

vLearning by SentioVR

Sentio launches revolutionary new online learning platform offering immersive virtual courses

Soon anyone with a VR capable device will be able to participate in immersive virtual reality courses covering a variety of hands-on skills as if they are in the classroom. Today, Sentio VR announced the release of their brand new vLearning platform, offering immersive, interactive virtual reality courses available for anyone interested in remotely learning hands-on skills. Utilizing virtual reality, students will have the ability to pause, rewind, play-back and adjust their perspective in order to understand a process from every angle. While two-dimensional skills, such as coding, readily lend themselves to the numerous e-learning tools available, current online education platforms fail to provide the level of immersion necessary to learn more technically demanding skills such as surgical techniques.

“We realized that there was a need, particularly for fields of study that require more tactile skills, for a more robust educational platform.” says Sentio CEO, Charlie Claxton, “vLearning revolutionizes education by giving students greater control of their viewing perspective than they would have in person.”

“As an artist and pottery teacher, I struggled with verbally conveying the physical techniques of wheel-thrown pottery to students who have asked for clarification after watching my YouTube videos,” says Carla Di Franco, renowned Seattle artist. “The vLearning platform has empowered me to effectively demonstrate the wheel process to multiple students at once.”

Sentio has partnered with, Koncept VR, a VR content production company to generate each course. Universities, professors, and artisans, will only need to worry about course content. Additionally, instructors and universities will receive 8-10% of revenue generated from any course they produce.

Students have the option of enrolling in individual courses or programs composed of a sequence of courses. Tuition will start at \$750 per course. Free previews of the each course can be viewed after signing up through the vLearning website or by downloading the vLearning app. vLearning is available now on the Samsung Gear VR, with service for Oculus and the HTC Vive coming in March and June respectively.

Courses begin on January 4th, 2017. Current university partners include: the University of Washington, Columbia University, Massachusetts Institute of Technology and Carnegie Mellon University.

To learn more about Sentio VR and the vLearning platform along with current course offerings and a schedule of new VR platform availability, visit vLearning.com. For educators and institutions interested in partnerships, please contact us through partners@vLearning.com.

FAQ

What VR devices are currently supported?

The vLearning platform is now available on the Samsung Gear VR, with the planned release of course content on Oculus in March 2017 and the HTC Vive in June 2017. Sentio plans to provide support for even more VR devices later in 2017. For a list of compatible devices please visit www.vLearning.com

Will the courses offered through the vLearning platform be accessible offline?

Currently, students must have an active internet connection to participate in courses.

Will courses in vLearning be interactive?

Students will be able to send a message to their instructor directly through the VR application, however there is no interactivity within the courses. We hope to develop more interactive features in the future.

Does successful completion of a course provide continuing education credits for those in professional fields?

Yes! Many courses have been approved for 4 hours of industry related content. We are working with institutions to offer more continuing education credit for a variety of industries. For a complete list of all courses currently available please visit www.vLearning.com/continuinged.

Can I take these courses for college credit?

Yes! Sentio VR has partnered with several academic institutions to provide accredited courses in a variety of topics. Students who successfully complete these courses can earn college credit. For a complete list of all accredited courses please visit www.vLearning.com/accredited.

Are there specific requirements for translating my lesson plan to the vLearning platform?

One of our onboarding team members will aid instructors in this process, so that your course content will translate seamlessly. Instructors and universities looking to add courses to Sentio's vLearning platform should contact our partnership coordinators at partners@vLearning.com.

How is the vLearning platform different than the many other elearning platforms available?

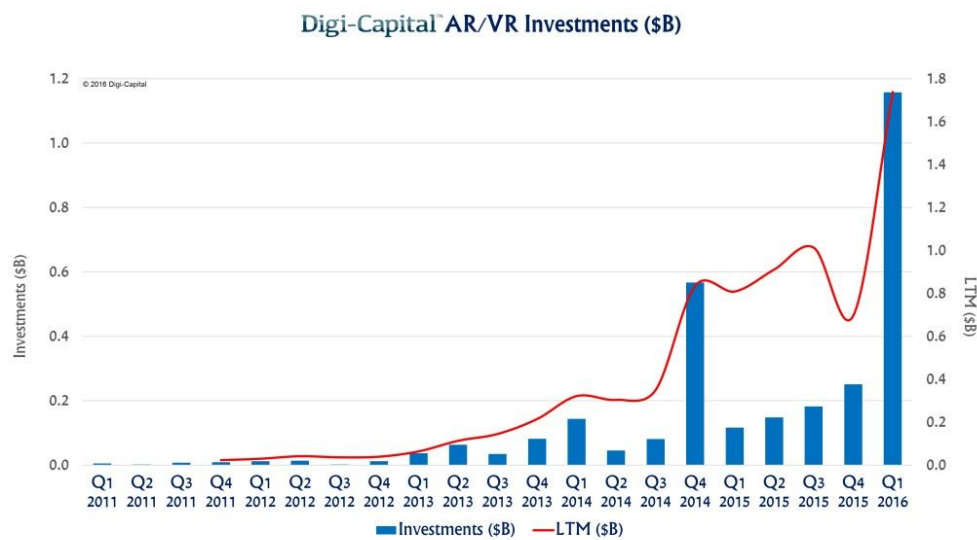
vLearning courses allow students to view a real instructor from any angle as they are teaching a tactile process, giving students greater control of their viewing angle than is possible in real life. We not only provide an engaging experience but also design curriculums with learning milestones so you actually acquire skills.

Market Analysis

Landscape

Facilitated by the rapid expansion of Internet technologies and a culture of content sharing, the online learning market is booming. Whether out of pure curiosity, a need for continuing education, or more traditional academic pursuits, students of all ages and backgrounds are turning to online educational resources to deepen their knowledge and learn new skills. The worldwide online learning market was estimated to be \$51.5B in 2016, with an annual worldwide growth rate at 7.9% from 2012 and 2016 (*E-Learning Market Trends & Forecast 2014 - 2016 Report by Docebo*). North America, the most mature of the world's online learning markets, has leaned heavily on video as the preferred online communication tool, as it more closely recreates the traditional classroom lecture experience. However, video has inherent limitations and lacks the characteristics necessary to replicate an interactive studio atmosphere.

We at Sentio VR believe that virtual reality is the answer to this problem. This year saw the release of the Oculus Rift, HTC Vive and Sony's Playstation VR devices, joining the previously released Samsung Gear VR and Google's Daydream Viewer and Cardboard. Digi-Capital's latest quarterly Augmented/Virtual Reality Report and Deals Database analyzed \$1.7 billion of AR/VR VC investments in the 12 months to Q1 2016. According to Citi analyst Kota Ezawa the VR market is expected to grow to a \$15.9 billion industry by 2019. Citi also anticipates the market for hardware, networks, software and content for VR will reach \$200 billion by 2020. Companies like zSpace and Immersive VR Education have already stepped into VR learning market, which marks opportunities in this area, but both have failed to address the need for an online studio-based learning experience.



Target Market

Our target user market includes anyone interested in developing their skills in fields traditionally requiring a studio or workshop environment to learn, but who could now be facilitated by virtual reality technology. This includes students, working professionals, and even aspiring artisans, all of whom would benefit from vLearning's immersive VR learning experience.

Marketing Strategy

We will market vLearning through our website and will target both potential students and instructors. The website will provide information as to what benefits our platform can provide them, examples of courses we offer, and information of VR platform compatibility. We will also utilize Google AdWords, Facebook and SEO optimization to direct potential customers to our website. Finally, we will leverage our partnerships with universities and master artisans as additional marketing channels.

Competitor Landscape

Comparable Products and Services

1. zSpace

Products:

Hardware: VR computer, zSpace glasses, Stylus pen

Software: Education content based on STEM related topics

Content: Curriculums designed by zSpace teachers to facilitate teaching

2. Immersive VR Education

Product:

Engage platform: Free content for educators

3. Alchemy VR

Service:

Creating immersive, narrative VR video

4. Eon Experience

Products:

Content library: VR, AVR

VR Video creation tool

Developer tools

5. Google Expeditions

Products:

VR Expeditions

Competitive Strategy

There are five main competitors in the VR education arena. However, their existing products focus on enriching in-class teaching experiences, rather than focusing on specific learning outcomes, such as the acquisition of a new skill. We want to not only to give them the way to acquire these skills with vLearning, but to eliminate the necessity of physically being present in a classroom in order to do so altogether. We will focus on individual, self-motivated learners who expect to acquire new skills through their online learning tools and wish to learn from the best professors and artisans in the world. Our strategic partnerships with top universities and professors, as well as master artisans, will give vLearning students the immersive, hands-on learning experience they desire.

