

# LAST WHISPERS

## TECHNICAL SPECIFICATIONS FOR 30 MINUTE VR INSTALLATION (PAGE 1 OF 2)

### **DELIVERY OPTIONS:**

- 360 Video
- Room Scale/ Volumetric

Dropbox links to both versions are available for download

### **EXHIBITION REQUIREMENTS: 360 VIDEO**

#### **Computer Requirements:**

Minimum - Windows XP or later., Mac OS 10.3.9 or later, 1 GHz CPU, 256 MB RAM, 1 GB free hard disk space, Adobe Flash Player v7 or higher.

#### **Headset Recommendations:**

Oculus Quest, Oculus Rift, Samsung Odyssey

Recommended headsets have built in speakers, if they do not, ear headphones must be provided such as Sennheiser, Bose, or Sony

#### **Exhibition Setup:**

Experience requires 3 x 3 ft of available space. Standing is recommended but a seated experience can be made available as well with a chair that can swivel 360 degrees.

#### **360 Experiences:**

Enlist at least one attendant to launch the experience and watch the user as they navigate the space whether sitting or standing.

**NEXT PAGE: EXHIBITION REQUIREMENTS: ROOM SCALE / VOLUMETRIC**

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## TECHNICAL SPECIFICATIONS FOR 30 MINUTE VR INSTALLATION (PAGE 2 OF 2)

### EXHIBITION REQUIREMENTS: ROOM SCALE / VOLUMETRIC

#### Computer Requirements:

Minimum - 6th-generation Intel Core i7-6700HQ processor, 8GB of RAM, two USB 3.0 ports, HDMI 1.4,

a 1920 x 1080 display and Windows 7 or above.

For graphics cards, the minimum components that can be used with either headset are a Nvidia GTX 970 GPU or an AMD Radeon R9 290 GPU.

#### Headset Recommendations:

Vive Pro, Oculus Quest, Oculus Rift, Samsung Odyssey

Recommended headsets have built in speakers, if they do not, ear headphones must be provided such as Sennheiser, Bose, or Sony

#### Exhibition Setup:

Experience requires 8 x 8 ft of available space. Room scale experiences are made for standing and moving through the space but a seated experience can be made available as well if needed.

Providing a chair that can swivel 360 degrees is recommended as an option for the visitor if they do choose to sit.

#### Room Scale Experiences:

Enlist at least one attendant to launch the experience and watch the user as they navigate the space. Be sure to keep users within the boundaries of the physical space.

### OTHER REQUIREMENTS

For both 360 Video and Room Scale experiences, be sure to have power access for charging headsets. No internet is required if the piece is already downloaded onto the headset. If showing multiple headsets at once each individual headset requires 8 x 8 ft of space with a partition or pipe and drape in between.