



Walkthrough



Overview

This walkthrough will take you through each step of using HistoryMaker VR.

Use it to get an idea of what the experience will be like or to troubleshoot if you or someone else gets stuck.

Structure

HistoryMaker VR has 3 levels of organization:

1. Projects
2. Accounts
3. Classes

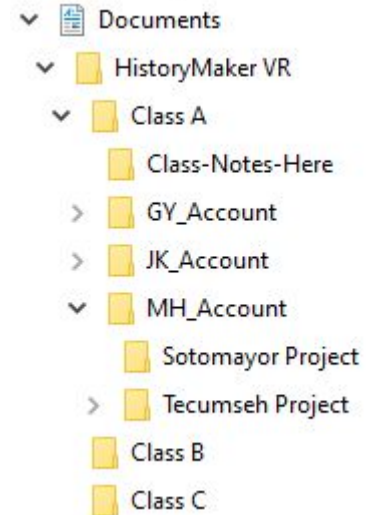
Projects are where you'll create videos and presentations. A project contains the setting, choice of historical figure, notes, and recordings that are created in it.

If you want to create multiple recordings using different historical figures or settings, we recommend creating a separate project for each historical figure or setting for the best experience.

Accounts group all the projects by a particular person in one place. So if you made a project about Tecumseh, a different project about Harriet Tubman, and a third project about Abraham Lincoln, all three of those projects should go in your account to make them easy to find.

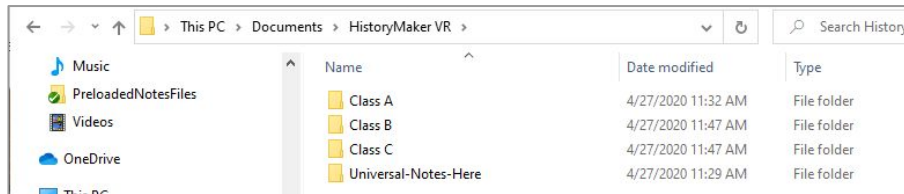
Classes separate groups of accounts. If you're a teacher with four classes all using HistoryMaker VR, you can create four classes to organize the students' accounts.

Example Organization:

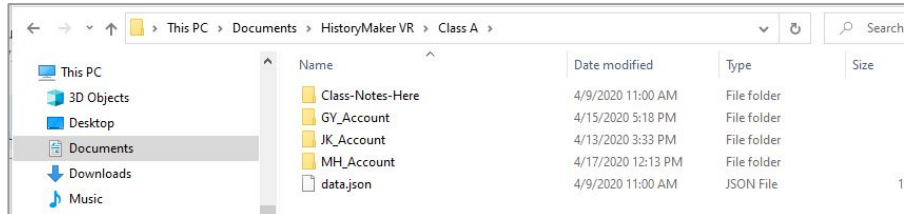


Folder Structure Examples

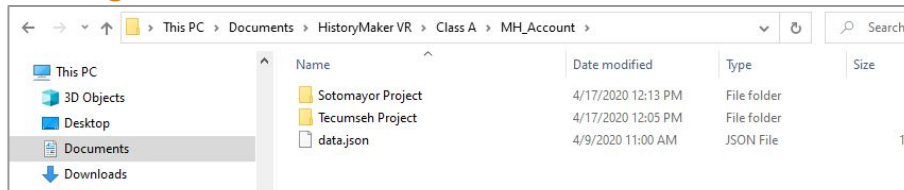
Classes



Accounts



Projects



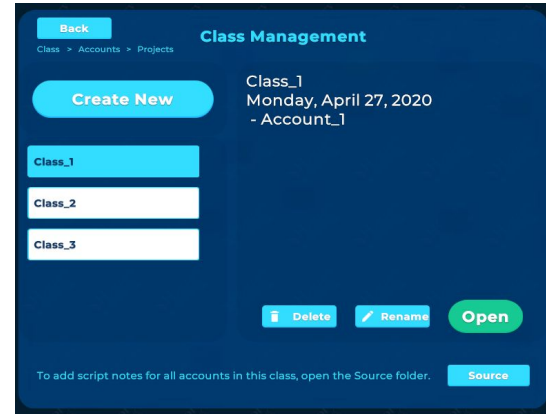
Creating a Class, Account, and Project

Classes, accounts, and projects can be created 2 ways:

If you want to start making videos right away,
use the menus **in VR**



If you're creating several classes, accounts, or
projects and want to name or rename them,
use the menus **on the desktop**



Note: You can also use your computer's file explorer if you're most comfortable with that!
Just make sure you follow the file system outlined in the previous slides.

Accessing Your Videos

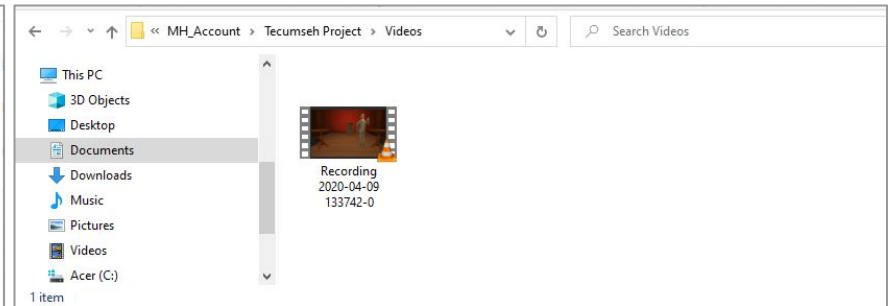
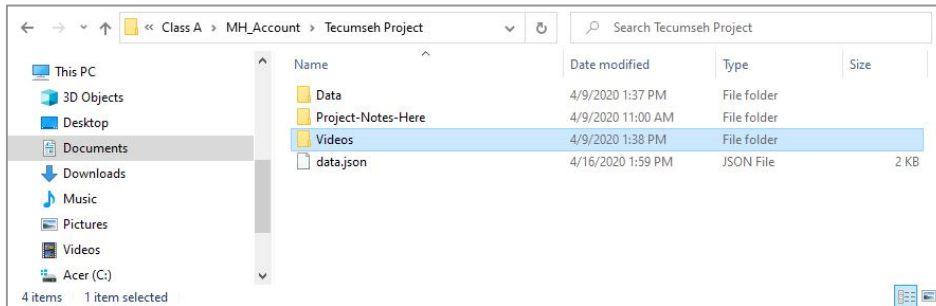
Videos that you create using HistoryMaker VR will be found in the “Videos” folder within the folder for the project you used to create them:

Documents/HistoryMaker VR/Your Class/Your Account/Your Project

For example, a video exported from the project “Tecumseh Presentation” by someone with the account “MH_Account” in the class “Class A” would be in:

“Documents/HistoryMaker VR/Class A/MH_Account/Tecumseh Presentation/Videos”

This folder will open automatically when your video finishes exporting!



Adding Your Own Notes

Teleprompters in HistoryMaker VR display notes that you can read from while on stage.