The curriculum for courses on the vLearning platform will be developed in a way that allows online learners to achieve better learning outcomes. Students who enroll in a vLearning course will be able to view a real instructor from any angle as they are teaching a tactile process, giving them greater control of their viewing angle than they would have if they were there in real life. No other learning tool on the market gives students this level of immersion in a real environment.

vLearning will offer both individual courses and course bundles called programs. Programs will include courses of consecutive content and courses relevant to the overall learning objective. Those who want the additional benefit of obtaining a certificate either for college credit or continuing education will be able to do so through many of the vLearning programs. Finally, SentioVR has developed a community for the vLearning platform where students and instructors can share information and ask questions.

Revenue Model

The revenue model was determined by researching general ideas for healthy percentages to devote to different direct and indirect costs, as well as doing comparative market research with other elearning business models and pricing out VR production companies. Our primary set cost at this point is production of VR video, (which could potentially also decrease as the industry advances). Because of this our course cost should be viewed as more of a suggestion. The overhead and costs were estimated/determined from online research of comparable business models. The course fee was determined with a low estimate for enrollment (1,420 annually), if there is strong interest initially in vLearning and we had plentiful accredited content, the price of each course could decrease. The diagram below projects the revenue model of a \$750 tuition price per course and would result in a gross profit between \$177,500 and \$198,800 annually.

Revenue Model Transactional Revenue

1/3 Payroll (direct cost)	20% to Production (direct cost)	20% Overhead (indirect costs)	8-10% University Profit Share	16.7-18.7% Gross Profit
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During development the gross profit will disappear. We will go into the red as we build the website and application.

Everytime we add more compatibility with other VR platforms we will most likely lose gross profit as we spend on development .

Class pricing will be determined in part by overhead and enrollment. Current pricing is example is only using production costs as a metric and estimations for overhead.

For example, If A Course Cost \$750

\$250 payroll	\$150 production	\$150 overhead	\$60-\$75 to univeristy	\$125-\$140 gross profit
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How Much Enrollment is needed to support a team of 5 in Seattle?

5 employees @ \$80k per yr = \$400k \$7k monthly rent = \$84k per year 7k misc monthly expenses = \$84k per year	= \$568k per yr	Payroll & Overhead % from \$750 Course $\$250 + \$150 = \$400$	$568k/400 = 1,420$ course enrollment needed annually ↓ 20 course offerings every month with 10 students in each = 2,400 openings for course enrollment a year
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Sources:

- <https://techcrunch.com/2016/01/23/when-virtual-reality-meets-education/>
- <https://www.google.com/edu/expeditions/#about>
- <http://edu.zspace.com/>
- <http://www.eonreality.com/eon-coliseum/>
- <https://www.entrepreneur.com/article/246857>

Final Wireframes

Overview

Our three top user stories are listed below along with the description of tasks involved. A flow chart showing very high level process to accomplish these tasks follows. These stories cover three major tasks of vLearning by Sentio: Finding and enrolling in a course or program, course interaction in the VR device, and instructor course management.

Story 1

As a high school graduate, I want to experience the college classroom atmosphere even though I am not able to go back to school, so that I can make up the missing education and learn something from the great professors.

User tasks:

1. Find an HCDE course and enroll.
2. Find the courses that are part of the HCDE program.
3. View the list of courses offered.
4. View the list of programs offered.
5. Sign in to your account
6. Create a new account

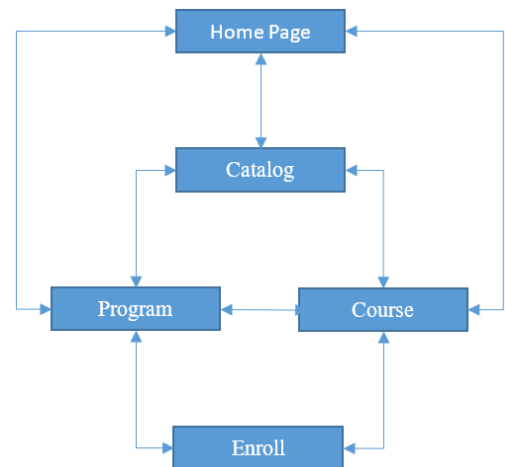


Figure 1- find and enroll in a course

Story 2

As a student, I want to be able to pause the VR experience and adjust my position so that I can make sure I have the best perspective to see what my instructor is doing.

User tasks:

1. Launch vLearning app on VR device.
2. Sign In.
3. Browse enrolled courses.
4. VR course interaction.

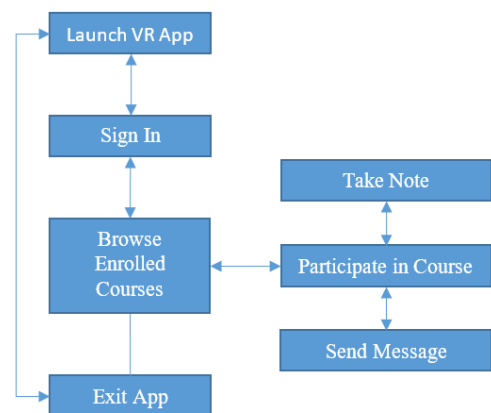


Figure 2- course interaction in the VR device

Story 3

As a remote learning instructor, I want an easy way to respond to students' questions after they experience a lecture so that I can make sure they fully understand the material I am teaching.

User tasks:

1. Sign In
2. Browse active courses.
3. View course dashboard.
4. Manage course.

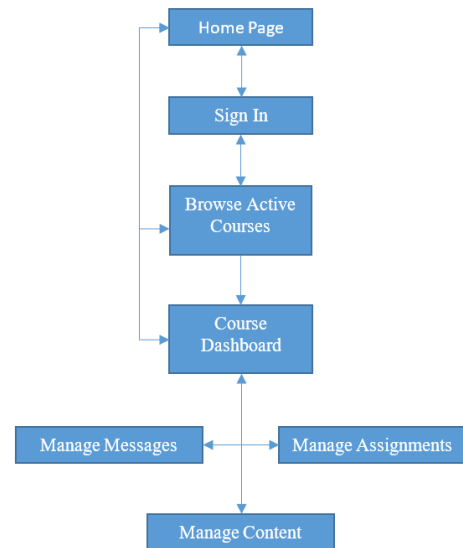


Figure 3 – instructor course management

FEATURES, HIGHLIGHTS, and HOW IT WORKS menu links scroll to their sections on this page as noted. CATALOG takes you to the 'Catalog' page, Sign In button takes you to the 'Sign In/Sign Up' page.

A new way to learn

A revolutionary elearning platform offering immersive, interactive learning through online virtual courses.

Sign in with Steam

or

Email

Password



Try it for Free

By signing up I agree to the terms of service and privacy policy



Similar to sign in with facebook, once authenticated takes you to the user dashboard.

Takes you to the user dashboard

Introducing VLearning

Quisque cursus, metus vitae pharetra auctor, sem massa mattis sem, at interdum magna augue eget diam. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Morbi lacinia molestie dui.

Feature One

Curabitur tortor. Pellentesque nibh. Aenean quam. In scelerisque dolor.



Feature Two

Maecenas mattis. Sed convallis tristique sem. Proin ut ligula.



Feature Three

Class aptent taciti sociosqu ad litora torquent per conubia nostra.



Features Section

Demo video in modal window

Check out this program

Praesent blandit dolor. Sed non quam. In vel mi sit amet augue congue elementum. Morbi in ipsum sit amet.

View more programs



Takes you to the 'Catalog' page

Highlights Section

Check out this course

Vestibulum tincidunt malesuada tellus. Ut lacinia arcu eget ultrices ultrices enim.



More courses

Takes you to the 'Catalog' page

Become an instructor

In scelerisque sem at dolor. Maecenas mattis. Sed convallis tristique sem. Proin ut ligula vel nunc.



