

The Living Coast Undersea Experience - HTC Vive Installation Technical Requirements



All images © Raysto Images & KP Projects CIC

The Living Coast Undersea Experience (TLCUE) HTV Vive Installation is an interactive, virtual reality & 360 experience, enabling users to explore the underwater environment of the Beachy Head West Marine Conservation Zone (MCZ), which runs between Brighton Marina & Beachy Head, without getting wet!

TLCUE is a powerful kinaesthetic experience which attracts, engages & inspires the widest audiences. Evaluation research suggests the piece raises awareness of, & interest in, the MCZ, its variety of marine life, & helps encourage people to take actions to help protect the marine & all natural environments.

The **HTC Vive** version is a high-quality, vr installation, enabling users to move around an area approximately 3.5-4m² to explore a virtual, chalk reef gully, similar to those in the MCZ. Users can follow their curiosity to explore, pick up rocks to see creatures underneath & see marine life all around.

We currently have 2 HTC Vive installations, each with the capacity for 8 users per hour. We normally run events for 6 hours, ideally 11am – 5pm, following a 2 hour get in. If longer, we will stop for a break.

Front of House Requirements

Information Area:	We will bring pop up banners with imagery/ information, for people waiting & interested in more info after the experience to read
Activities:	Additional activities, games etc are available & recommended for users to make the most of the experience & embed learning
Queuing / Ticketing:	We have experimented with various models & have found the best model to encourage learning & ensure attendance is ticketing at a nominal price of £5 for groups of 2 & £10 for groups of 4. If funding/budget is available, its brilliant to offer discounts for families struggling with the cost-of-living.
Volunteers:	<p>We bring a full team of staff & welcome volunteers to help with various tasks, such as:</p> <ul style="list-style-type: none"> • Set up the space • Welcoming visitors to the experience • Help with queuing and providing information • Collecting feedback & evaluation <p>We anticipate each volunteer will do a 3-4 hour shifts dependent on the length of the event.</p>

VR Installation, Per Headset

Dimensions :	A clear flat space Minimum size per installation area 4m x 4m, plus 1-1.5m depth for a table, cleaning equipment; 2-3m waiting area around installations & space to move around (see indicative technical plan below)
Power:	Up to 6 x 240v plugs for the following equipment <ul style="list-style-type: none"> • 1 computer • 1 link box • 2 sensors • 2 hand controllers We can bring extension cables 2 x 2m x 4 plug; 2 x 10m x 4 plug, & 2 x 25m x 4 plug, as required
Furniture:	1 x table – for computer, headset & hand controllers 1 x table – for cleaning station with Cleanbox 1 x table for welcoming audience 1-2 tables for drawing, information & other activities 12-14 x chairs for users watching, & staff
Lighting:	Direct sunlight can affect the sensors, so windows, any reflective surfaces & lighting may need to be covered
Security	A member of staff will always be with the equipment on site Security or secure overnight storage, as required
Covid Policy	Because of the close contact involved in working with the headsets & public, a cleaning, sanitising & distancing regime is in place to protect staff, volunteers & their families

See next page for indicative technical plan for 2 HTC Vive headsets. Note that the Cleanbox is shared & a blackout curtain between the two avoids interference between the two installation sensors.



Images © KP Projects CIC

© KP Projects 2023

