

Guide to Pico G2 4K

Part of the Antser Group

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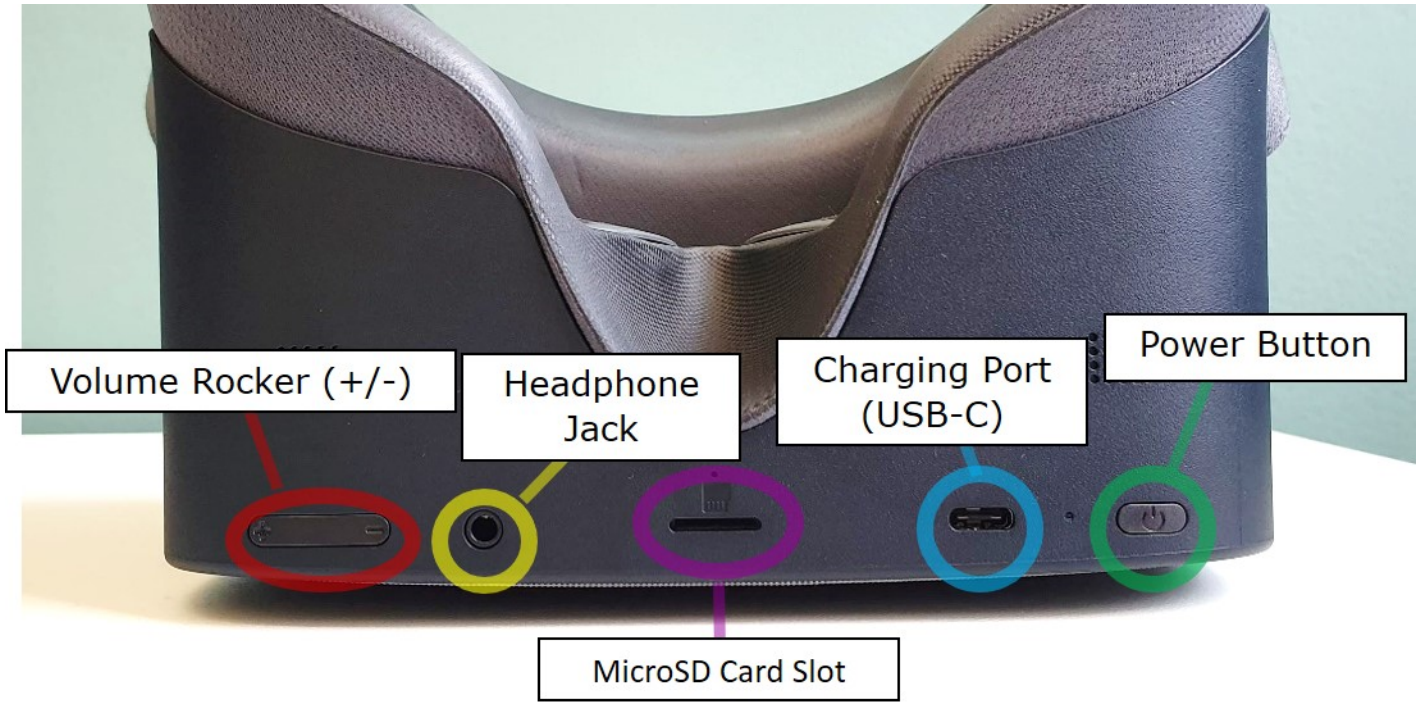
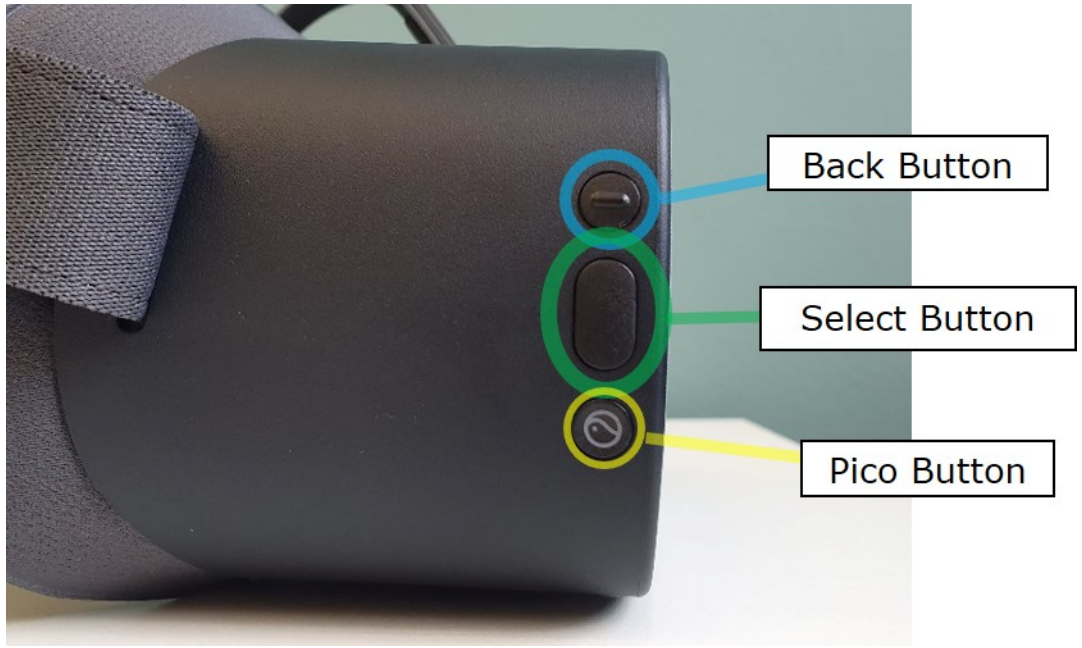
Controls on the VR headset

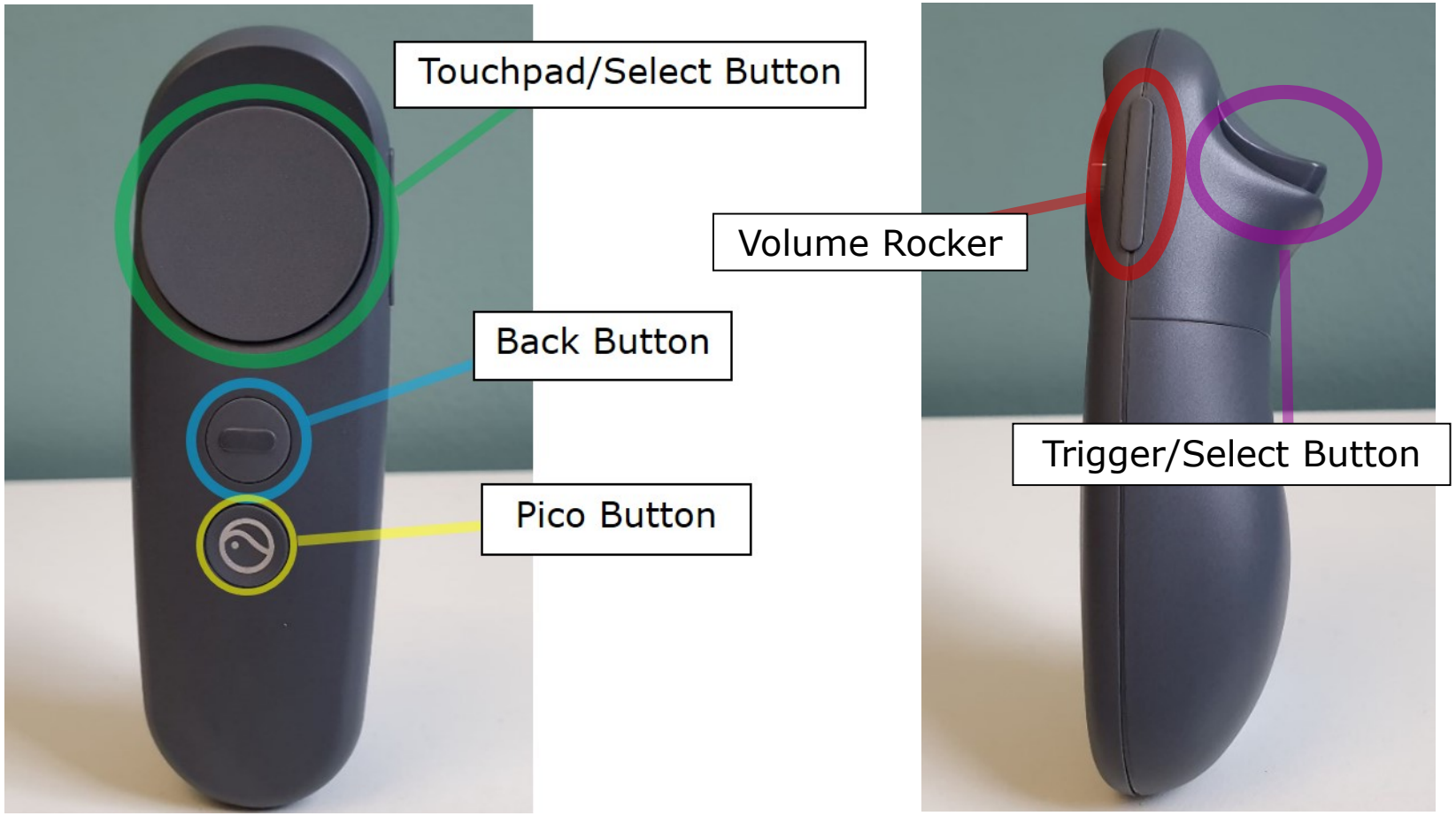
The Pico G2 4K headset can be controlled using the controls on the headset. It is easier to navigate the app using the handheld controller (see next page).