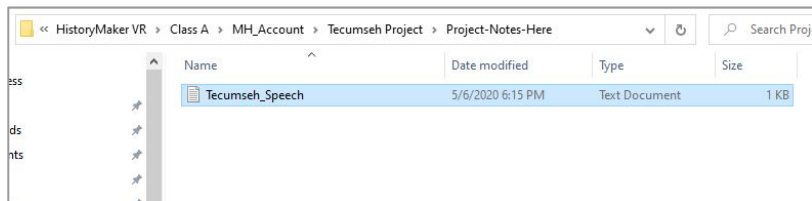
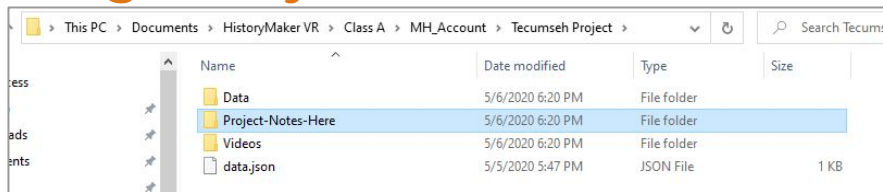
To add your own notes, export them to a .txt file and put the file in one of the following places:

1. If the notes are for a **single project**, put them in the “Project-Notes-Here” folder within your project folder.
 - a. *Ex. Documents/HistoryMaker VR/Class A/MH_Account/Tecumseh Presentation/Project-Notes-Here*
2. If the notes are for **everyone in a class**, put them in the “Class-Notes-Here” folder within the class folder.
 - a. *Ex. Documents/HistoryMaker VR/Class A/Class-Notes-Here*
3. If the notes are for **everyone using HistoryMaker VR** on this machine, put them in the “Universal-Notes-Here” folder in the HistoryMaker VR folder.
 - a. *Ex. Documents/HistoryMaker VR/Universal-Notes-Here*

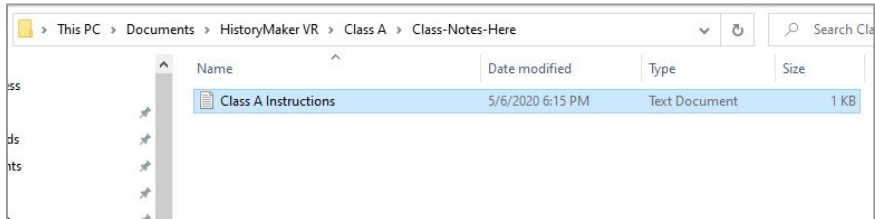
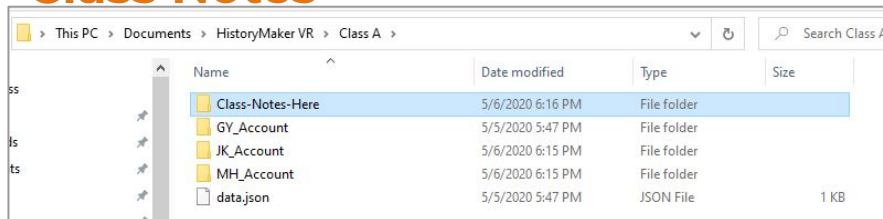
The next time you start HistoryMaker VR, you can put your notes on the teleprompters with the Notes menu!

Notes Folder Examples

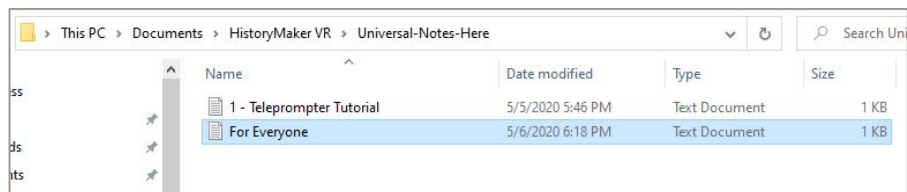
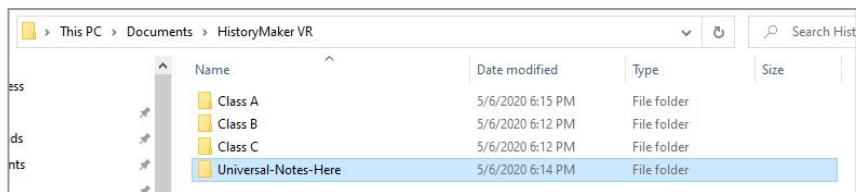
Single-Project Notes



Class Notes



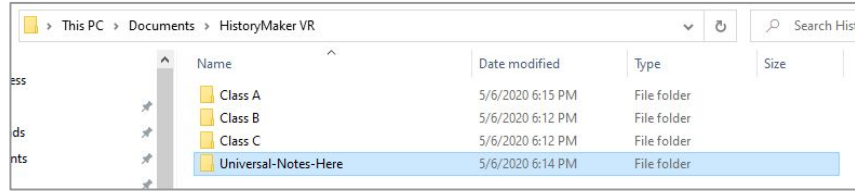
Universal Notes



A Note from the Devs

When you install HistoryMaker VR, a folder titled “HistoryMaker VR” will be created in the Documents folder on your machine:

Documents/HistoryMaker VR

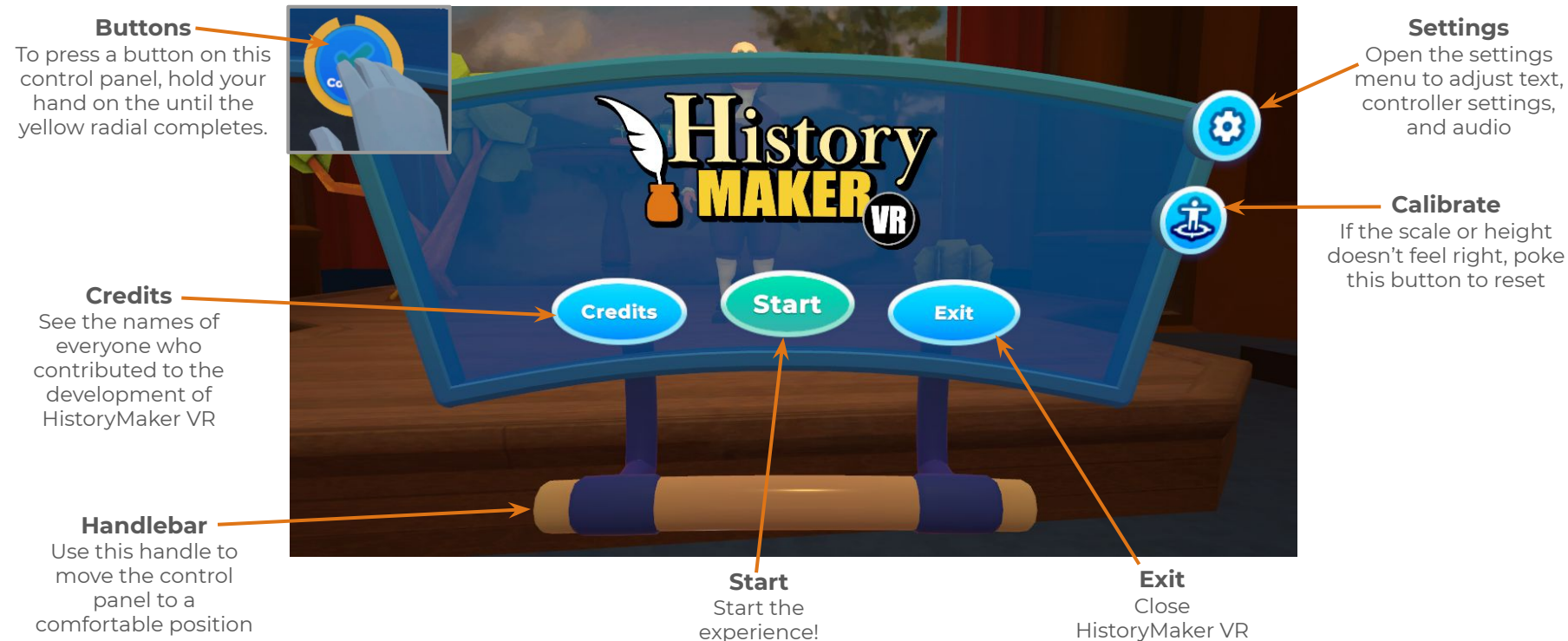


It is important that you do not modify or delete this folder while the product is in use, as doing so may result in a loss of data.