Learn more

Takes you to the 'Instructor Info' page

How it works



1. Setup your VR device
Learn how



2. Install Steam and launch VLearn



3. Immerse yourself in a course

How It Works Section

Get Fresh Updates on Email

We'll never share your email address and you can opt out at any time, we promise

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Enter your email address

Sign Up

Catalog Page

Button takes you to this showcased program of course overview page

Filter

PROGRAMS ▾

CATEGORY 1
 CATEGORY 2
 THIRD
 FOURTH
 FIFTH
 SIXTH
 SEVENTH
 EIGHTH

COURSES >

CATEGORY NAME >

CATEGORY NAME >

Showcase slider

Praesent blandit dolor. Sed non quam. In vel mi sit amet augue congue elementum. Morbi in ipsum sit amet.

Learn more

Keyword... Search

Item One
Far far away, behind the word mountains, far from the country Vokalia

Learn more

Item Two
A small river named Duden flows by their place and supplies it

Learn more

Item Three
It is a paradisematic country, in which roasted parts of sentences

Learn more

Item Four
Even the all-powerful Pointing has no control about the blind texts

Learn more

Item Five
When she reached the first hills of the Italic Mountains, she had a last view back

Learn more

Item Six
She packed her seven versalia, put her initial into the belt

Learn more

Item One
Far far away, behind the word mountains, far from the country Vokalia

Learn more

Item Two
A small river named Duden flows by their place and supplies it

Learn more

Item Three
It is a paradisematic country, in which roasted parts of sentences

Learn more

< 1 2 3 4 >

Courses and programs relevant to filter and search. Button takes you to this showcased program of course overview page

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G+ f t i Bē

Enter your email address Sign Up

Ceramics - Begining

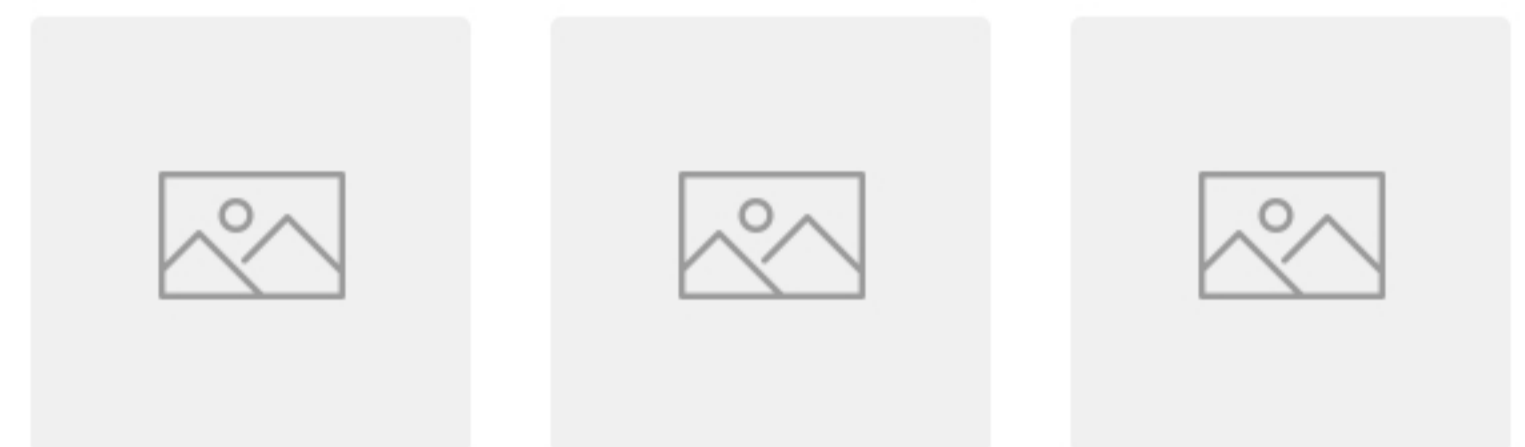
\$399 (Ex. Tax)

About the program

A small river named Duden flows by their place and supplies it with the necessary regelialia. It is a paradisematic country, in which roasted parts of sentences fly into your mouth. Even the all-powerful Pointing has no control about the blind texts it is an almost unorthographic life One day however a small line of blind text by the name of Lorem Ipsum decided to leave for the far World of Grammar

Courses included

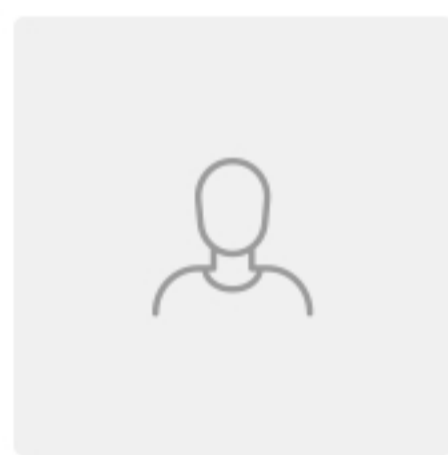
Ceramics 101	Learn more
Ceramics 102	Learn more
Ceramics 103	Learn more



Takes you to the payment page if signed in otherwise sign up/in

[Enroll in program](#)

About the instructor




Instructor Name
Position, Company

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.


Courses included

<




Item One
Far far away, behind the word mountains, far from the country Vokalia

[Learn more](#)



Item Two
A small river named Duden flows by their place and supplies it

[Learn more](#)



Item Three
It is a paradisematic country, in which roasted parts of sentences

[Learn more](#)

>

Takes you to the 'Course Overview' Page

Testimonials

"Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live"



Customer Name

"Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind."



Customer Name

"Far far away, behind the word mountains, far from the countries Vokalia and Consonantia"



Customer Name

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Part of this program

Praesent blandit dolor. Sed non quam. In vel mi sit amet augue congue elementum. Morbi in ipsum sit amet.

Takes you to the 'Program Overview' page

View program details



Ceramics 101

\$99 (Ex. Tax)

About the course

A small river named Duden flows by their place and supplies it with the necessary regelialia. It is a paradisematic country, in which roasted parts of sentences fly into your mouth. Even the all-powerful Pointing has no control about the blind texts it is an almost unorthographic life One day however a small line of blind text by the name of Lorem Ipsum decided to leave for the far World of Grammar

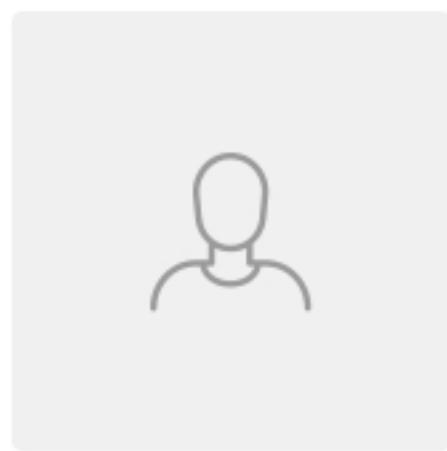
Units included

1. Working with clay	Learn more
2. Making a vase	Learn more
3. Other vase forms	Learn more

Enroll in course



About the instructor



Instructor Name
Position, Company

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.

Testimonials

"Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live"



Customer Name

"Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind."



Customer Name

"Far far away, behind the word mountains, far from the countries Vokalia and Consonantia"



Customer Name

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Enter your email address

Sign Up

Sign up

Email

Full Name

Username

Location

Password



I agree to the terms of service and privacy policy

Create account

Sign in

Sign in with Steam

or

Email

Password



Sign in

'Create account' and 'Sign in' buttons take you to user dashboard page' 'Steam' button does so after authentication

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Enter your email address

Sign Up



WELCOME, ANNA

[2 New Messages](#)

PROGRAMS

COURSES

ASSIGNMENTS

CERAMICS - BEG



Current Course: Ceramics 102 - Intermediate Wheel Throwing

Next Course: Ceramics 103 - Beginning Hand Building

PLUMBING - BEG



Current Course: Plumbing 101 - Intro to Plumbing

Next Course: Plumbing 102 - Plumbing Best Practices

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WELCOME, ANNA

[2 New Messages](#)

PROGRAMS

COURSES

ASSIGNMENTS

Clicking on a course heading takes you to that courses Course Progress page

CERAMICS 102



Next: Unit 4 of 10 - Other Vase Forms

Past Due: C3 - Throwing a Basic Vase

Tues 11/25

Clicking on these assignments will send you to the Submit Assignment page

PLUMBING 101



Next: Unit 7 of 10 - Sink fixture install

Assignment due: P8 - Kitchen sink plans

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WELCOME, ANNA

[2 New Messages](#)

PROGRAMS

COURSES

ASSIGNMENTS

PAST DUE

CERAMICS 102: C3 - Throwing a Basic Vase

Tues 11/25

UPCOMING

CERAMICS 102: C4 - 3 Vases of Differing Sh...