Handheld controller

The handheld controller makes it easier to navigate the app.
Insert 2xAAA batteries (provided) to start.



Navigating the VR headset



Your headset will arrive partially charged but may need charging further with the cable provided (it can be plugged into any USB adaptor plug socket or a USB port on your computer).

The power button on the Pico G2 4K can be located on the underside of the headset, as pictured above. Hold this button for 3 seconds to switch on, you will see the Pico logo appear in the headset. (To switch the headset off, repeat this process by holding the power button for 3 seconds until you see the Pico logo).

Once the Pico G2 4K has fully loaded, you will find yourself on the **log in screen**.

You will navigate around using the handheld controller. You will need to connect your controller to the headset by holding it straight in front of you and pressing the Pico button for 2 seconds. It may take a few seconds to connect. Your controller may occasionally disconnect. Follow this step again to reconnect.

Connecting the headset to wifi

Double click the Pico button on the side of the headset to go to the settings menu. Then click on the wifi button (the first button on the top bar). This will take you to the Network menu.

Click on the name of your wifi network. Enter your wifi password (like you would if you were connecting your laptop to wifi) by selecting the letters on the keyboard. Then click **Connect Network**.

The wifi name will have a green tick next to it once it has connected.

If you don't get a green tick, try entering your wifi password again as you may have entered it incorrectly.

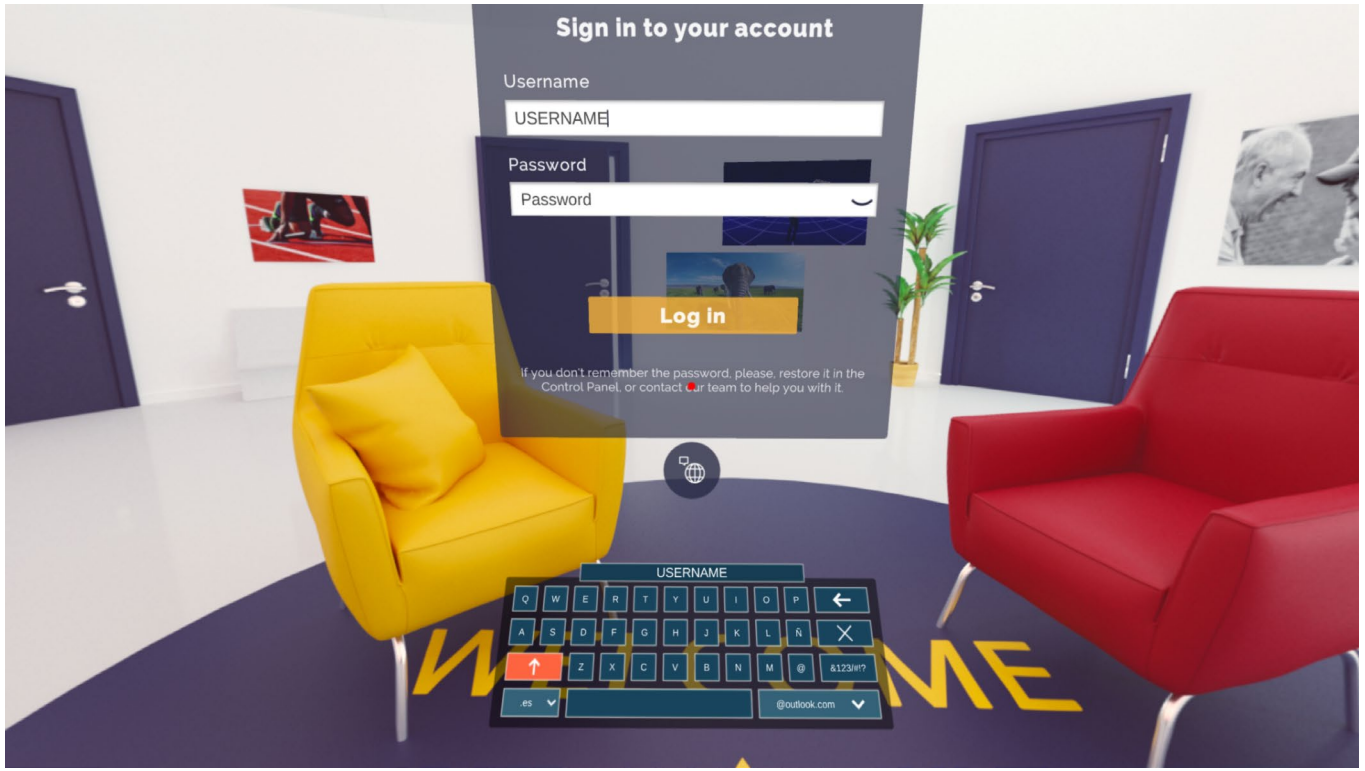


Signing into the VR headset

Sign in by aiming the controller beam at the **Username** box and clicking the select button on the controller. A keyboard will appear at the bottom of the screen. Enter your username (this is case sensitive) by clicking the buttons on the keyboard.

Then do the same in the **Password** box and enter your password (also case sensitive). Click on the curved line in the password box to see the letters as you type them. Then click 'Log In'.

You are now in the Reception room.



Navigating the Antser app

The Antser app is controlled via the handheld controller. In the app, you will notice a beam coming from your controller with a red dot at the end. You can select items by moving your beam to the item and clicking the select button on the controller.

In the centre of the room there are two videos to introduce you to VR – elephants and Ric Flo. Click the play button to watch these.

There are also various rooms around you, left to right these are: E-Learning (coming soon), Cornerstone Room, Social VR, Third Party Room and Young People's Room. To select the room you want to enter, aim your beam at the icon on the door of the room and click the select button on the controller.



