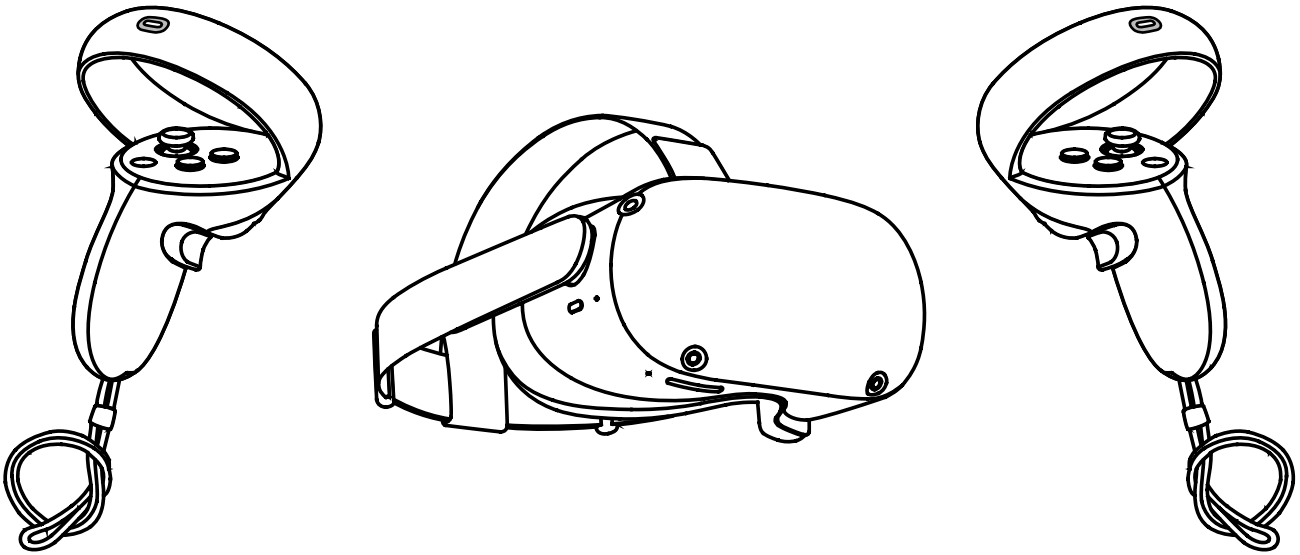


VR - Virtual reality



Technical conditions that the work must meet in the **VR - virtual reality** category.

We accept works created in 3D space and developed for presentation on a head-mounted display with ambisonic sound. The realisation should be interactive with the use of controllers of the OculusQuest type. During the execution, the assumed area of movement of the user is 9 m².

Necessary conditions for the submitted VR application:

- The VR application is to work (be compatible) with OpenVR(SteamVR Windows 10) or OculusQuest (Android 7.1.1).
- The app is to run smoothly at a minimum of 60 fps (frames per second)
- The application has to be done in 3D graphics and rendered in real time(raycasting, raymarching, forward rendering, deferred rendering). Pre-rendered video is not allowed.
- The application has to use position tracking and head rotation (6 dof)
- The application may (but does not have to) use OculusTouch motion controllers to interact with the VR space. If controllers are used, it should allow the participant to move freely in the VR space. There is a field in the submission form to include a link to download the submitted material. If access requires a password, please enter it in the consent form in the "Password" field.

The application form also includes a special field where a download link to the submitted material should be provided. If access to the file requires a password, please list it in the application form in the "Password" field. .