Thurs 12/1

PLUMBING 101: P8 - Kitchen sink plans

Fri 12/2

CERAMICS 102 ASSIGNMENTS

COURSE: Assignment Title



COURSE: Assignment Title



COURSE: Assignment Title



COURSE: Assignment Title



COURSE: Assignment Title



PLUMBING 101 ASSIGNMENTS

COURSE: Assignment Title



COURSE: Assignment Title



COURSE: Assignment Title



COURSE: Assignment Title



COURSE: Assignment Title



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Clicking on any assignment will send you to the Submit Assignment page for that specific assignment



WELCOME, ANNA

[2 New Messages](#)

PROGRAMS **COURSES** ASSIGNMENTS

CERAMICS 102



In Ceramics 102 we will build upon what we have learned about wheel-thrown pottery and explore more intermediate techniques that will allow us to throw larger vessels such as vases, pitchers, and serving plates.

UNIT 1: Review of Basics

This week we will review the basics of preparing and centering the clay, as well as the types of clay and their respective qualities. We will also discuss tips for handling larger volumes of clay

[C1: Centering Larger Volumes of Clay](#)

UNIT 2: Cylinders

This week we will review the basic approach to throwing cylinders again with a larger volume of clay than we have used in the past.

[C2: Create 20 Larger Cylinders](#)

UNIT 3: Basic Vase

This week we will attempt to throw a basic vase that is approximately 2.5 x 1 ft in dimension.

[Assignment C3: Throwing a Basic Vase](#)

UNIT 4: Other Vase Forms

This week we will expanded our skills to throw vases of different shapes and sizes and go over some of the more popular forms and how to throw them.

[Assignment C4: Other Vase Forms](#)

Clicking on the assignments link will send you to the Submit Assignment page for that assignment

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PROGRAMS

COURSES

ASSIGNMENTS

CERAMICS 102

C3: Throwing a Basic Vase

PAST DUE

This is where instructions for the assignment go.

Submit Assignment

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Welcome Back Professor

This is the Homepage when an instructor logs-in.

Class 1

of STUDNETS

Short Class DescriptionShort Class DescriptionShort Class DescriptionShort Class Description

ROSTER INFO

MESSAGE CENTER

Class 2

of STUDNETS

Short Class DescriptionShort Class DescriptionShort Class DescriptionShort Class Description

ROSTER INFO

MESSAGE CENTER

Class 3

of STUDNETS

Short Class DescriptionShort Class DescriptionShort Class DescriptionShort Class Description

ROSTER INFO

MESSAGE CENTER

INSTRUCTOR HELP BAR

ICON

Contact About Creating New Class

quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in repreh.

ICON

Instructor Help Center Services

quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in repreh.

ICON

Instructor Forum

quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in repreh.

CLASS 1

- Voice Messages
- Edit Agenda
- Edit Assignment
- Add Notes For Download
- Class Email Center

CLASS 1 Preview Course Content

Instant Message With Student Instant Message With Student

View professor would see if he were to preview the course. This can run in HTC, Vive or on desktop.

This is the screen the user would see when they press the button Class 1.

This is the email message screen the instructor would see when he enters the Class Email Button from the screen above.

Class 1 Message	Sent	Drafts	Marked
	New Email	Search	Address Book
STUDENTS EMAILS			Trash
NAME	MESSAGE PREVIEW MESSAGE PREVIEW MESSAGE PREVIEW		Reply
NAME	MESSAGE PREVIEW MESSAGE PREVIEW MESSAGE PREVIEW		Reply
NAME	MESSAGE PREVIEW MESSAGE PREVIEW MESSAGE PREVIEW		Reply
NAME	MESSAGE PREVIEW MESSAGE PREVIEW MESSAGE PREVIEW		Reply

VOICE MESSAGE CENTER

TEXT ABOUT VOICE MESSAGE THAT IS GENERAL BLAH BLAH BLAH

Voice Help Center Send Voice Message To Whole Class

Student Voice Mesages

- Student X Voice Message 4:04 [Date/Time](#)
- Student Y Voice message 2:04 [Date/Time](#)
- Student Y message 2:04 [Date/Time](#)

Record Reply Message

- [Voice To Student X](#)
- [Voice Student Y](#)
- [Voice Student Y](#)

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BECOME AN INSTRUCTOR CONTACT PAGE

This is the landing page someone would find when they click the 'Learn More' Button Under Become an Instructor

Name

Email

MESSAGE US ABOUT COURSE

Button

Resume

Address

Where to find us

Address LINES191186 Millasdfionnasdfsfayaya st. 29

Fakeemail@me

1111-1111-1111

Get Fresh Updates on Email

We'll never share your email address and you can opt out at any time, we promise

Enter your email address Sign Up

WHEN PROFESSOR REVIEWS CLASS VIDEO AND PRESSES MENU

Agenda Progress

CLASS AGENDA TEXT CLASS AGENDA TEXT CLASS AGENDA TEXT

MENU

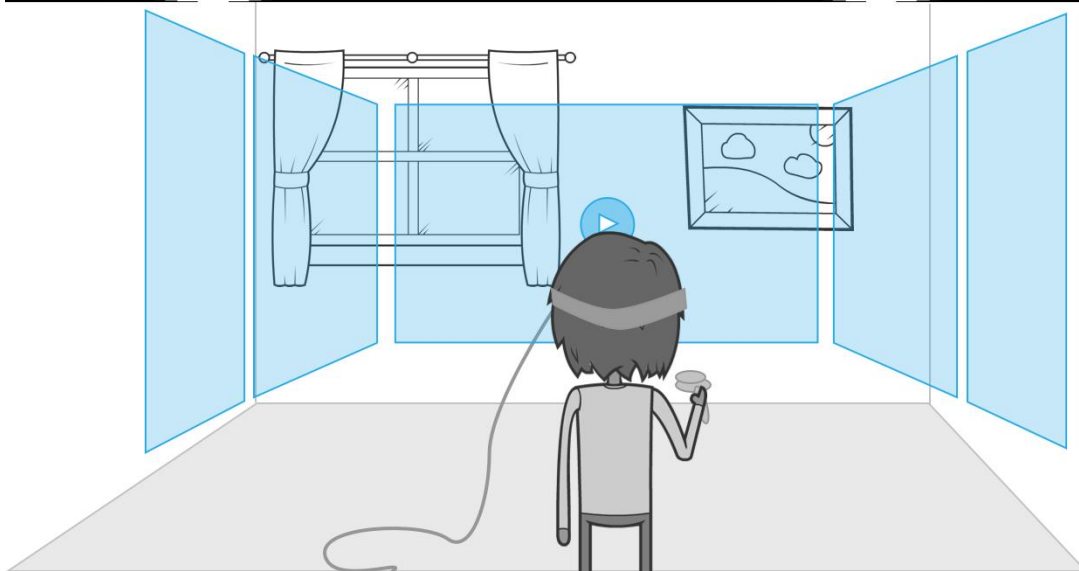
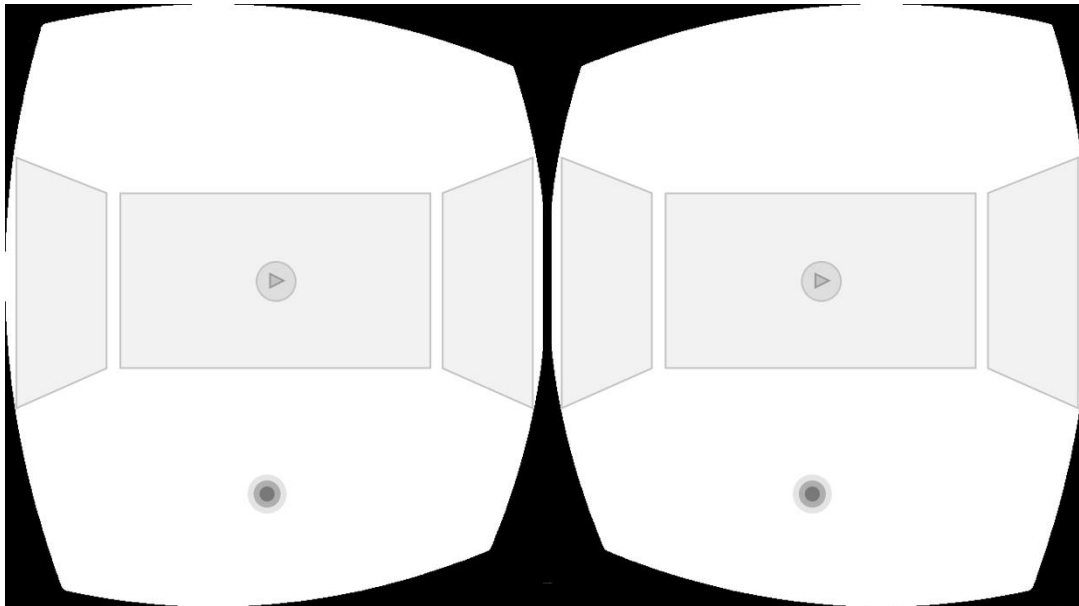
ICON Ask Class Voice Question