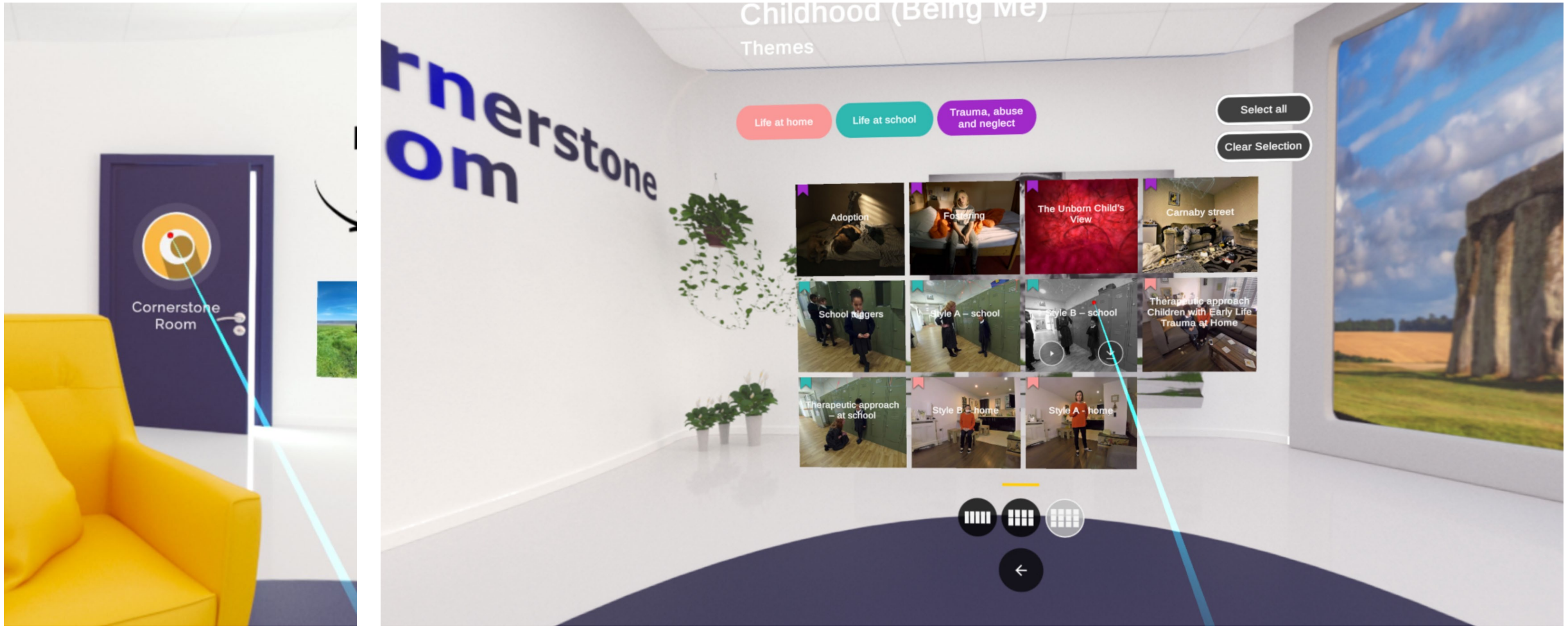
Antser Virtual Vision Platform

Reception



Cornerstone Room

Hosting the Being me (Childhood) and Between us (Adolescent) content



Menu

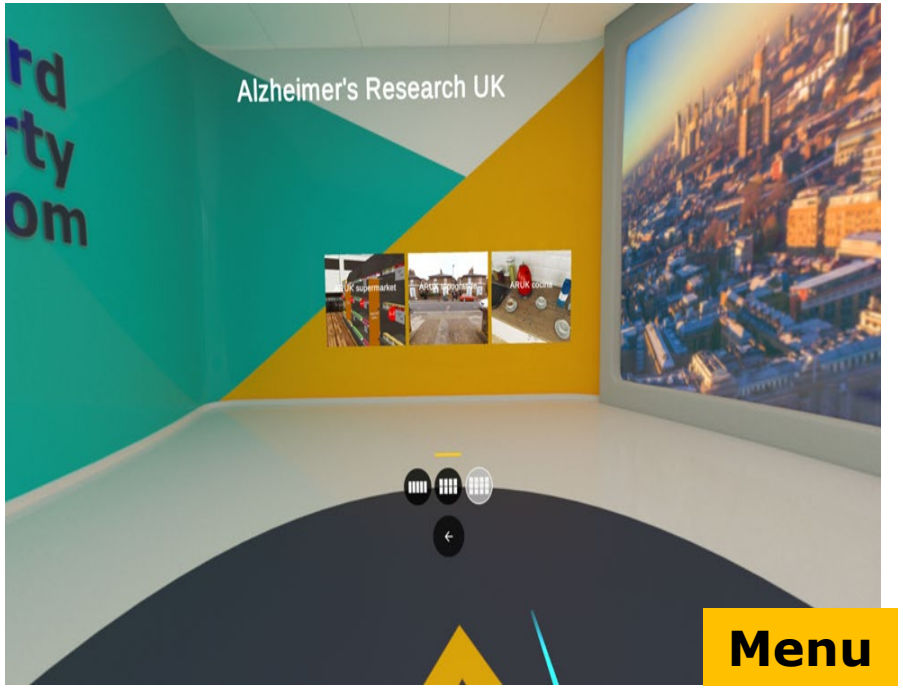
Third Party Room

Hosting ARUK, NAS and The Children's Society content







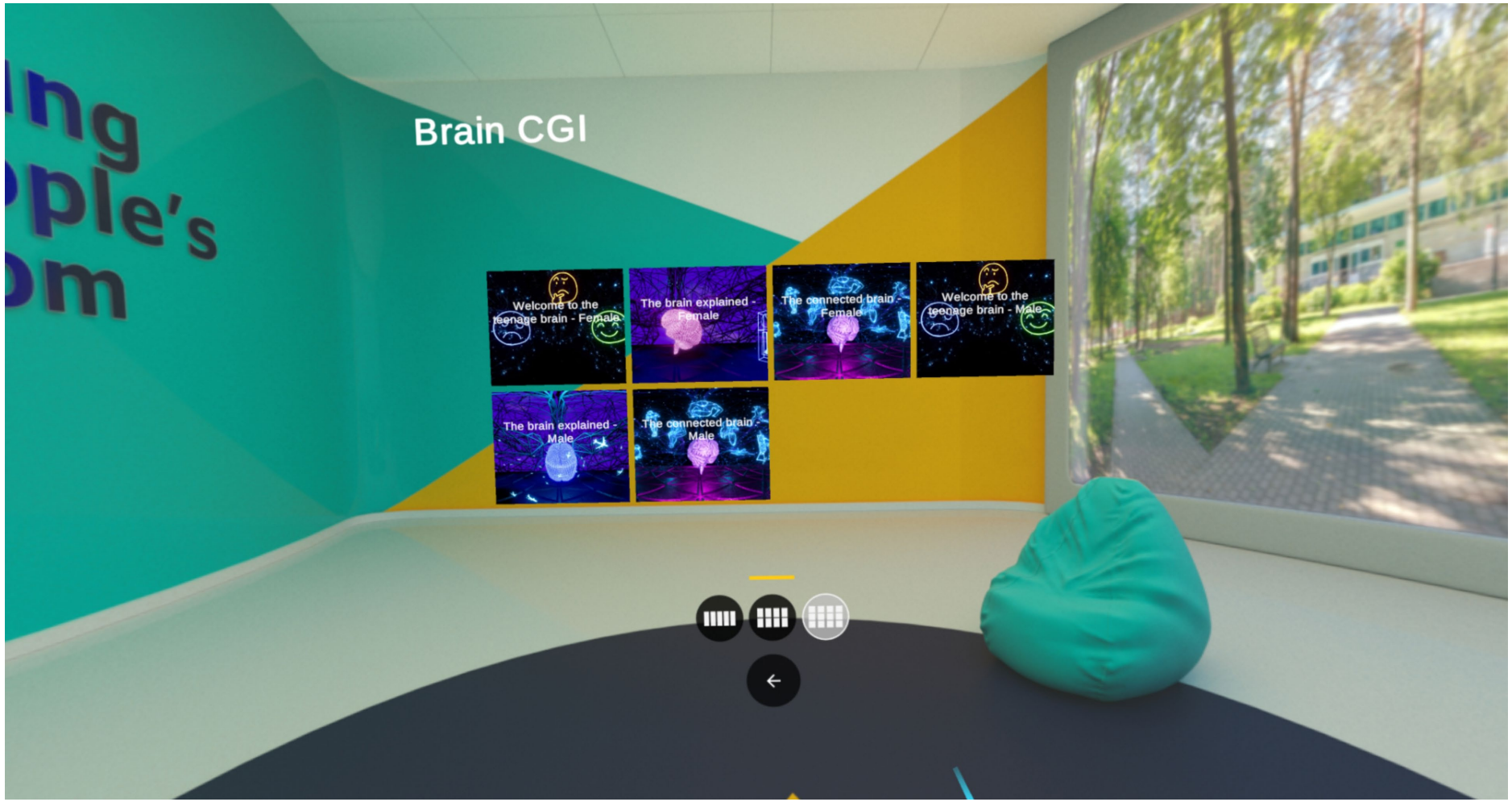


Menu

Young People’s Room

Care leaver Ric Flo and the Adolescent Brain explained

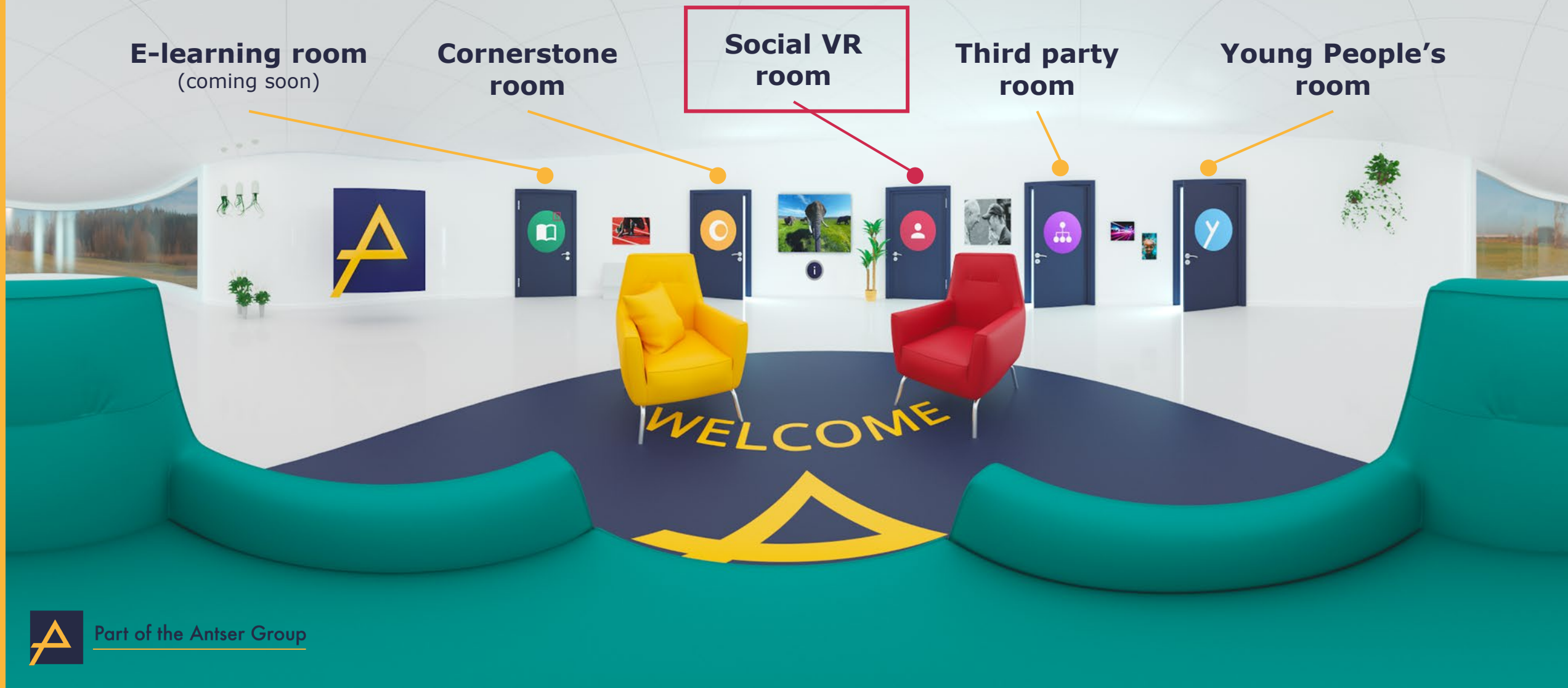




