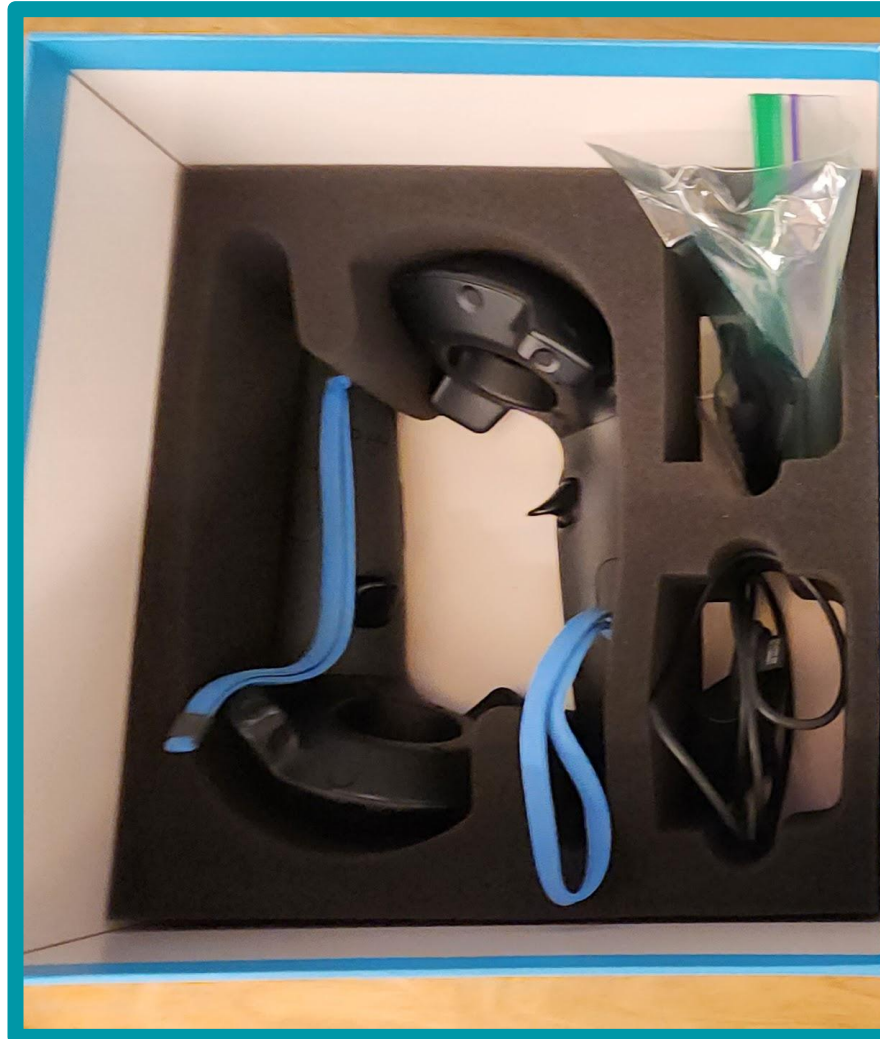


GAME ARTS 251 OVERVIEW

HTC VIVE ACCESSORIES



- 2 x HTC VIVE rechargeable controllers
- 2 x charging cables and power adapters
- 1 x HTX VIVE lens wipe stored in a plastic bag

HTC VIVE VIRTUAL REALITY HEADSET



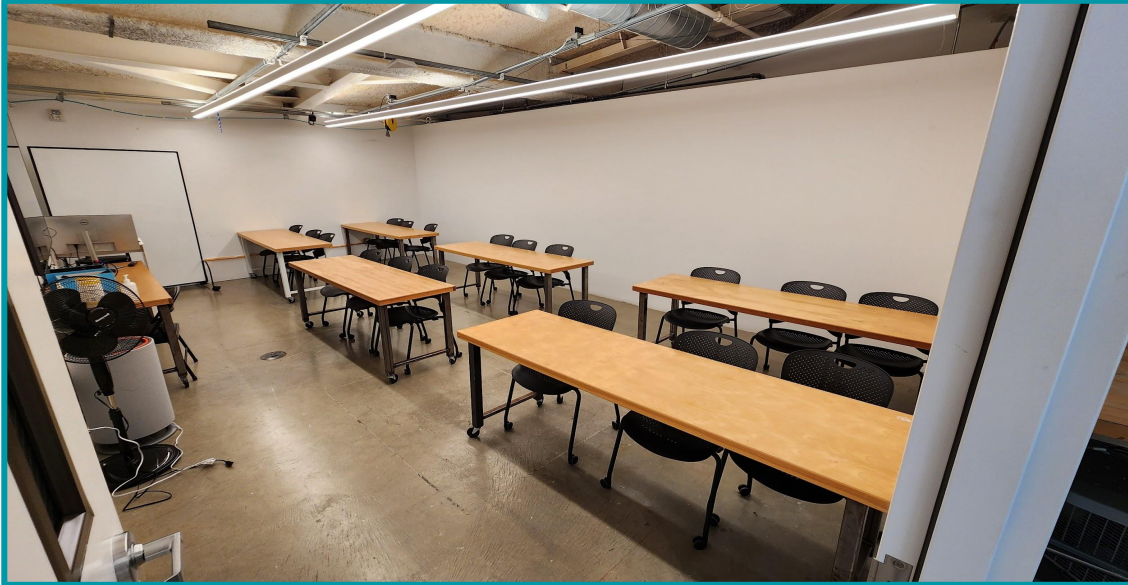
- 1 x HTC VIVE virtual reality headset
- 1 x Velcro tie for cable management

GAME ARTS 251 OVERVIEW



Tables and chairs can be moved/stacked to the side of the room to create space to play virtual reality games or experiences in a room-scale virtual reality environment. The HTC Vive can also be used to test builds of virtual reality projects made in game engines such as Unity or Unreal.

GAME ARTS 251 OVERVIEW



251 is our Game Arts Studio lecture class room and doubles as a room-scale VR space for our Game Arts Program XR/VR classes when needed.