ICON Switch to Normal Video Lecture

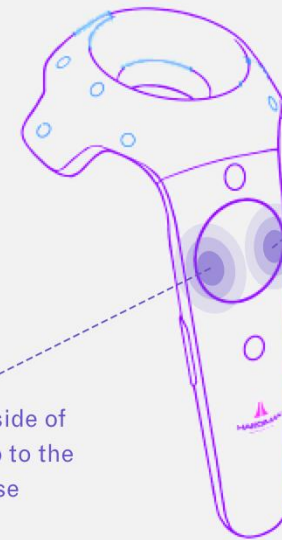
ICON In Class Chat

ICON Mark Location

Germanic Class Content

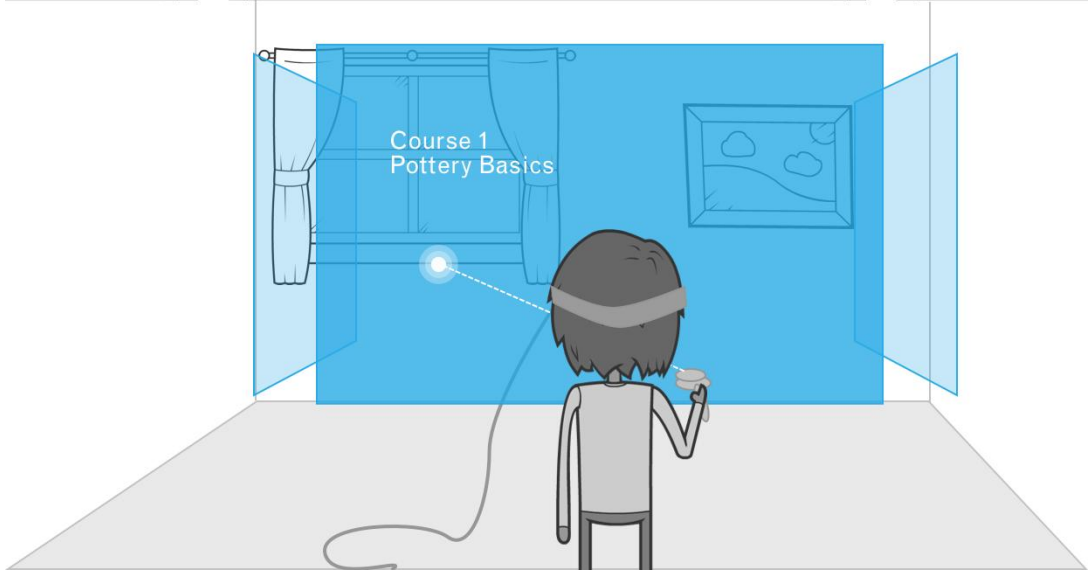
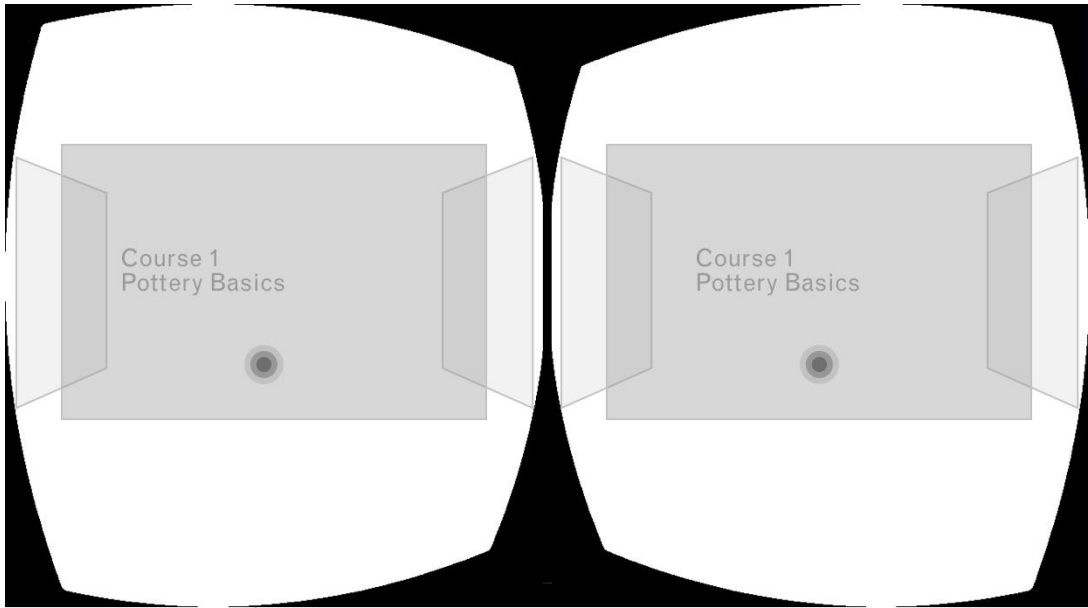