VR Experience

Main Menu

When you open HistoryMaker VR in your headset, this menu will be the first thing you see.



Class Selection

Existing Classes

Poke one of these buttons to select your class

Page Arrows

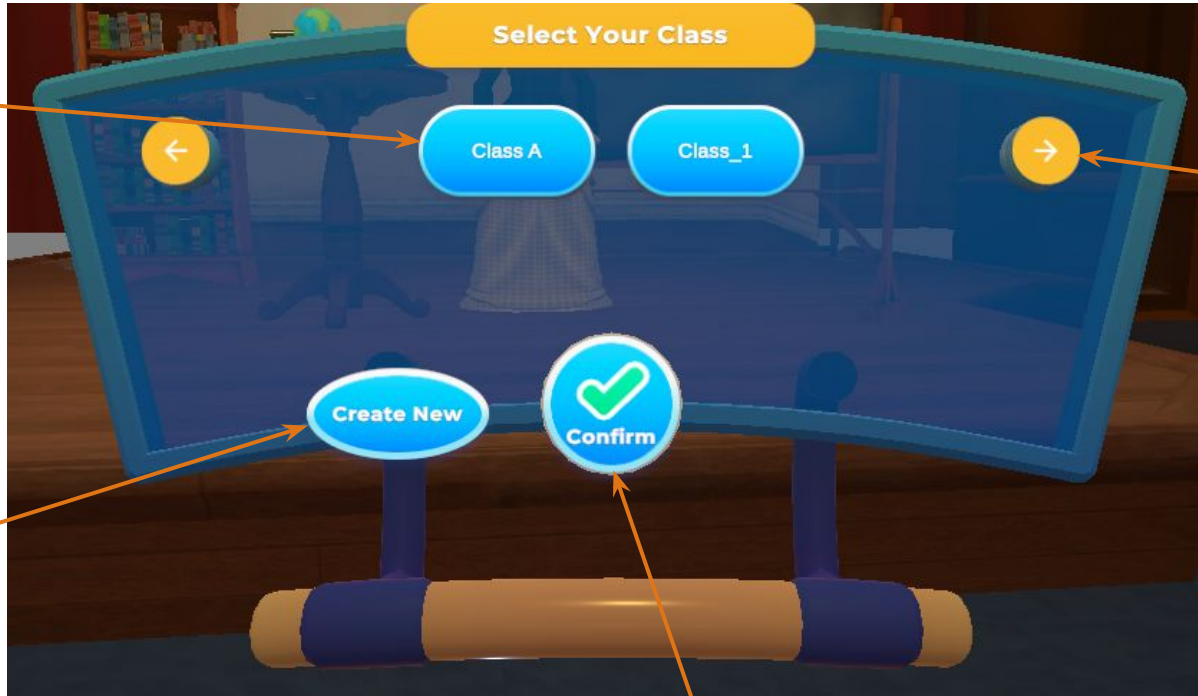
Poke to see the next page of classes

Create New

Create a new class with a default name that can be edited later via the desktop controls

Confirm

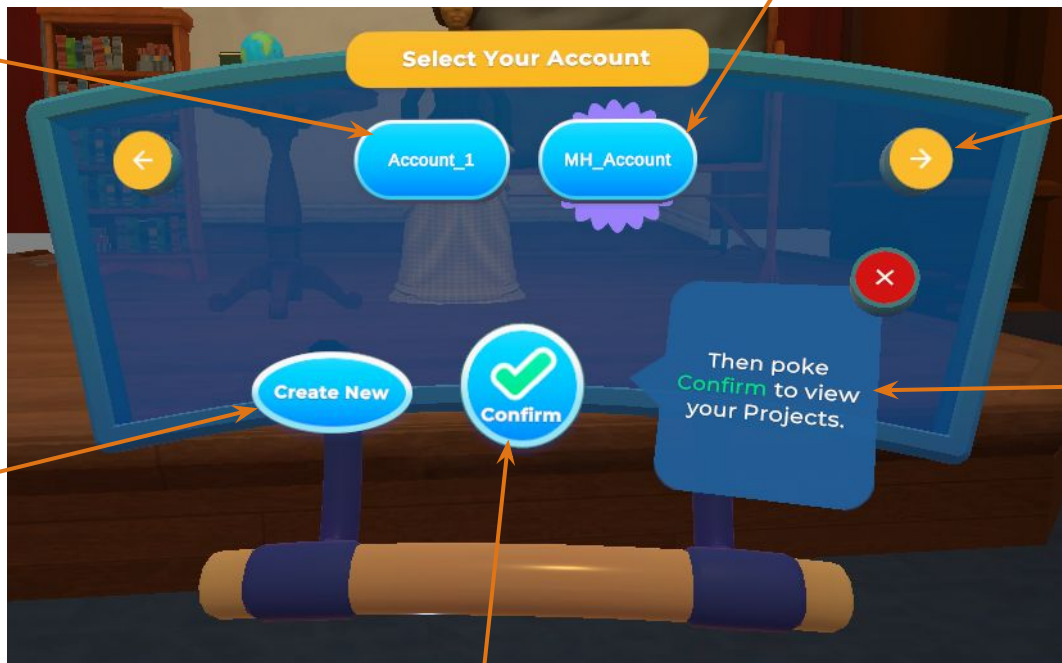
View or create accounts in this class



Account Selection

Existing Accounts
Poke one of these buttons to select your Account. If there are no accounts yet, nothing will display here

Create New
Create a new account with a default name that can be edited later via the desktop controls



Selected Account
The currently selected account will highlight

Page Arrows
Poke to view more accounts

Instruction Pop-up
These bubbles appear throughout the experience to help you find your way around

Confirm
View or create projects in this account

Project Selection

Existing Projects

Poke one of these buttons to select your Project. If there are no projects yet, nothing will display here

Selected Project

The currently selected project will highlight

Page Arrows

Poke to view more projects



Create New

Create a new project with a default name that can be edited later via the desktop

Confirm

Open this project and start creating

Historical Figure Selection

Now that you've opened your project, you're ready to start creating! The first step is choosing which historical figure you want to portray.

Current Historical Figure

The currently selected historical figure will highlight and appear on stage



Historical Figures

Poke to portray this historical figure

Back

Go back to project selection

Confirm

Choose the highlighted historical figure and move on to stage setup

Scene Selection

After choosing your historical figure, it's time to set the stage!

Select Scene

Current Scene
The selected scene will highlight and appear on stage

Premade Scenes
Poke to select a backdrop and set for your stage

Back
Go back to character selection

Confirm
Choose the highlighted set and move on to performing


Custom
Instead of using a premade scene, choose a backdrop and arrange set pieces to create your own scene

The interface shows five scene options: Edge of Town, Countryside, Office, Lab, and Town Hall. The 'Edge of Town' scene is currently selected and highlighted with a purple border. Below the scene options are three buttons: 'Back' (with a left arrow), 'Confirm' (with a green checkmark), and 'Custom'.

Optional: Custom Scene Creation

If none of the premade scenes work for you, you can use our custom scene creation system to make your own!

First, select which backdrop you'd like to use.