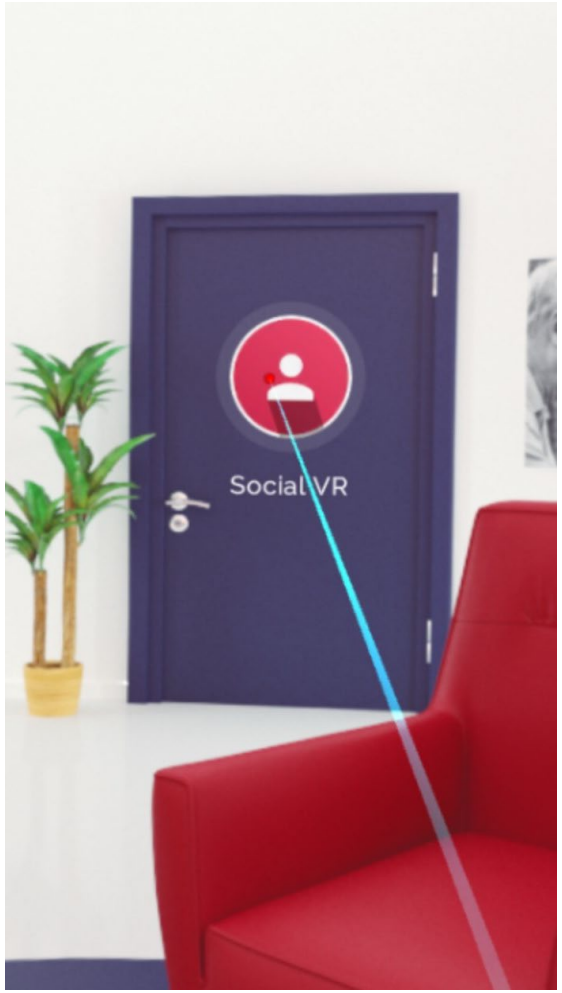
Menu

Antser Virtual Vision Platform

Reception



Social VR Room – tour of the key features



Menu



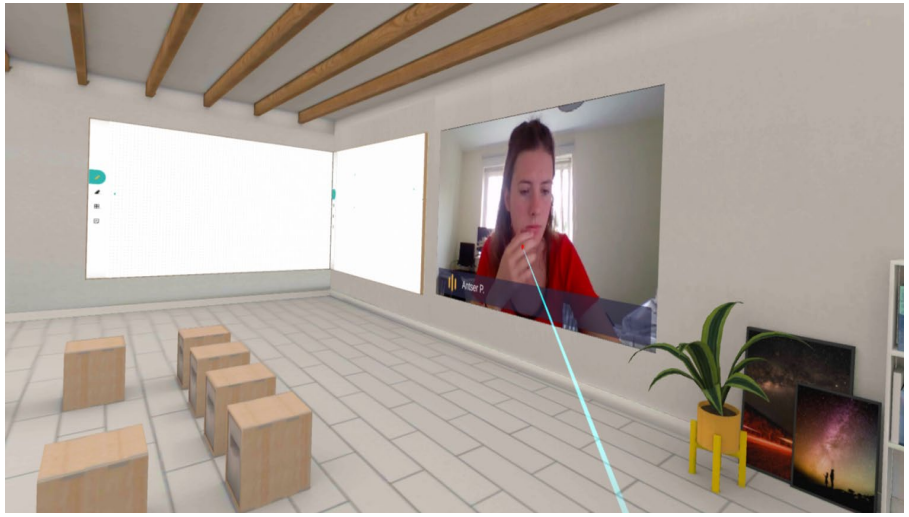
Avatar creation



CGI environment selection

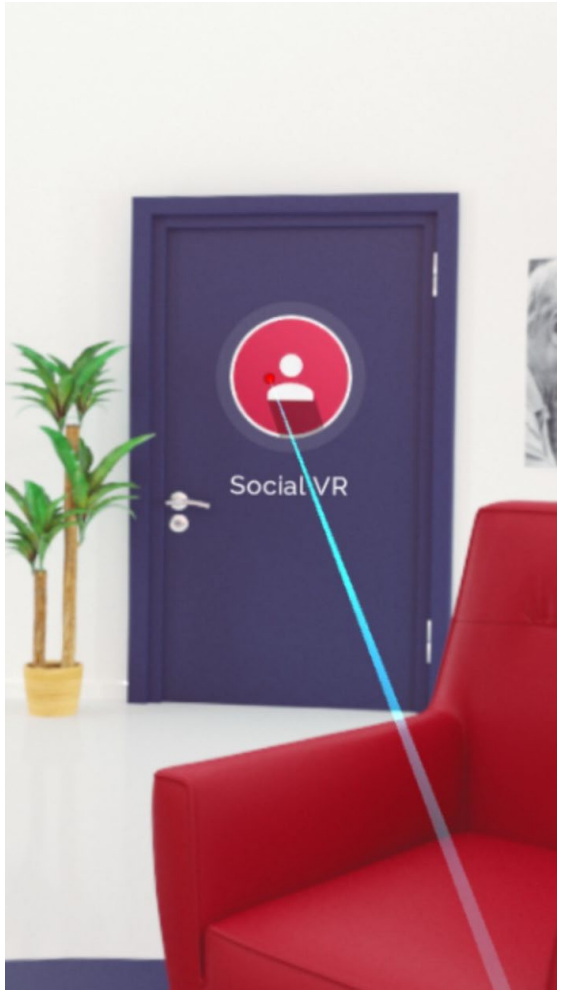


Room clock and session list

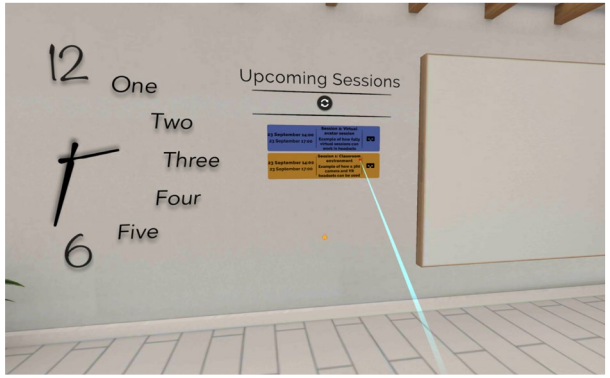


2D video screen, whiteboard and seating (in-session only)

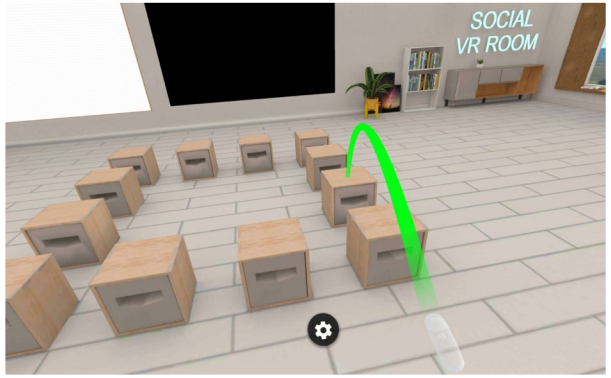