Browsing Loaded Courses

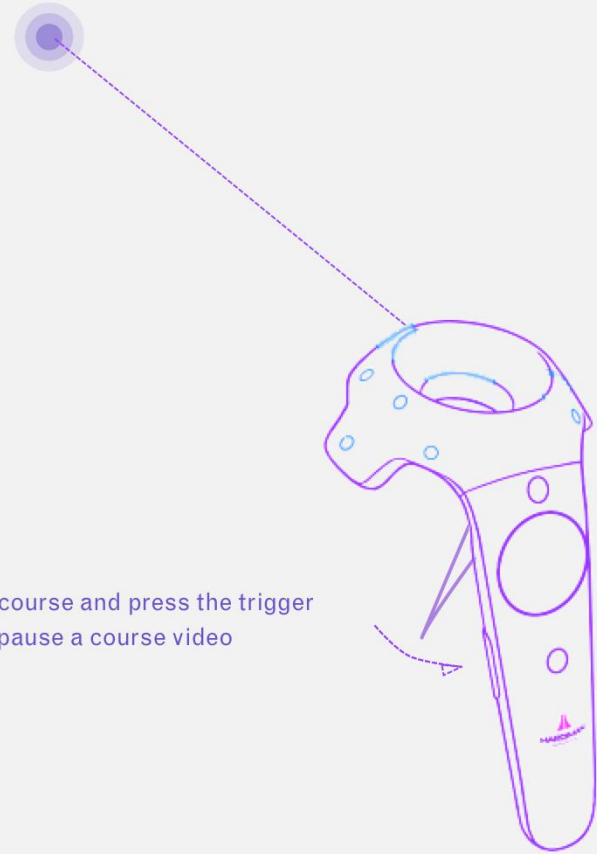


Press on left side of trackpad to go to the previous course

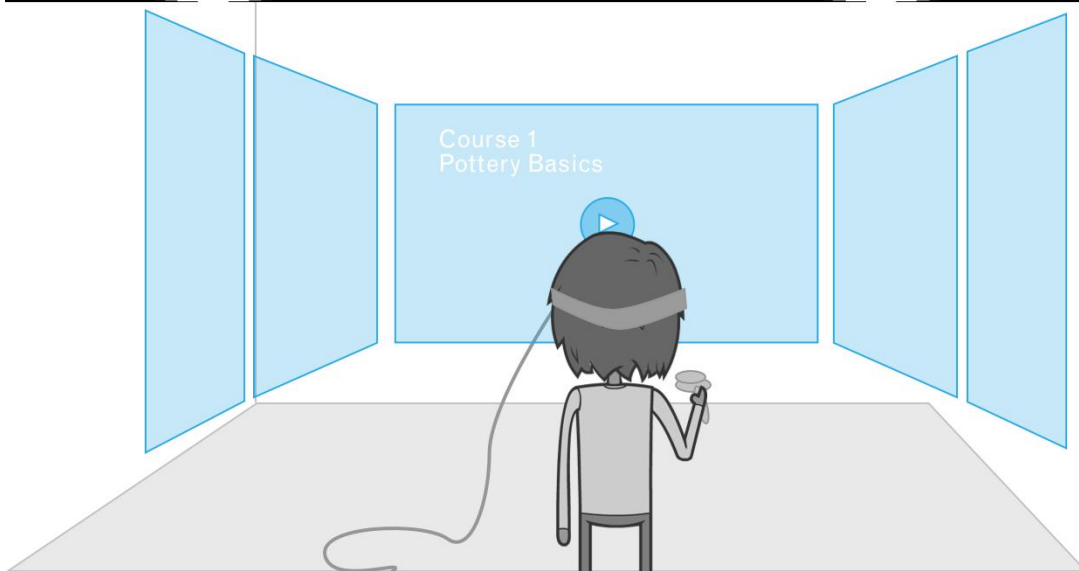
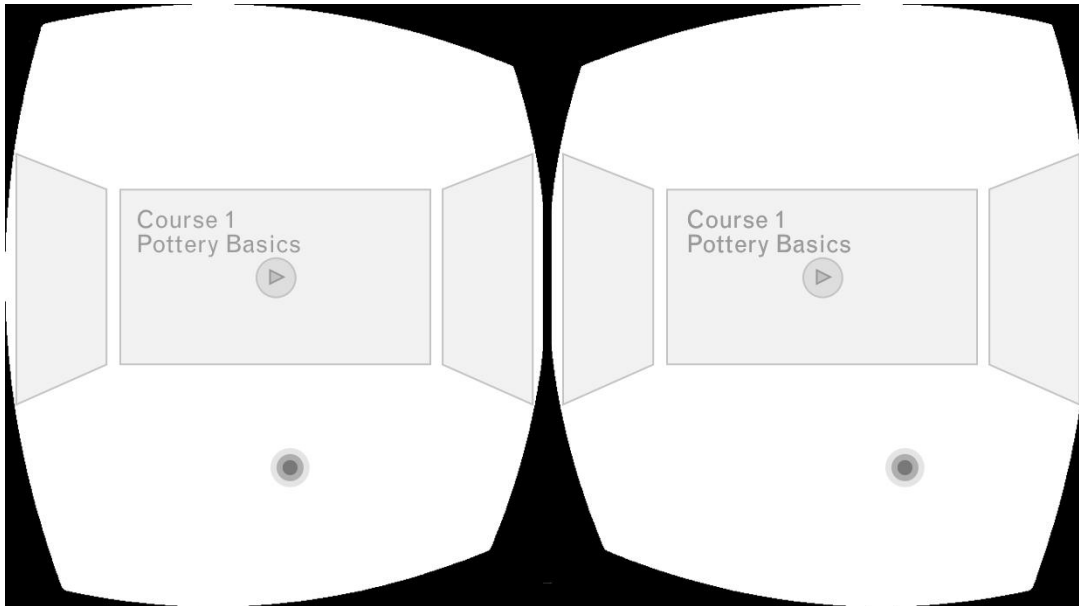
Press on right side of trackpad to go to next course



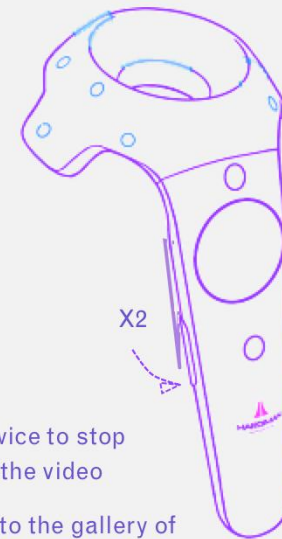
Play/Pause a Course Video



Point at a course and press the trigger to play or pause a course video

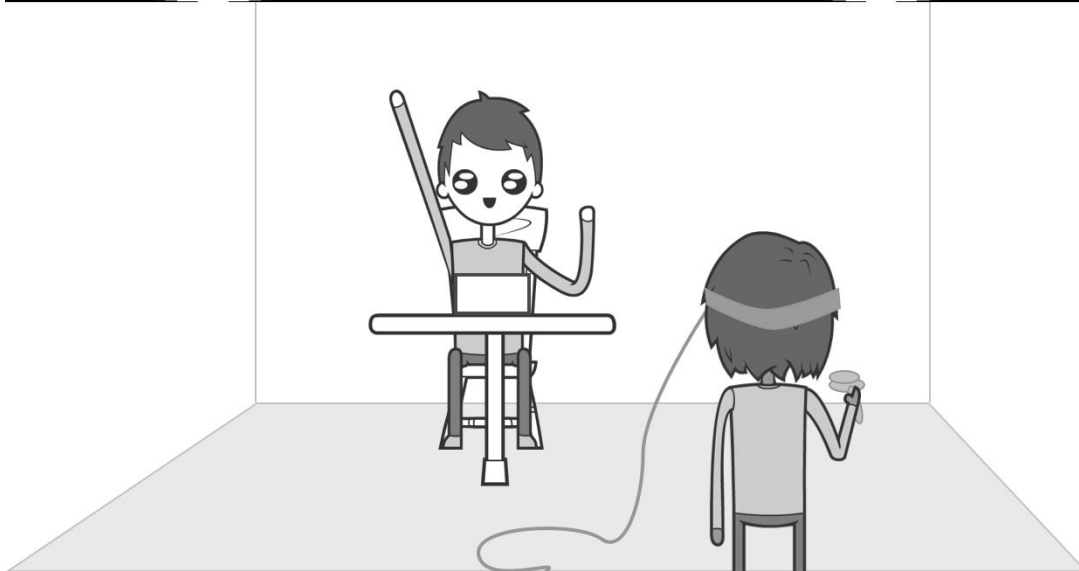
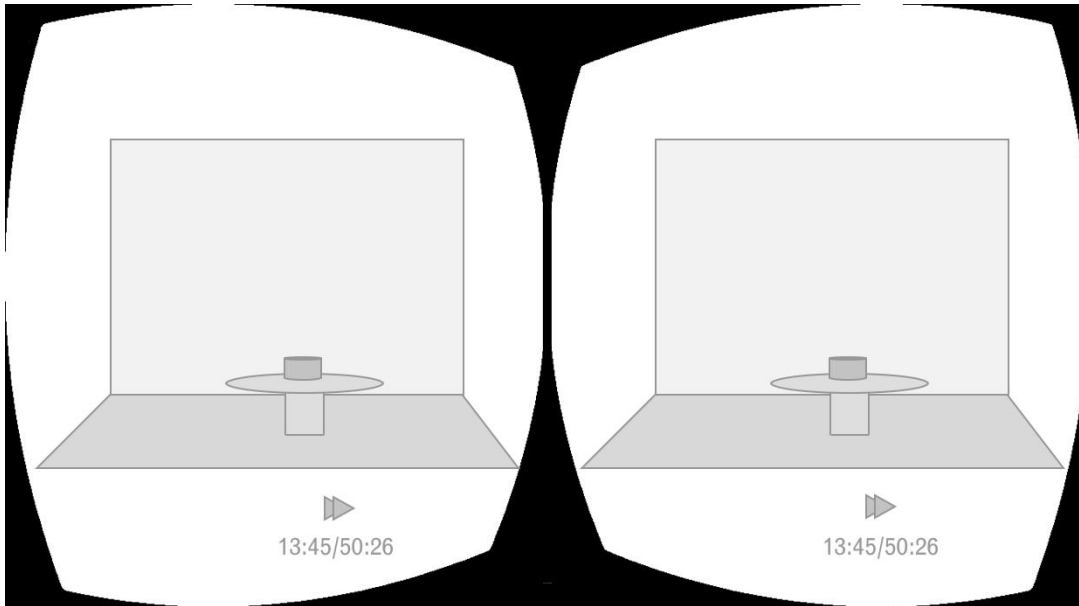