Select Set Pieces

Backdrops
These will appear at the back of the stage.
You can have one backdrop at a time

Page Arrow
Poke to see more set pieces. All backdrops appear at the beginning of the list

Current Backdrop
The currently selected backdrop will be highlighted

Back
Return to the scene selection menu

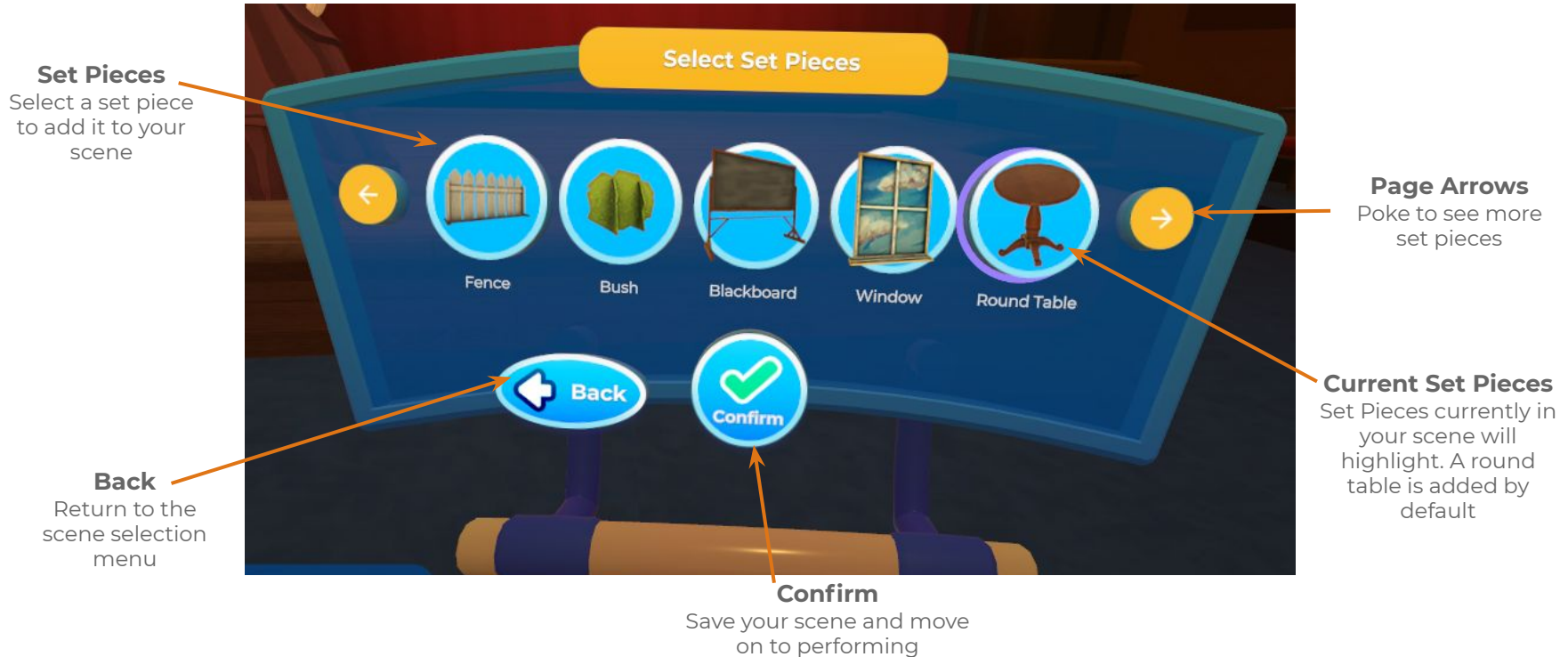
Confirm
Save your scene and move on to performing

The interface shows a blue panel with a yellow title bar 'Select Set Pieces'. Below the title bar are five circular icons: 'Interior' (a doorway), 'Landscape' (a tree and sky), 'Green Screen' (a solid green circle), 'Curtain' (a solid red circle), and 'Bookshelf' (a wooden bookshelf). The 'Curtain' icon is highlighted with a purple border. To the right of the icons is a yellow circular button with a white right-pointing arrow. Below the icons are two buttons: a blue button with a white left-pointing arrow and the text 'Back', and a blue button with a white checkmark and the text 'Confirm'. A yellow highlight box surrounds the 'Interior', 'Landscape', 'Green Screen', and 'Curtain' icons. A yellow highlight box surrounds the 'Page Arrow' button. A yellow highlight box surrounds the 'Confirm' button.

Optional: Custom Scene Creation

Next, select a set piece to add to your stage. This will take you to the placement menu.

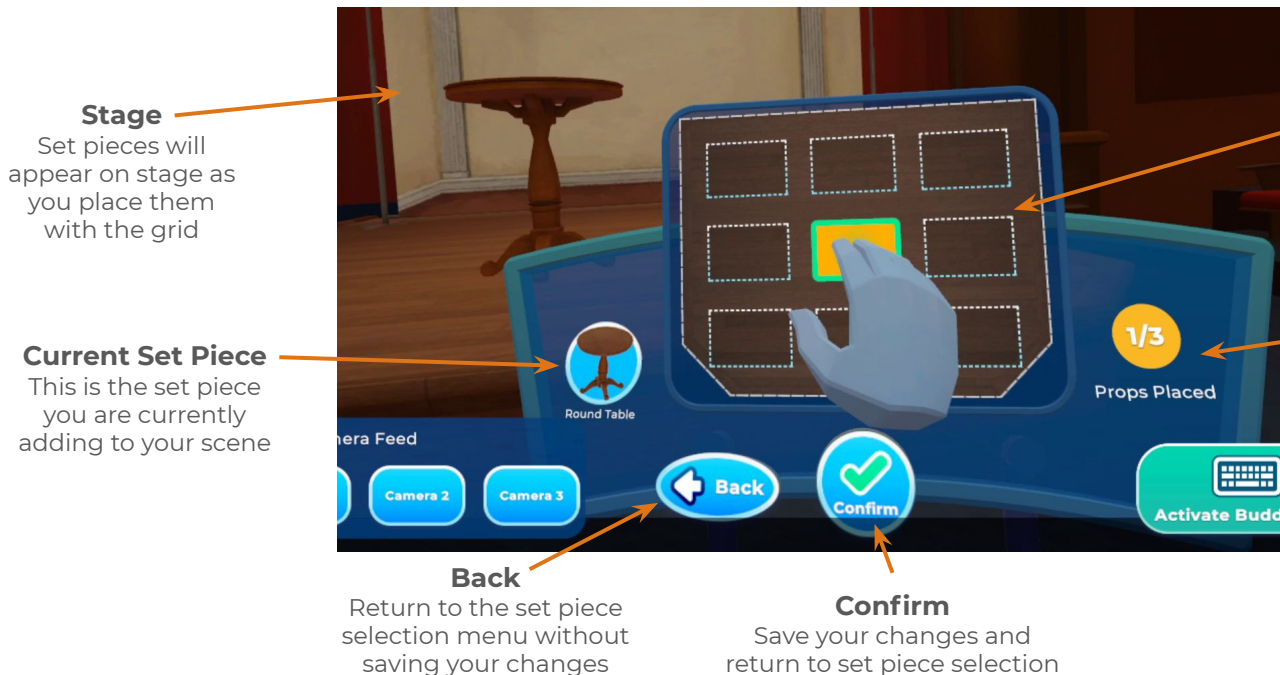
Note: If you want to use props in your scene, be sure to add a table or podium!



Optional: Custom Scene Creation

The grid shown represents the stage, divided into 9 sections. Each section is a place where set pieces and your character can go.

Tap a space in the grid to place the set piece you've selected. You can place up to 3 of any set piece on the stage. When they're placed how you like, poke the check mark to save your progress.