Social VR Room – joining a session



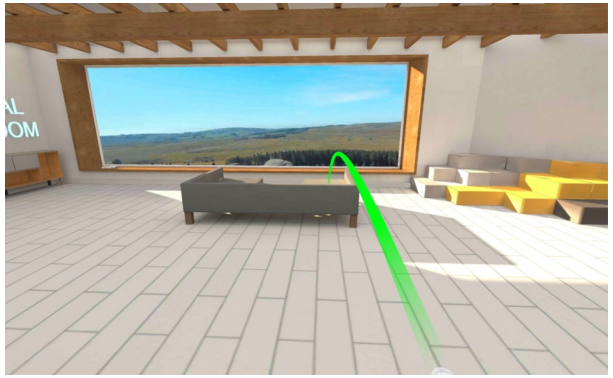
1. Enter the Social VR Room



2. Move to the session list and click on the session



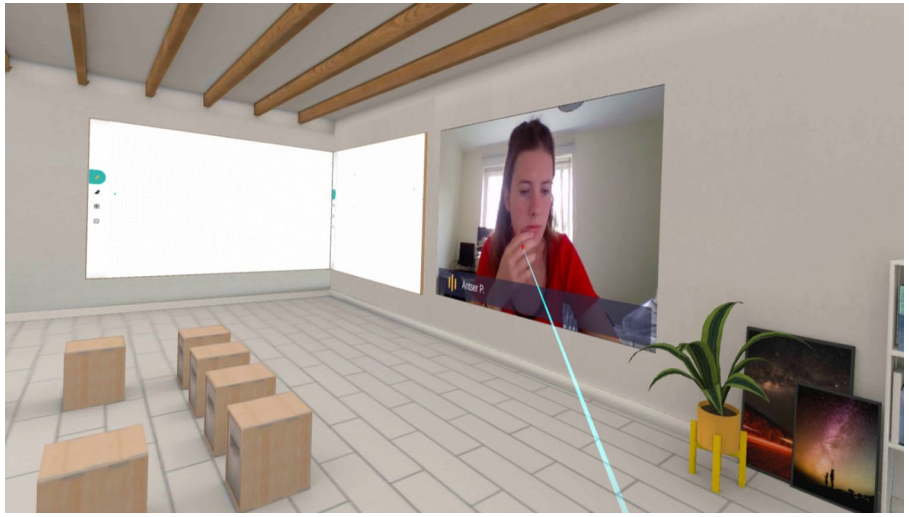
3. Move to an empty stool



4. Or move to a sofa



5. Speak to a colleague's avatar



Step 6 – talk to colleague with webcam

Menu

Social VR Room classroom example

The teacher will see





The 360 camera will capture the whole room (as indicated above)