Stop a Course Video

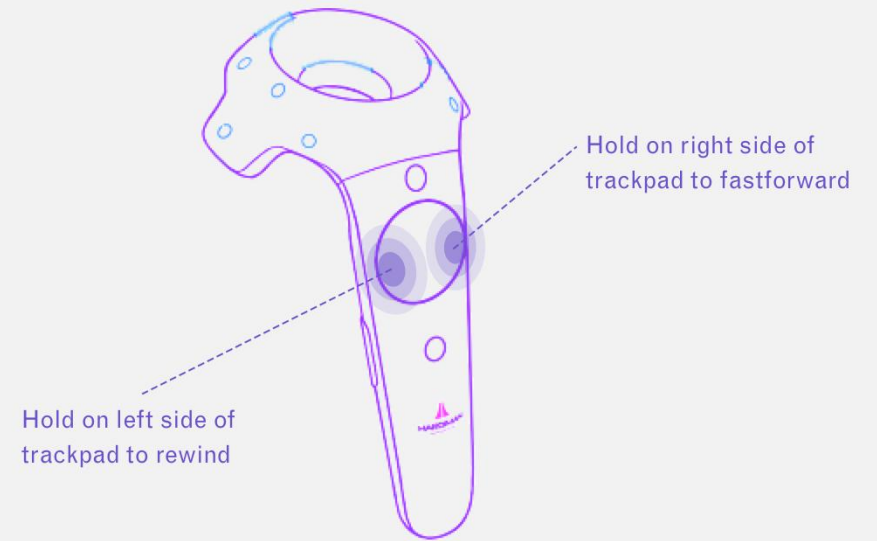


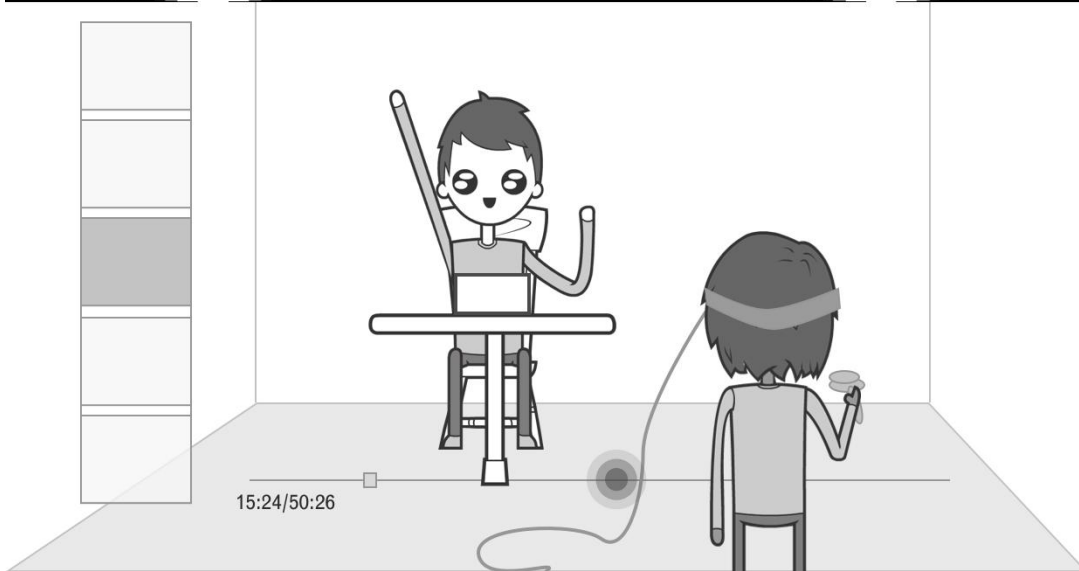
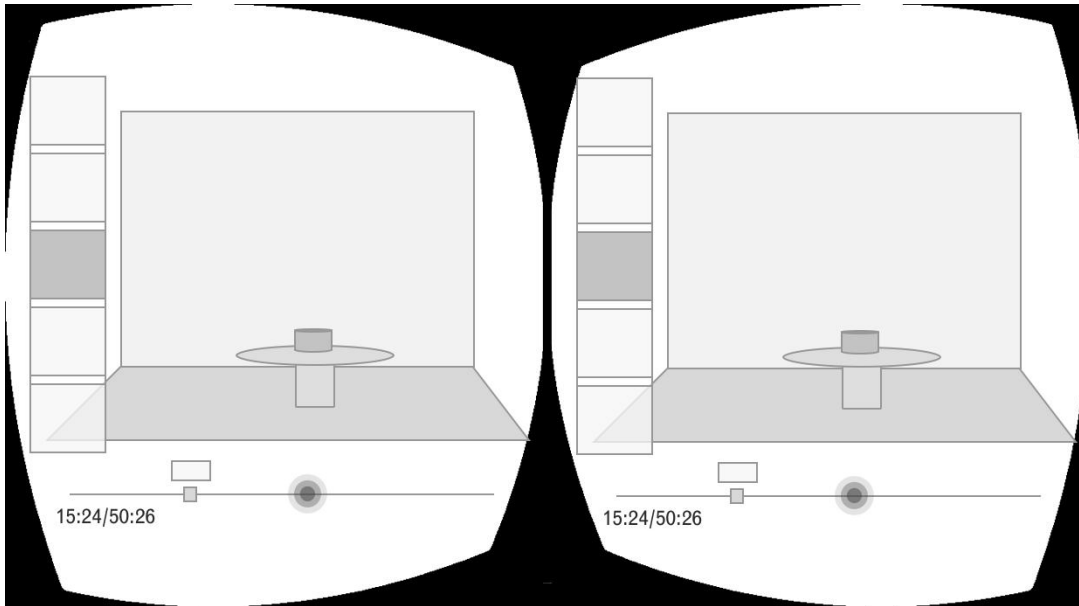
Press and the trigger twice to stop a course video and exit the video

