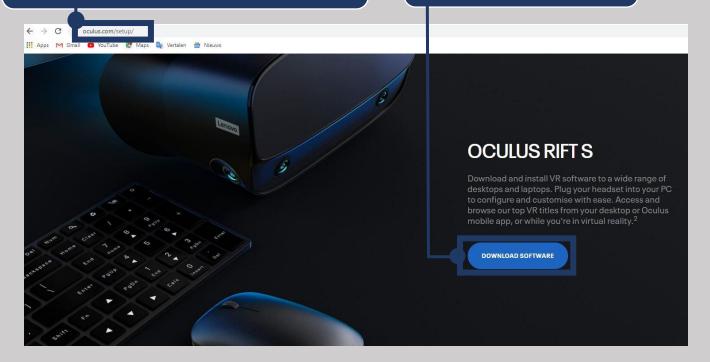
VIVISTA

How to connect an Oculus Rift S to Vivista?



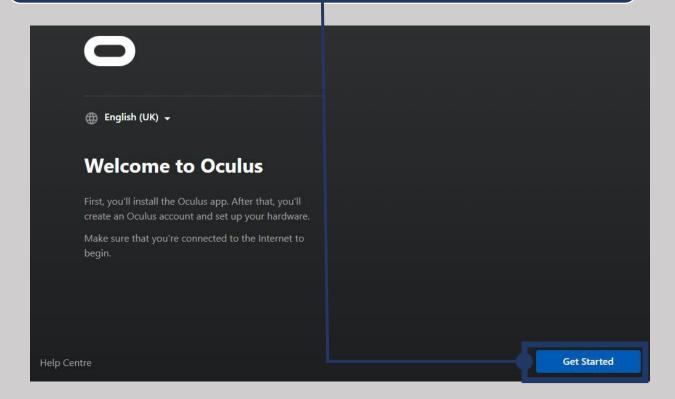
1. Surf to <u>oculus.com/setup</u> and scroll down until you see the Oculus Rift S.

2. Download the Oculus Rift S software.



3. Go through the suggested steps within the installation process.

*Make sure you have at least 9,23GB of space on your laptop/ computer.

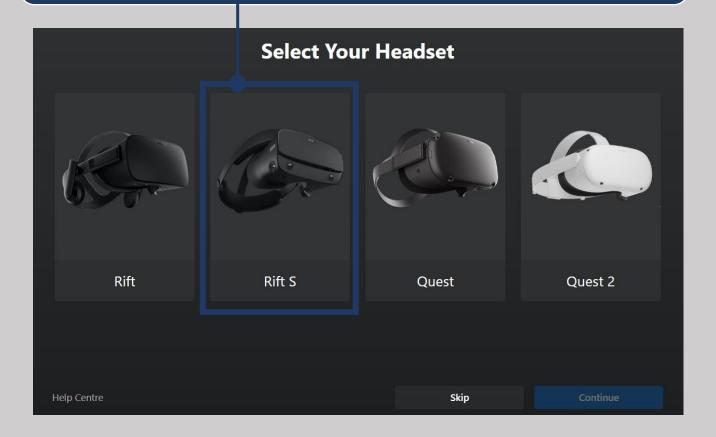


4. Create an Oculus account or if you already have an Oculus account, you can click on 'Sign in' at the bottom left.

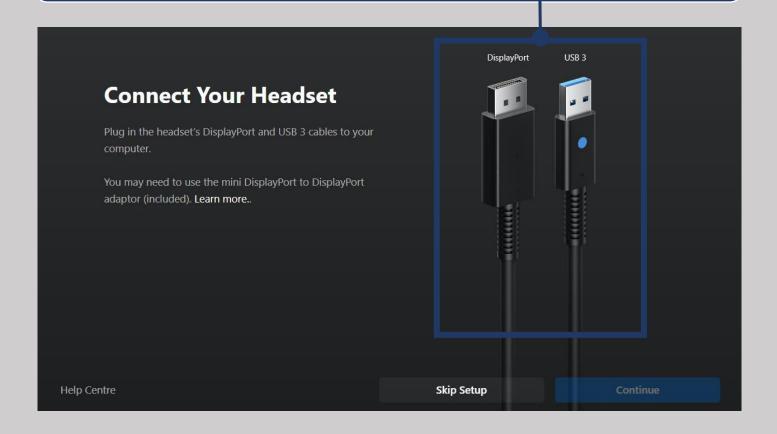
* Note: If you don't yet have an Oculus account, from October 2020, it is mandatory to sign up with a Facebook account.