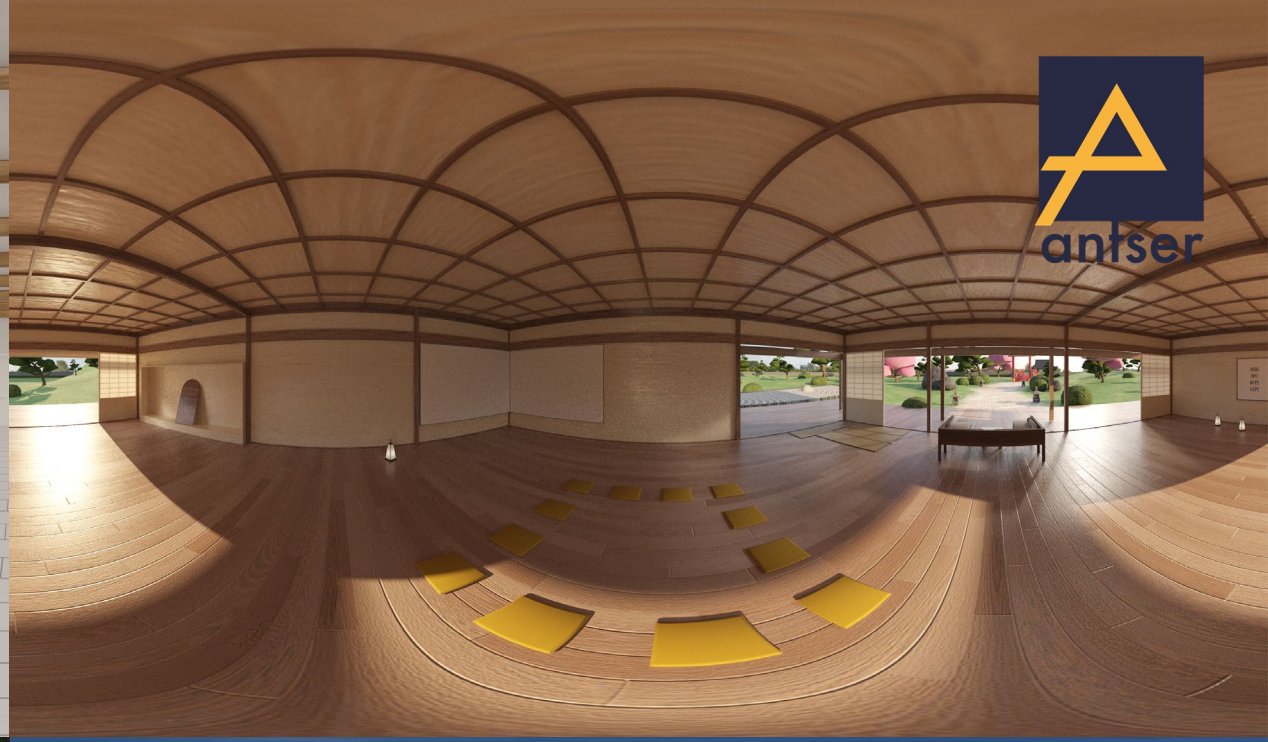
The student will see

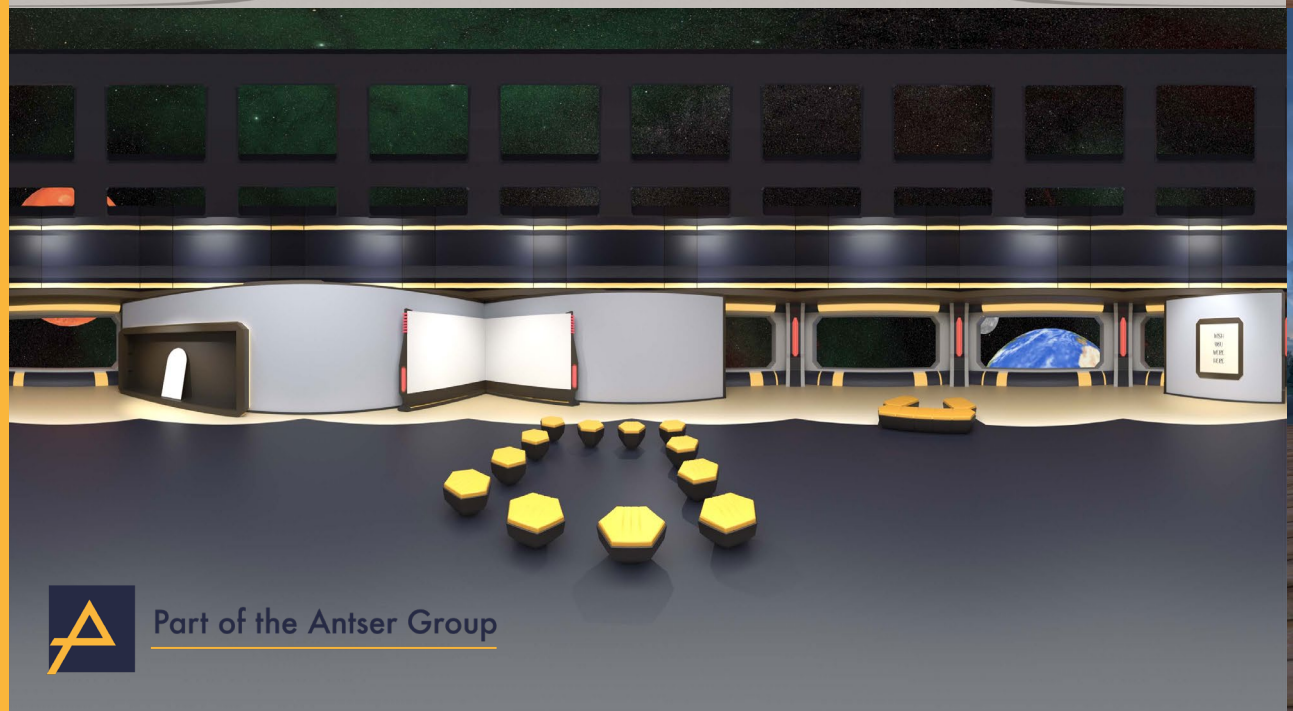


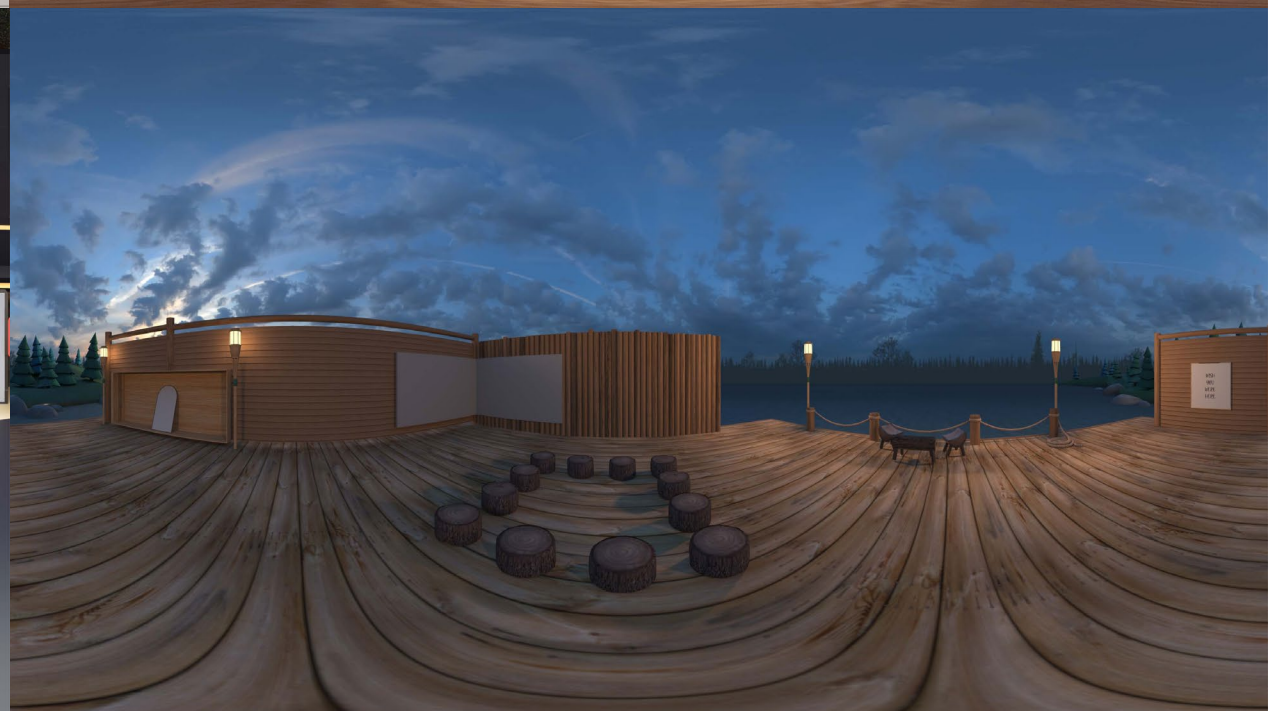
Menu

Social VR Room

Four environments







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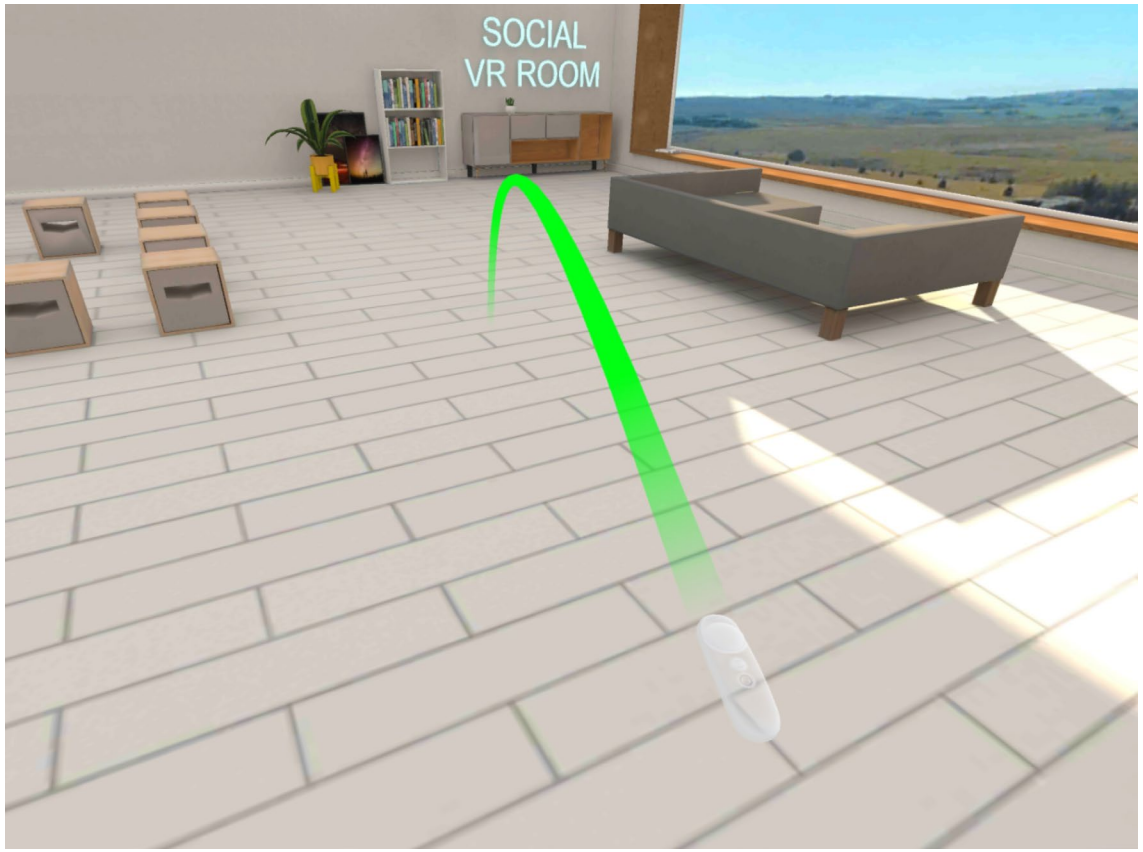
Moving around the Social VR room

You can move around inside the Social VR room by using the trigger on the back of the handheld controller.

Look in the direction that you would like to travel. Then hold the trigger button on the back of the controller. A green beam of light will appear.

When you let go of the trigger button, you will move to where the end of the beam of light is sitting on the floor.