Stage

Set pieces will appear on stage as you place them with the grid

Current Set Piece

This is the set piece you are currently adding to your scene

Back

Return to the set piece selection menu without saving your changes

Confirm

Save your changes and return to set piece selection

Placement Grid

Tap a grid cell to place the set piece there. Highlighted cells show where you currently have this set piece placed

Props Placed

You may place up to three of any set piece in your scene

A Note About Tables:

The table, round table, and podium are special set pieces. They will hold your props and your character will stand near them. A grid space will only accept one table or podium.

Optional: Custom Scene Creation

Then, select another set piece to add or poke the check mark to save your scene and move on.

Current Set Pieces

Set Pieces currently in your scene will highlight. A round table is added by default

Page Arrows

Poke to see more set pieces

Back

Return to the scene selection menu

Confirm

Save your scene and move on to performing



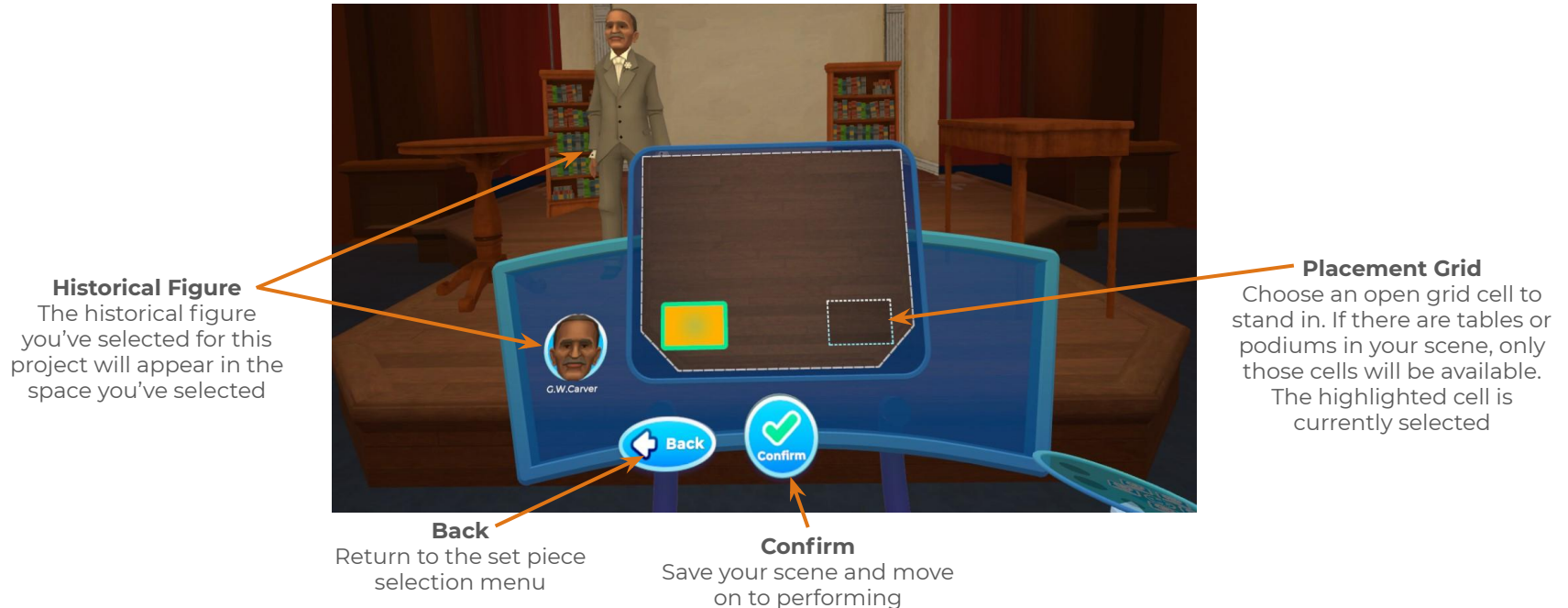
Set Pieces

Select a set piece to add it to your scene

Optional: Custom Scene Creation

Tap the grid to decide where your historical figure will stand. This is where you will stand when you are on stage. If you are using at least one table or podium, the historical figure will automatically stand in one of those spaces so you can reach any props you may put on the table.

When you're happy with your position, poke the check mark to save and move on.



Going On Stage

Now that the stage is set, you're ready to start embodying your historical figure! When you move from one position to another, you'll see a confirmation pop-up. Poke "Confirm" to head to the stage.



Cancel

Go back to scene selection, do not move to the stage

Confirm

Go to the stage to start performing!

On Stage

Once on stage, take a look around and down at yourself! You are now embodying your historical figure.



Mirror

A reflection of you as your historical figure. Here you can see your expressions and actions

Teleprompters

These panels will display your notes. We have added a few things to get you started

Cameras

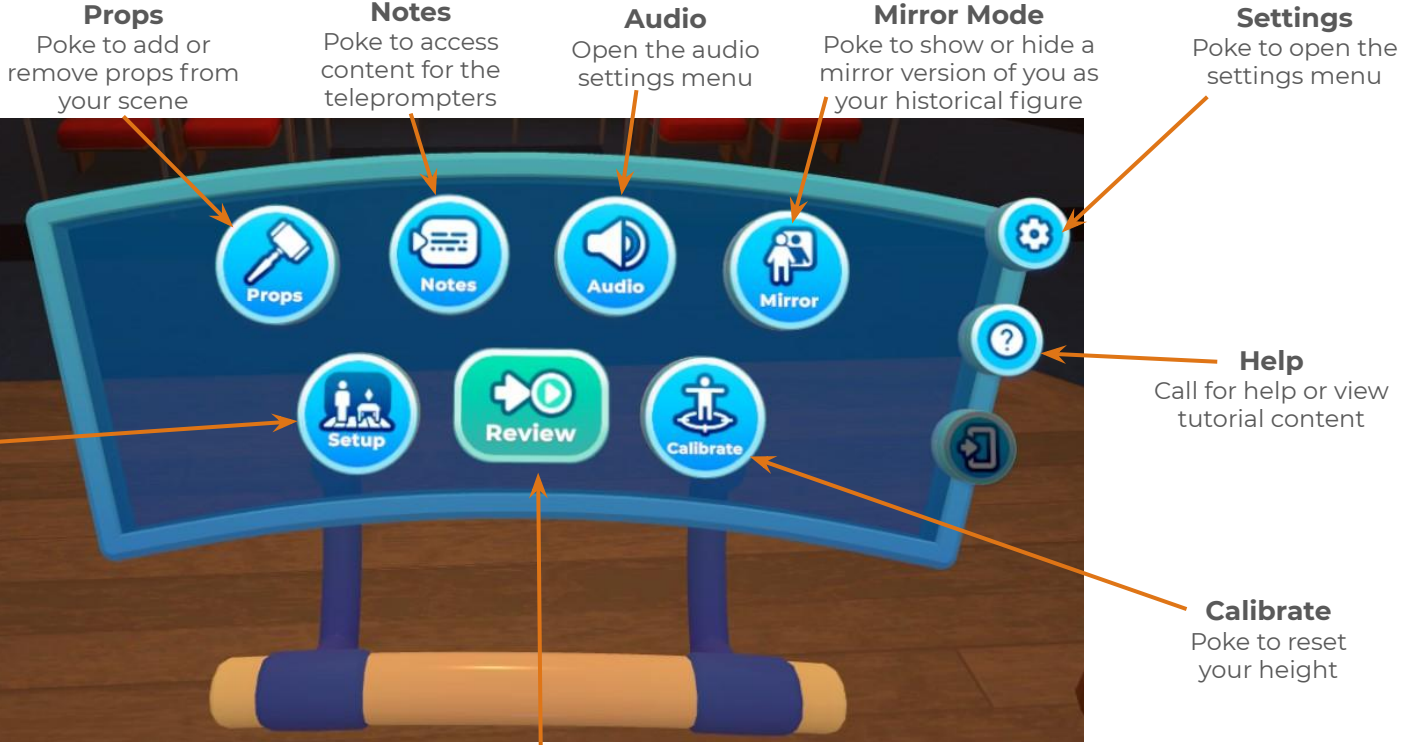
There are 3 cameras in the theater. Use the desktop to select which angle you want to use

Control Panel

A new set of controls is available on the stage



On Stage Controls



Review
Return to the audience to watch and export your recorded performances

Mirror Mode

Your mirror will show what your actions look like on your character! To turn off or on the reflection of your historical figure, poke “Mirror” on the Control Panel.