	Create Your Oculus Account	
	Create Your Oculus Username ②	
	First Name	
	Last Name	
	Last Name	
Already have an Oculus account? Sign in.		Continue

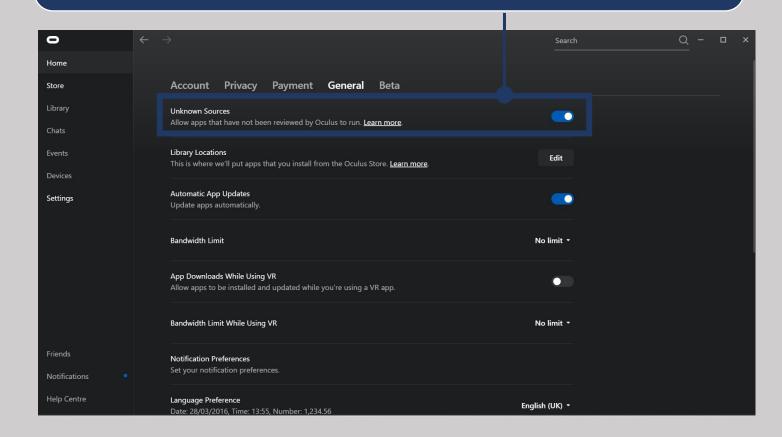
5. Select the headset you are going to set up, being the Rift S.



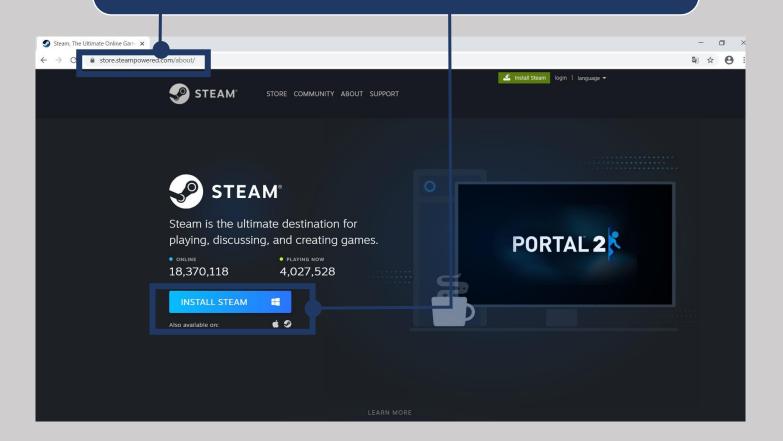
6. Use the required cables to connect the headset to the laptop/computer and leave it connected throughout the process.



7. Make sure that Oculus allows unknown sources (~ Vivista). To do this, you need to go to the settings and open the 'General' tab. At the top you will see the option to allow the running of unknown sources.



8. Next you need SteamVR. Vivista is developed with Unity, which runs on SteamVR. To install SteamVR, you first need to install Steam. Surf to https://store.steampowered.com/about/ and install Steam.



9. After installing Steam, you can then install SteamVR. Type the search term 'SteamVR' in the search bar on the left side of your screen, after which you can select and install SteamVR.



10. Once you have completed the previous steps, you can open the Vivista Player. You only need to open the software with the computer mouse, but you don't need to select a 360° video yet. SteamVR makes sure that your headset is recognized in the background, so that a connection is established between Vivista and the headset. To select and view a 360° video, you can now use the headset and controllers.

*Note: your headset must always remain connected using the requiredcables.