The view will zoom out to the gallery of courses

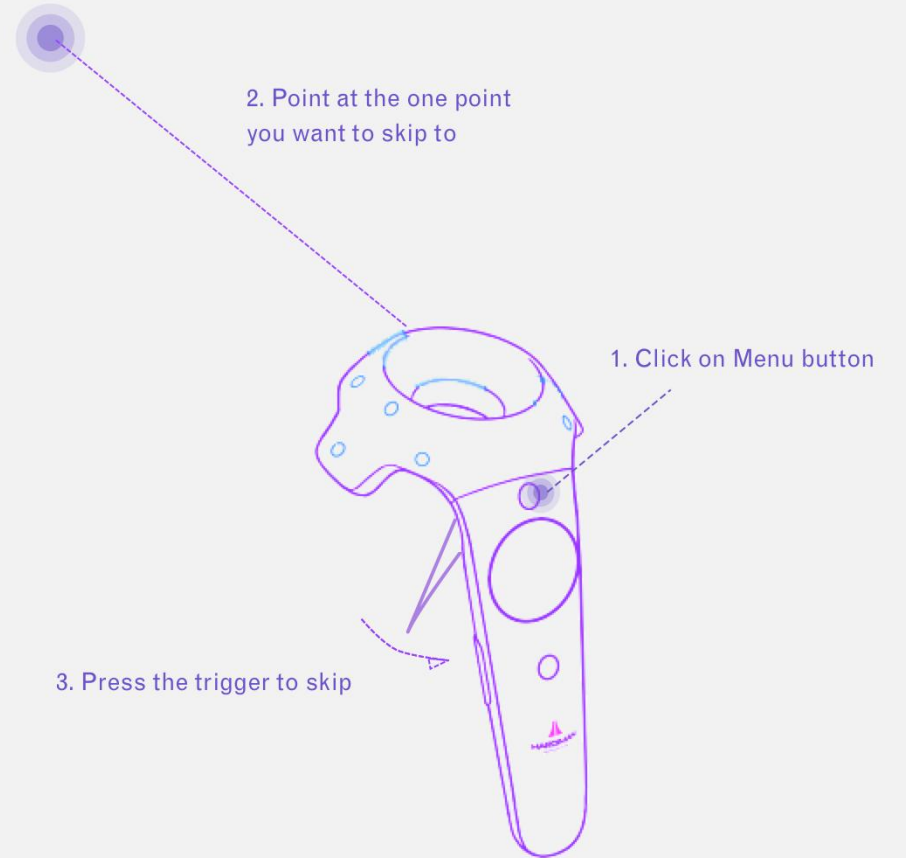


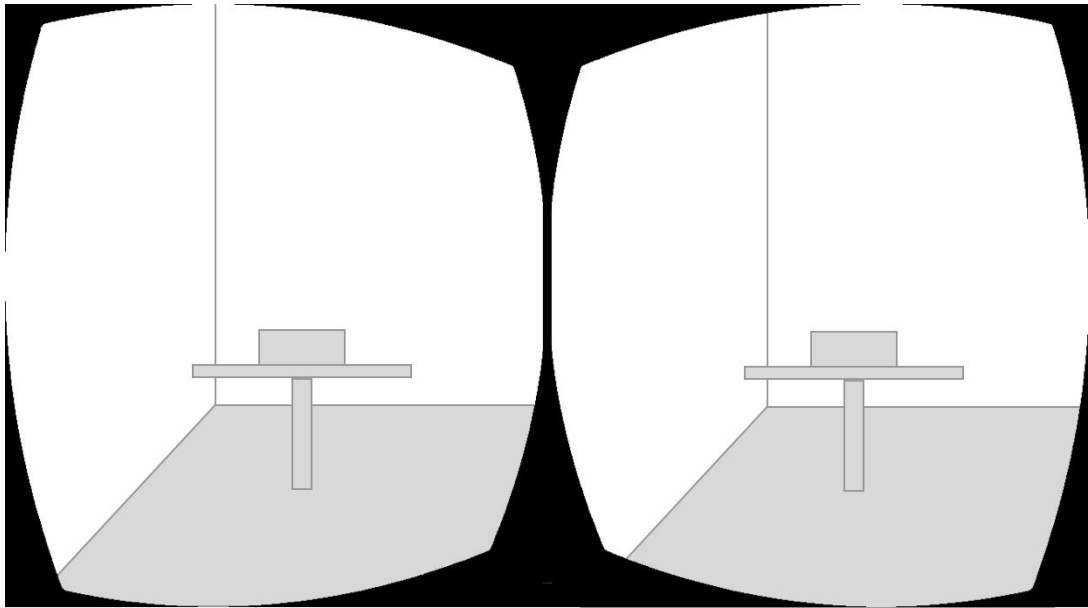
Adjust Progress of a Course Video





Skip forward or skip backward



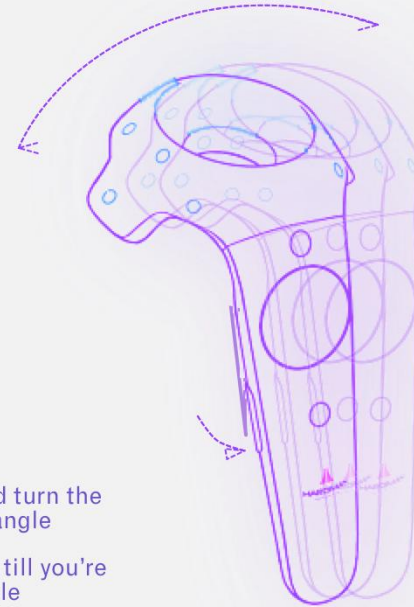


Adjust Viewpoint

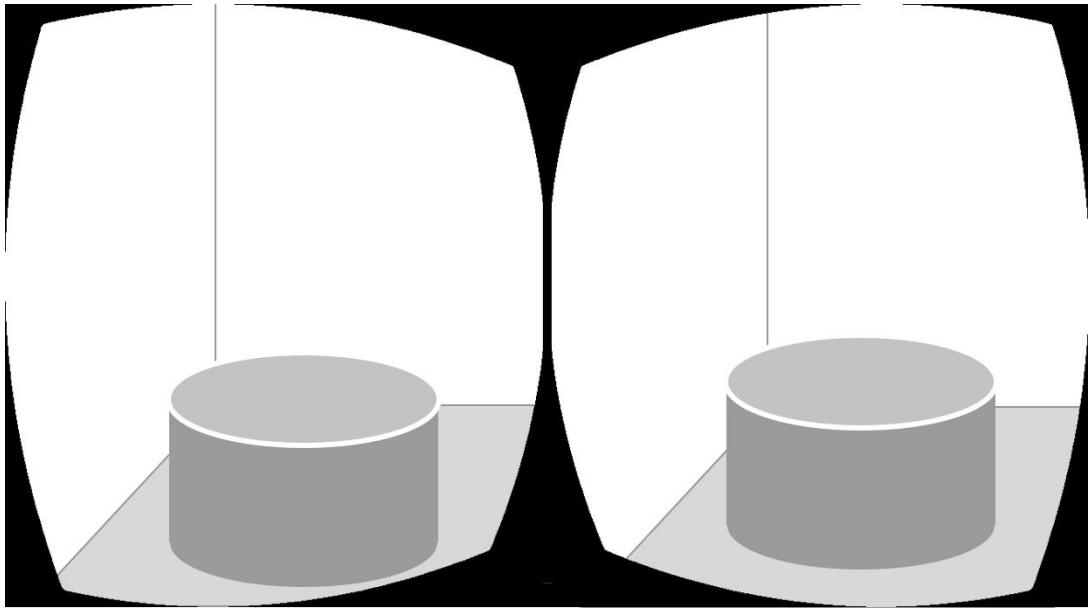


Users can walk around to see instructor and the work from different angles

Instead of walking by themselves, users can choose to use controller to adjust the view.



1. Hold the trigger and turn the controller to change angle
2. Release the trigger till you're satisfied with the angle



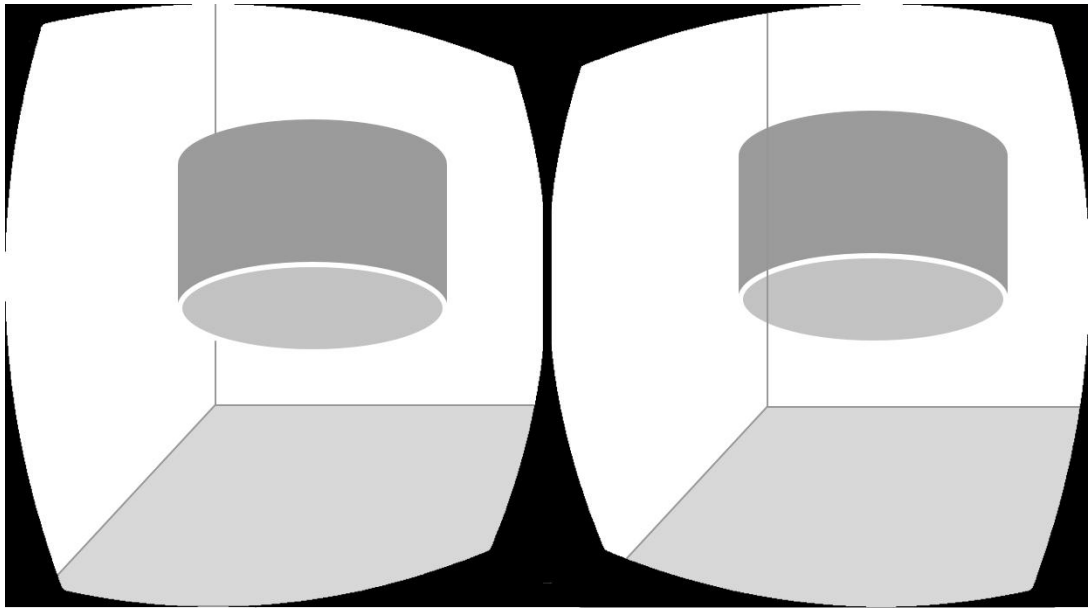
Zoom In/Out

1. Hold the trigger



2. click the upper side of trackpad to zoom in

3. click the lower side of trackpad to zoom out



Look Around

Users can look around the environment simply by looking around as they do in real world.



When they look up, they can see the bottom area(not necessarily the bottom) of the object the instructor is working on.



When they look left or right, they can see the side area of the object the instructor is working on.



When they look down, they can see the inside and top area of the object the instructor is working on.