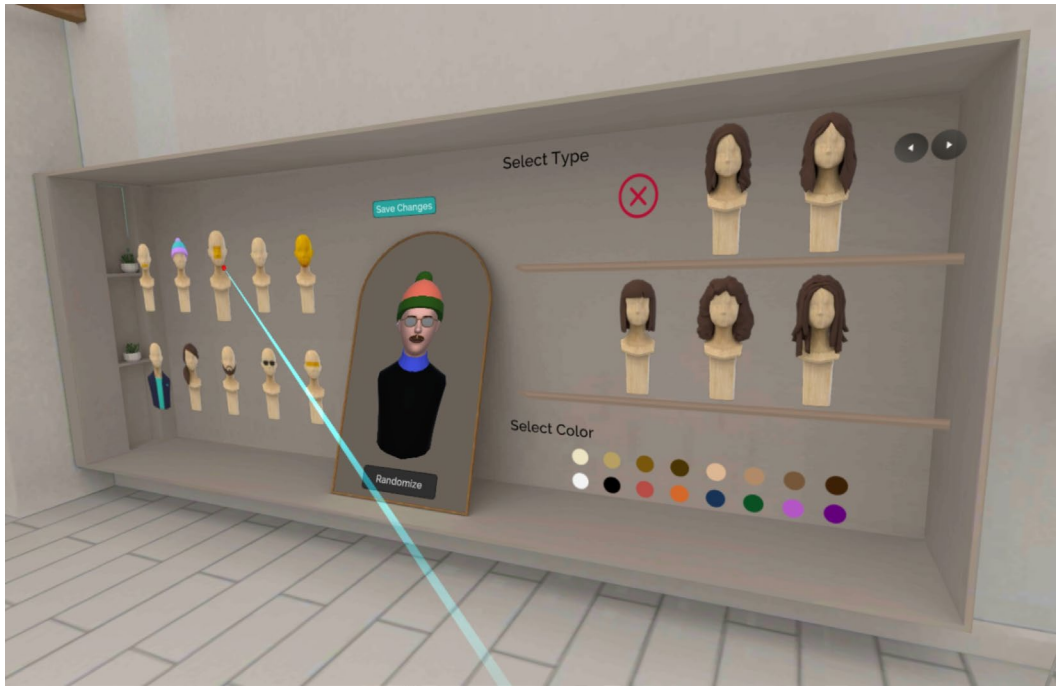


Setting up your avatar

In the back corner of the room you will be able to design your avatar (the icon that will represent you). To navigate to the back corner, look in the direction that you want to move and hold the trigger on the back of the controller. A green beam of light will appear in front of you in the direction you will travel. When you let go of the trigger you will move to where the end of the beam is.

Click on the items in the wardrobe in turn to change your avatar's appearance. You can change the face, clothing, hair, eyes, accessories and more.

Then click save.