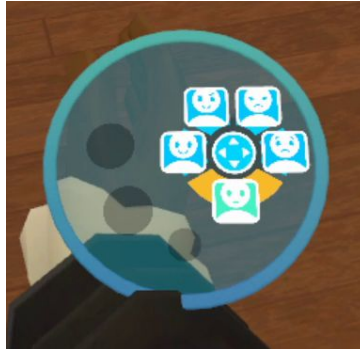


Mirror

A reflection of you as your historical figure

Expressions

Your historical figure can express a range of emotions! Move the joystick on the controller in your right hand towards one of the face icons to make your character happy, sad, angry, smirking, or neutral.



Props

If you're using a pre-made set, there will already be some props on the table or podium nearby. If you want to change which props you have, or if you made your own scene and want to add props, poke the props button on the UI Panel.

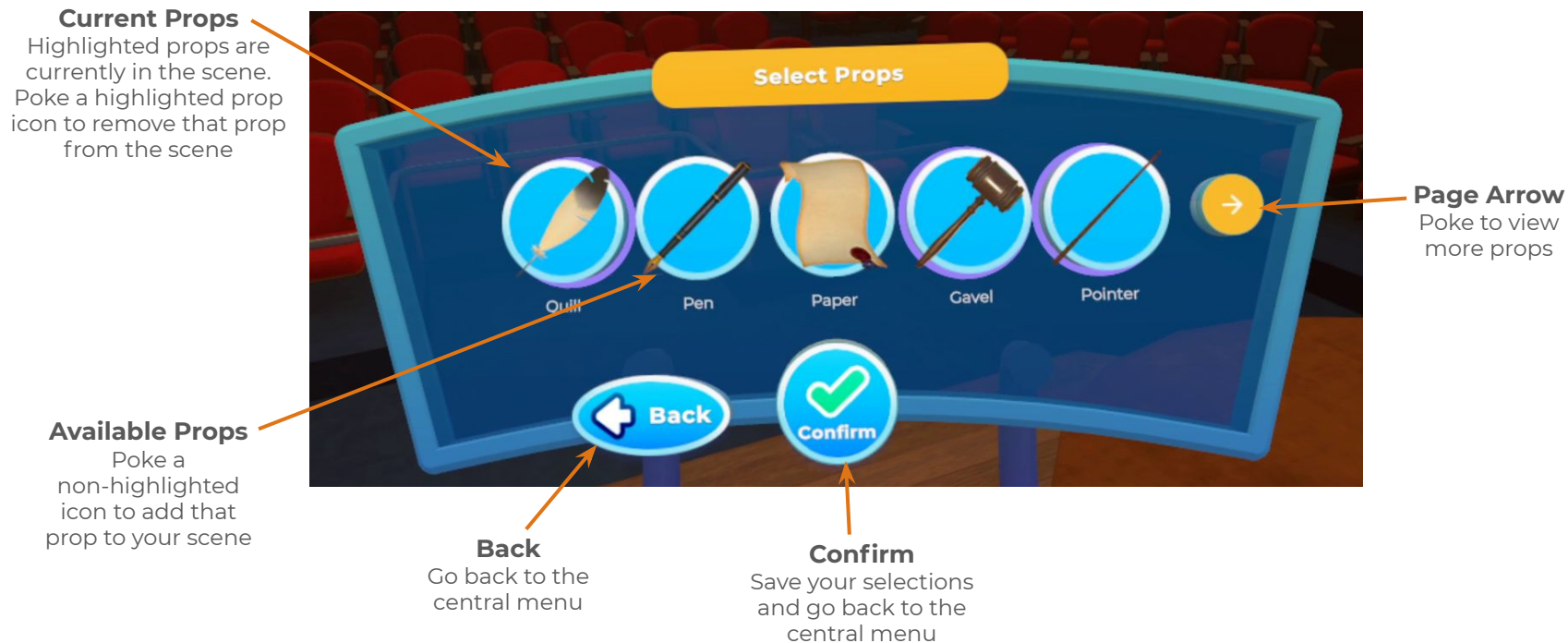
If you drop a prop, don't worry! After a moment it will reappear back on the table.



Table
Props will appear on the table or podium closest to you

Props

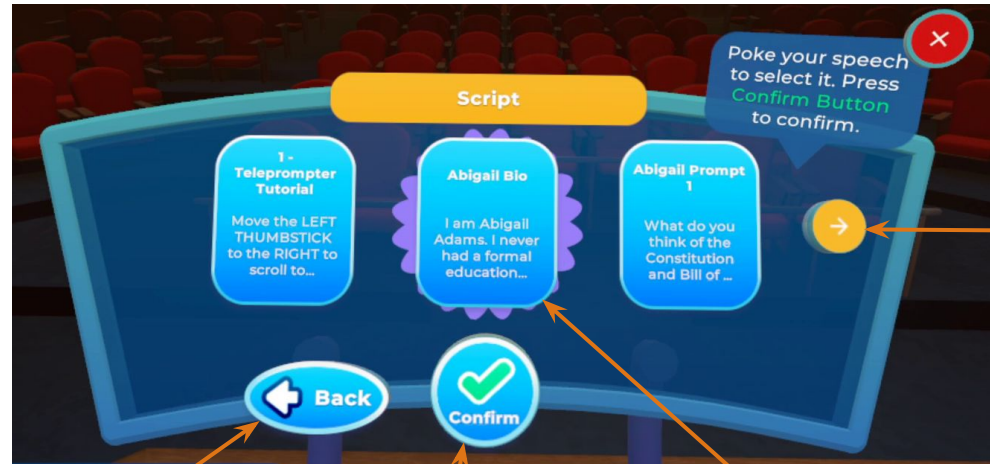
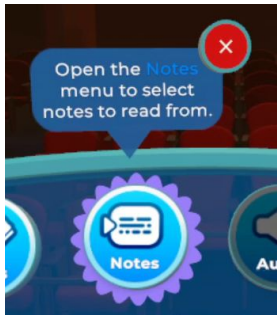
Once in the props menu, you can poke a prop icon to make that prop appear or disappear.



Notes

There are two teleprompters at the edge of the stage, ready to hold your script or notes. We've added a few things to get you started!

The text you select will appear on the teleprompters. Move the joystick on the controller in your left hand to the right or left to change the page on the teleprompter.



Page Arrows
Poke to view more notes

Back
Close the notes menu and go back to the central menu

Confirm
Confirm your selection and go back to the central menu

Selected Notes
Poke to select notes to display on the teleprompters. The selected notes will highlight

Adding Your Own Notes

Teleprompters in HistoryMaker VR display notes that you can read from while on stage.

