ANNIMATIONS
- 5. ZOOM IN & ZOOM OUT

HOME ENVIRONMENT RESET LEARNING OBJECTIVE SCALING

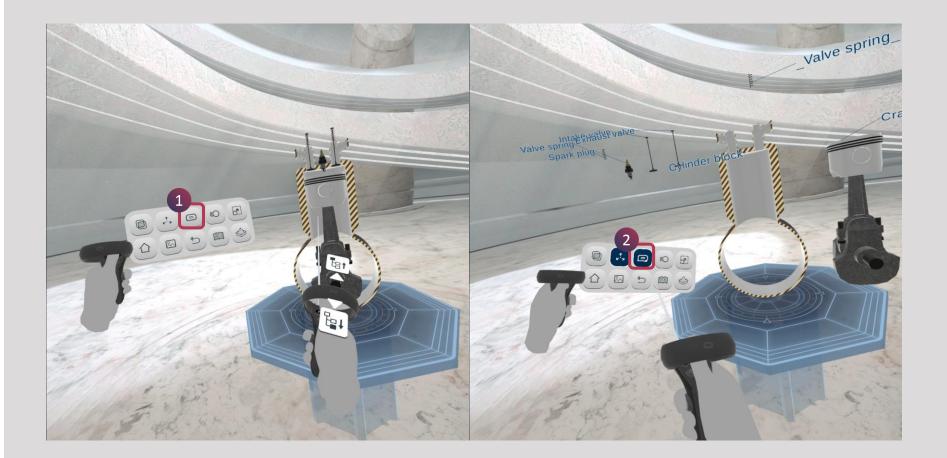
## RADIAL MENU INTERACTION (1/10) – X-RAY



- X-Ray option is Disabled / Off
   X-Ray Option is Enabled / On



- Explode Option is Disabled / Off
   Explode Option is Enabled / On



- 1. Annotation is Disabled / Off
- 2. Annotation is Enabled / On



- 1. Animations are Disabled / Off
- 2. Animation are Enabled / On



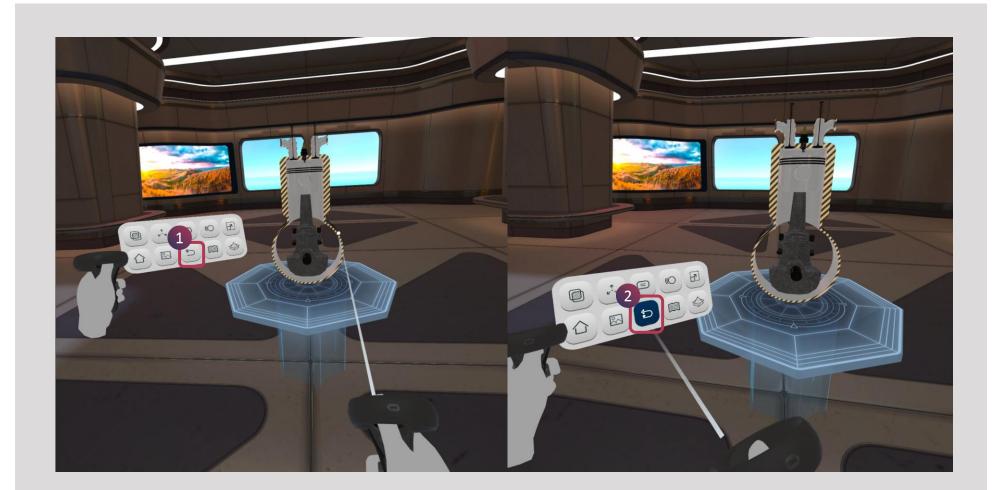
- 1. Scaling is Disabled / Off
- 2. Scaling is Enabled / On and By holding both triggers, move the controllers sideways away from you to do Zoom Out (as shown in fig 97%)
- 3. By holding both triggers, move the controllers sideways towards you to do Zoom in (as shown in fig 187%)



- 1. Home Option is Disabled / Off
- 2. Home Option is Enabled / On
- 3. Back to Institution home page



- 1. Environment is Disabled / Off
- 2. Environment is Enabled / On and there are few default environment, from which you can select any one with respect to your lesson



- 1. Reset is Disabled / Off
- 2. Reset is Enabled / On



- 1. Learning Objective is Disabled / Off
- 2. Learning Objective is Enabled / On and you can select any learning objective among all the available and explore the lesson
- 3. One of the Learning Objective 3D recording is selected and playing

## **RADIAL MENU INTERACTION (10/10) – SCALING**



1. Scaling is Disabled / Off

2. Scaling is Enabled / On and different perspective of scaling is shown in the above figure



Multiuser option will be launching soon for Oculus Quest 2 Device



- 1. Click on the Power Button
- 2. Select Yes to close the EON-XR Application