



SETTING UP YOUR VR BOUNDARY

Skills^{VR} Headset Support Guide | PICO



STEP-BY-STEP GUIDE

Setting Up Your VR Boundary

Put on Your Headset

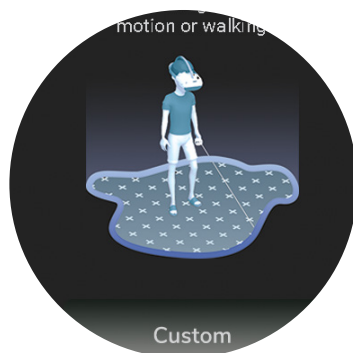
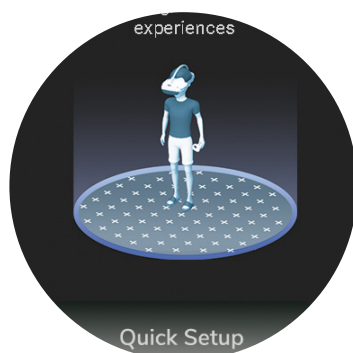
Power On: Put on your Pico Neo 3 headset. The passthrough cameras will activate, allowing you to see your surroundings.

Welcome Back Popup: If you are waking the headset from standby, you may see a "Welcome Back" popup instead of the boundary choice prompt.

Choose Your Boundary Type

Select Boundary Type: You will be prompted to choose between Quick Setup and Custom Setup.

- » **Quick Setup:** Recommended for stationary 3DoF experiences.
- » **Custom Setup:** Allows you to define your own boundary, ideal for active 6DoF experiences.



Custom Setup

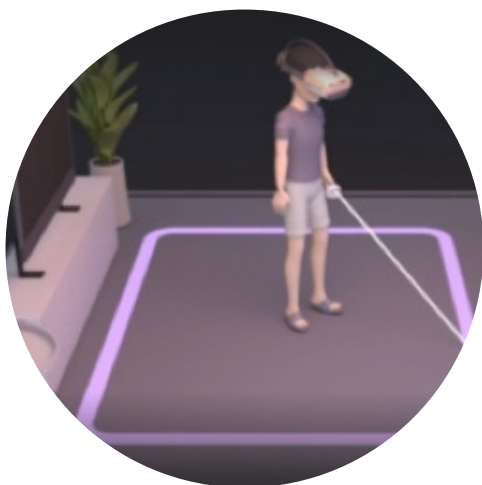
- » **Select Custom:** Choose Custom. The passthrough cameras will activate to help you see the area around you.
- » **Set the Floor Level:**
If the floor level matches the real floor, select Next.
If it doesn't, select Set Manually. Touch the controller to the real floor and pull the trigger to set the correct floor level.
- » **Draw the Boundary:**
Once the floor level is set, you will be prompted to draw your boundary.
Point the controller at the floor and press and hold the trigger to outline your safe use area.
Finish Drawing:
When you're satisfied with the boundary, select Finish to complete the setup and start your VR experience.

STEP-BY-STEP GUIDE

Quick Setup

Using Quick Setup

- » Select Quick Setup: Choose this option to use a predefined boundary.
- » Choose Your Setup: Select either Sitting or Standing based on your intended use.
- » Choose the area size: Medium or Large.
- » Adjust Floor Level: Select Adjust floor level and follow the on-screen instructions to ensure the boundary is accurately set to your real environment.
- » Finish Setup: After confirming the settings, select Finish to complete the boundary setup.



Important Notes

- » Safety First: Always ensure that you have set a boundary for safe use before engaging in any 6DoF experiences to prevent accidents or collisions with physical objects.
- » Boundary Requirements: Active 6DoF experiences require more room than stationary 3DoF experiences, so ensure your boundary is appropriately sized for your space.

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for?**

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