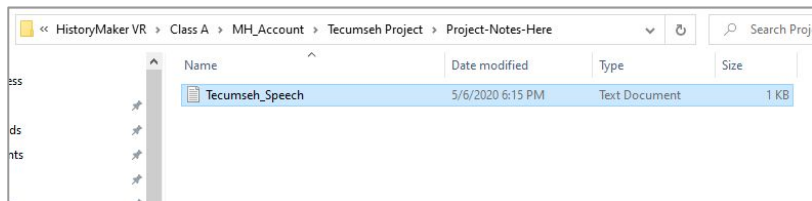
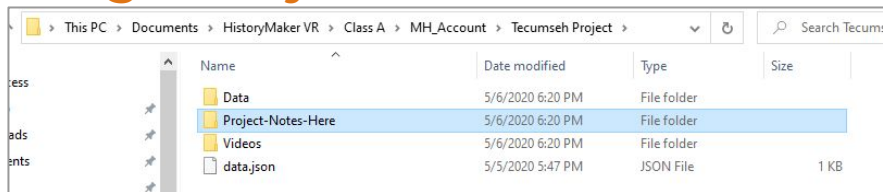
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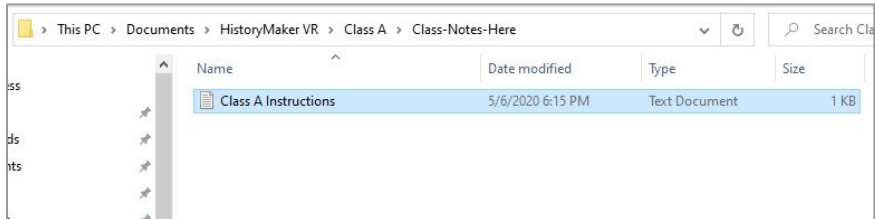
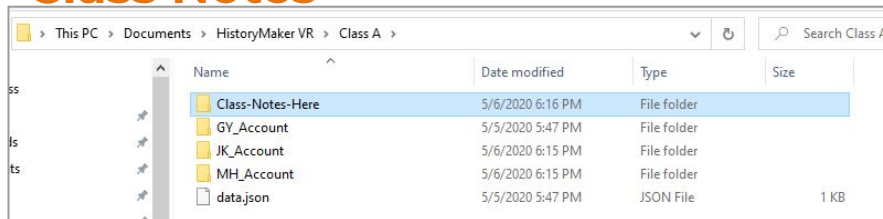
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Notes Folder Examples

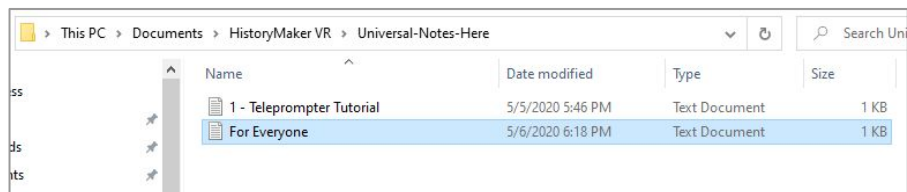
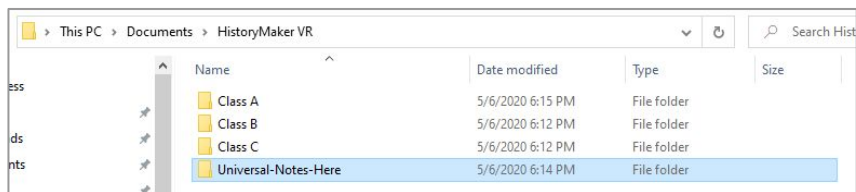
Single-Project Notes



Class Notes



Universal Notes



Cameras

There are 3 cameras in the theater. Only one will record at a time.

By default, the center camera (Camera 2) will record. A preview window will appear above the active camera to show you what it is seeing.

Camera Preview

Select a camera on the desktop to see the preview window

Active Camera

The camera that's currently selected will have a blue outline when not recording

Camera Preview (Recording)

Select a camera on the desktop to see the preview window

Active Camera (Recording)

The camera that's currently selected will have a red outline when recording



Camera Controls

You can use the desktop controls to change which camera angle you're using. You will also see the selected view on the desktop.



First Person

See what the person in VR is seeing on the desktop

Center Camera

Activate the camera in the **center** of the stage

Left Camera

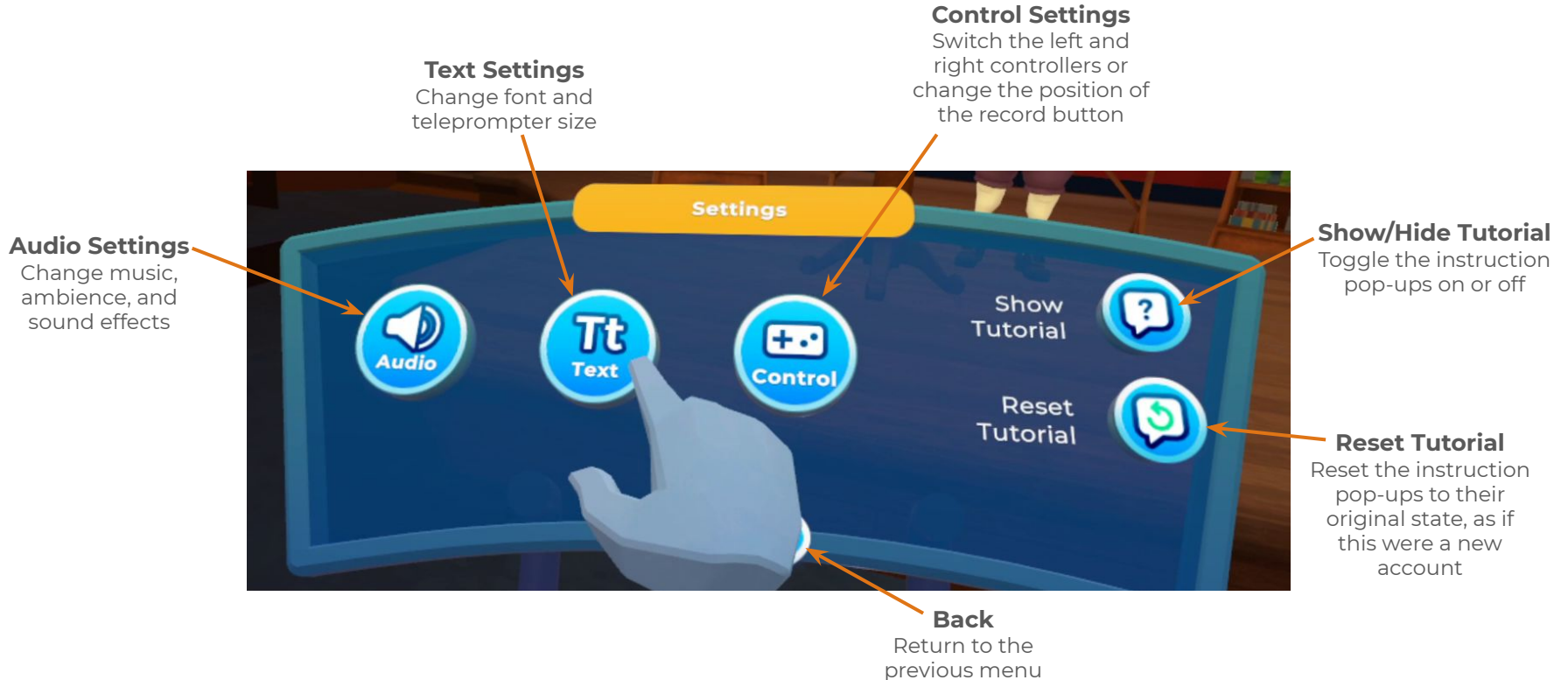
Activate the camera to the **left** of the stage

