

Technical sheet of Spring Odyssey VR by Elise Morin

Interactive VR prototype (room scale)

1. Equipment interactive VR experience (room-scale):

- **1 computer i7 32Go 2080Ti or 3080** + power supply + screen + keyboard + HDMI cable
- **1 VR headset Vive pro** (or Valve Index) + power supply + **connexion box** + USB-USB **cable** / Mini DisplayPort <-> Mini DisplayPort cable or Mini DisplayPort <-> DisplayPort cable
- **2 tracking cameras** (with 2 tracking cameras power supplies) + **2 tracking cameras stands**
- **2 Vive Pro controllers** (with power supplies)
- **1 Leap Motion** + Vive pro VR headset connection cable
- 1 or several mutant tobacco plant(s) (M-plants)
- Pine needles
- **1 lighting device** for the space and the M-plants
- **Disinfectant wipes** to clean the headsets

2. Exhibition space:

A space of 4,5x4,5m protected from the surrounding noise, in which the users can experience the work

Access to **electrical outlets** must be guaranteed in order to plug in and recharge the VR equipment. (No internet connection is required once the work is downloaded into the headset). mediator

3. Team

A mediator to launch the experience, guide and monitor the user while he/she experiences the work, clean the VR headset between two uses.

4. General remarks:

If the work is presented on several VR headsets simultaneously, each user must have his or her own space of 6m x 6m, protected from the surrounding noise, which could be delimited by a cloth, for example. A mediator must be made available for each space.



Click on the image above to see a video of the Spring Odyssey VR installation (single-user prototype) presented in the exhibition [ETERNITY PART 2: What do we want to grow on the runis?](#) in the context of [Chroniques - Biennale des Imaginaires Numériques](#) at Friche Belle de Mai in Marseille (November 12th 2020-January 17th 2021).