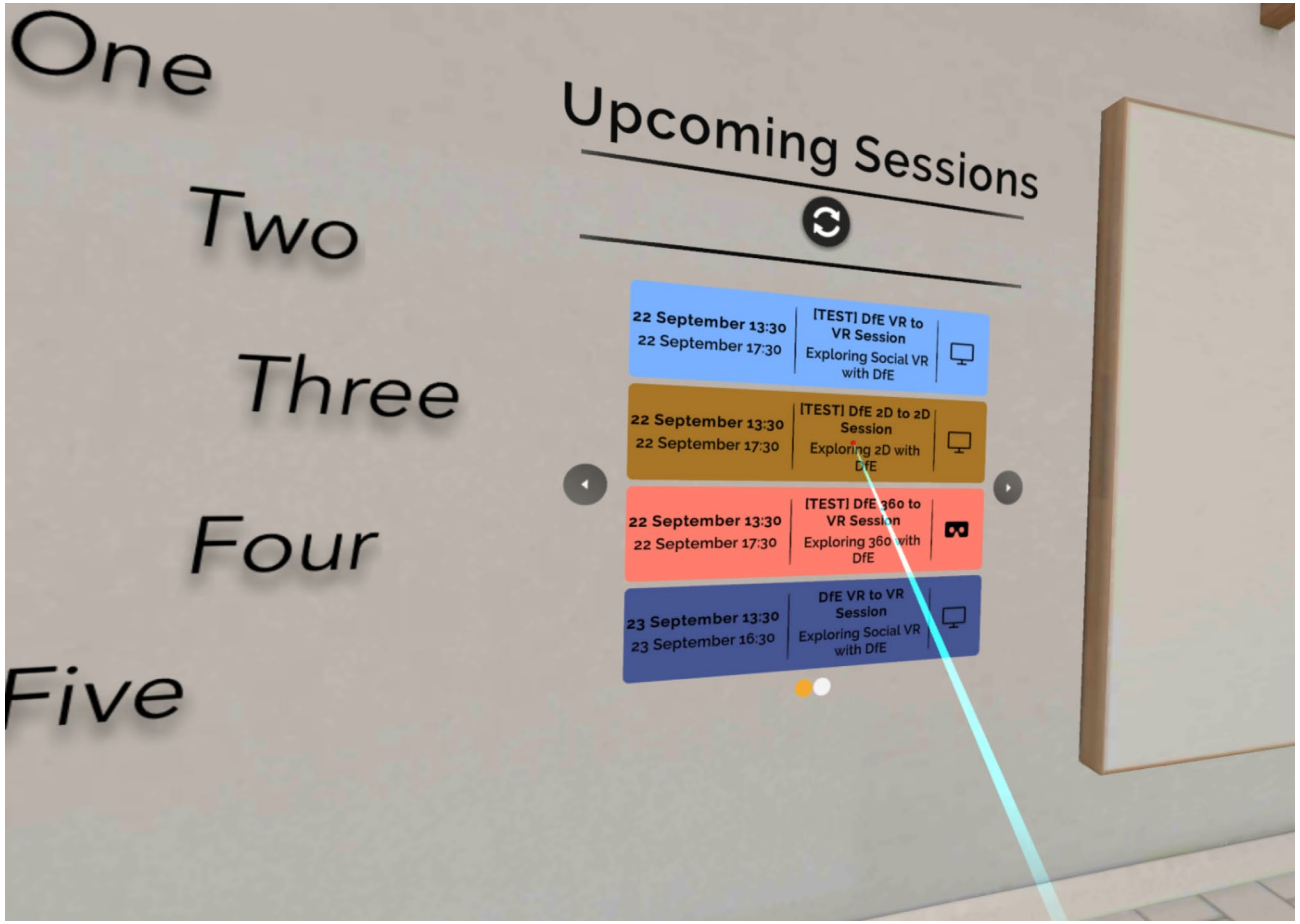


Entering a social VR session

To enter a social VR session, point your beam at the session on the list and click the select button your controller.

Sessions will appear in time order, so you may need to scroll through to find your session using the left and right arrows.

If the session you're looking for isn't appearing, try clicking the refresh icon to allow the sessions to reload.

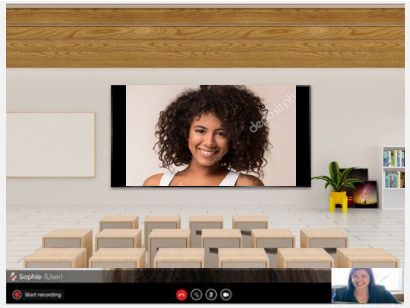
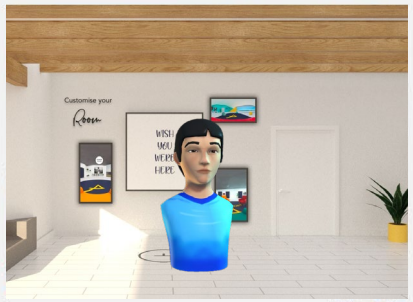


Social VR Room: examples of what you see

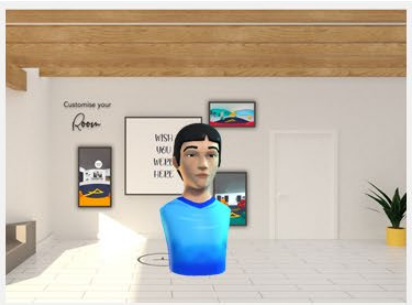
James (host) is meeting with Anne (attendee) using her VR Headset. So what would James see and what would Anne see?

James can see | **Anne can see**

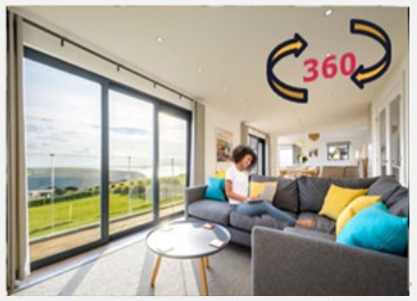
James (VR)
Access via: VR App
Device: Headset

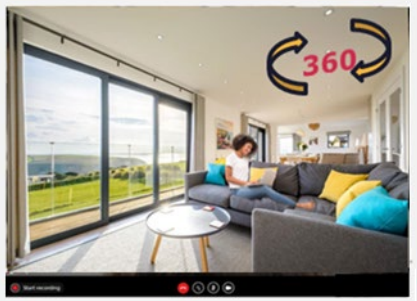



Anne (webcam)
Access via: Control Panel
Device: Webcam

Anne (VR)
Access via : VR app
Device: Headset





Anne (360)
Access via: Control Panel
Device: 360 camera and laptop

Troubleshooting guide

Sometimes you may encounter issues while using your Pico G2 4K Headset or the Antser App. Before contacting us for technical support, please try one of the following troubleshooting options to help solve your issue.

Pico headset won't turn on

In the event of your headset not switching on, please make sure it is charged. If charging doesn't solve the issue, hold down the power button for up to 30 seconds, keep an eye on the screen/lenses to see if the headset switches on and shows the Pico logo. If this does not work, try holding down the power and volume down buttons at the same time for 10 seconds.

Pico headset not playing sound

If the Pico headset is not playing sound, first check that the volume is turned up using the volume rocker on the headset or handheld controller. If this does not solve your issue, please ensure the headphones are plugged all the way in, sometimes this requires a stronger push than you might expect.

Handheld controller not working

Please try inserting brand new AAA batteries into the handheld controller, then press the Pico button once. If it does not connect, double click the Pico button on the side of the headset and select the  Controller icon. This will allow you to pair a new controller. Then press the Pico button on the controller and select the controller when it appears on screen.

Cleaning your VR headset

Cleaning the facial interface

Wipe the **Silicone** side of the facial interface with an anti-bacterial wipe. Make sure you deeply clean the top of the facial interface (which makes contact with the forehead), as well as the bottom-middle areas (which make contact with the cheek bones). These are the key areas where cleaning is pivotal. Lastly, make sure to deep clean the nose gap section of the facial interface.







Cleaning your VR headset

Cleaning the headset

The outside of the headset is mostly plastic and part fabric and can be easily cleaned with an anti-bacterial wipe. The most important area of the headset to clean is the under-side where users breathe onto the headset. Be sure to deep clean the nose gap area underneath the headset.





Note: Please be careful when cleaning the under-side of the headset not to let any liquid enter the any of the ports or speakers. The charging port, MicroSD card slot, headphone jack and speakers could all be damaged if wet.