Right Camera

Activate the camera to the **right** of the stage

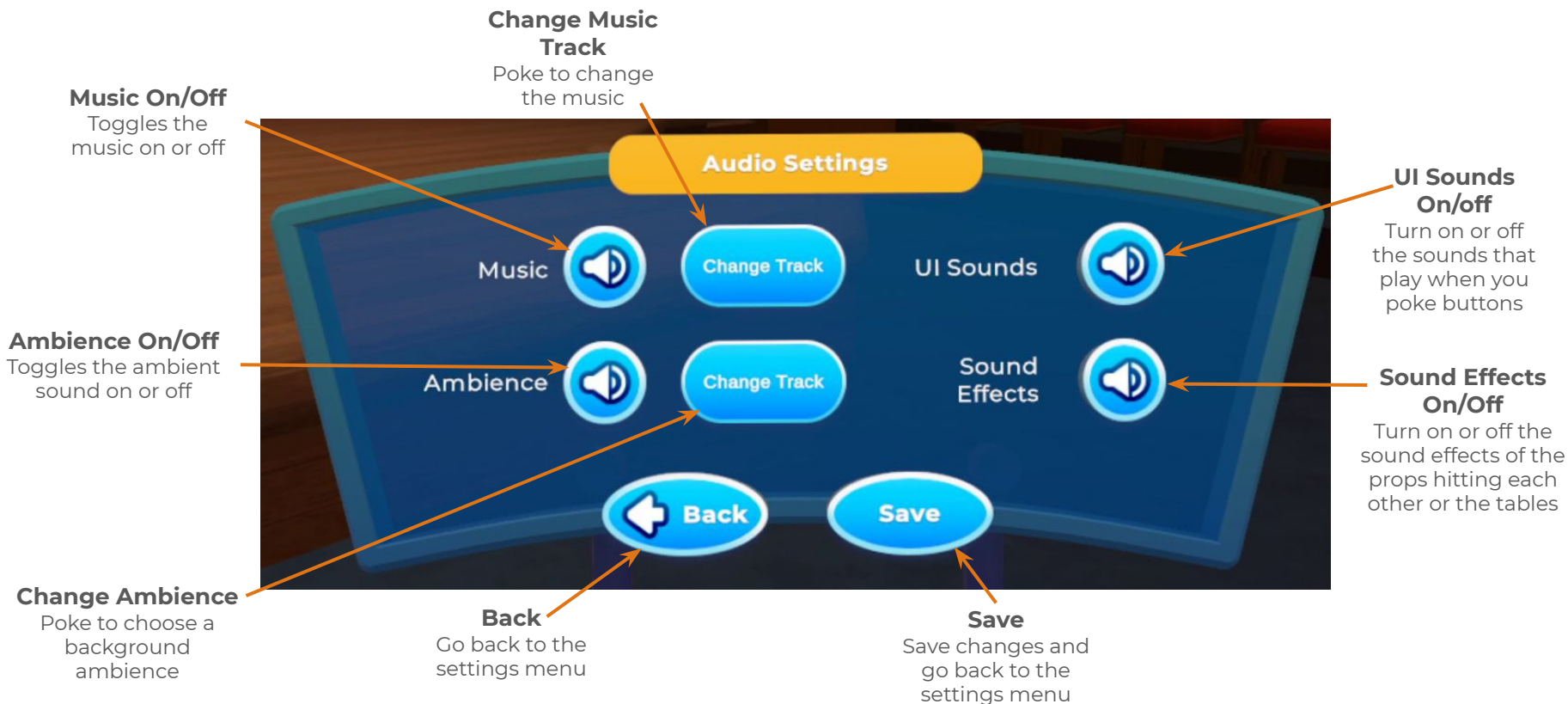
Settings

Audio settings, text font and size, and controller configuration can all be changed from the settings menu.



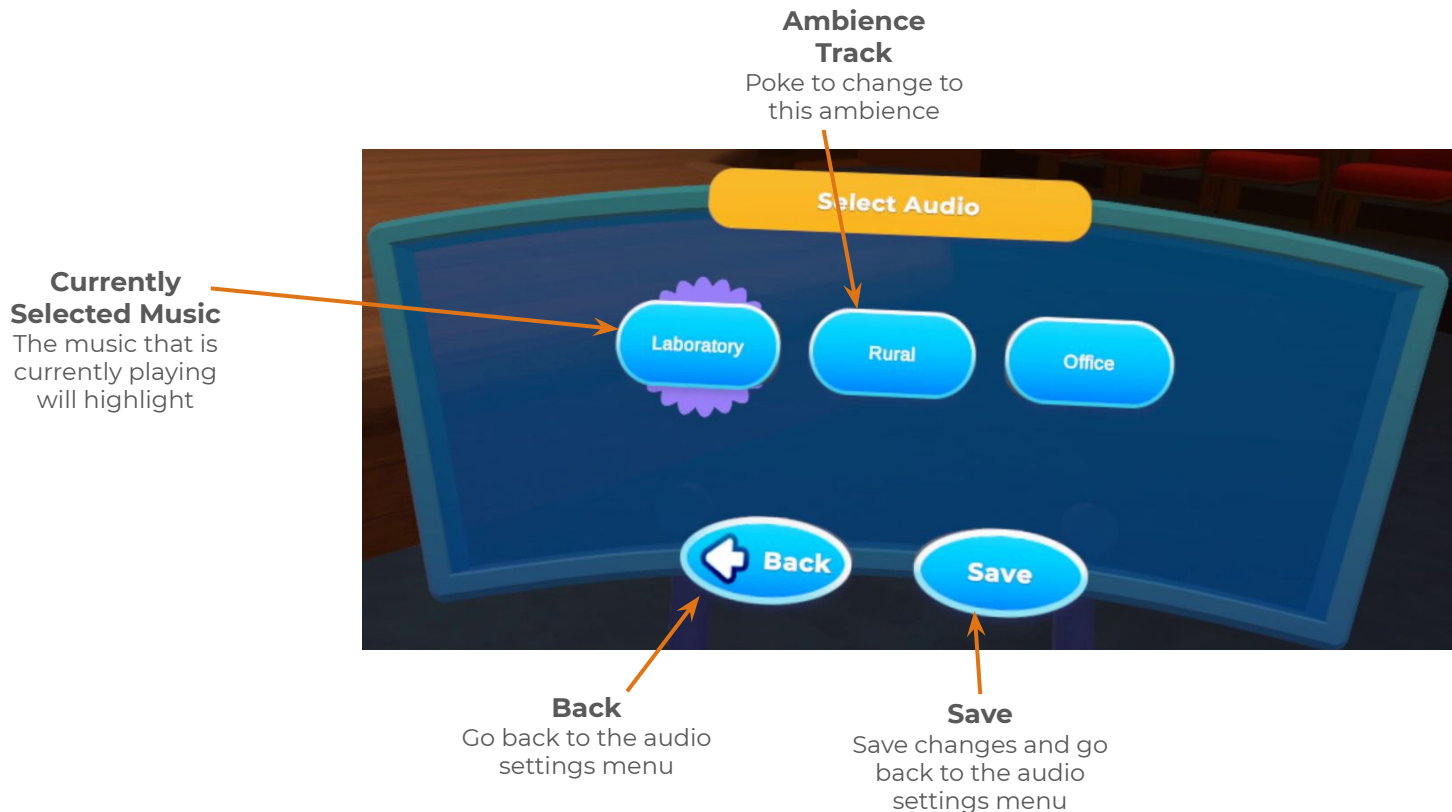
Audio

You can adjust the music, ambience, UI sounds, or prop sound effects from the UI Panel.



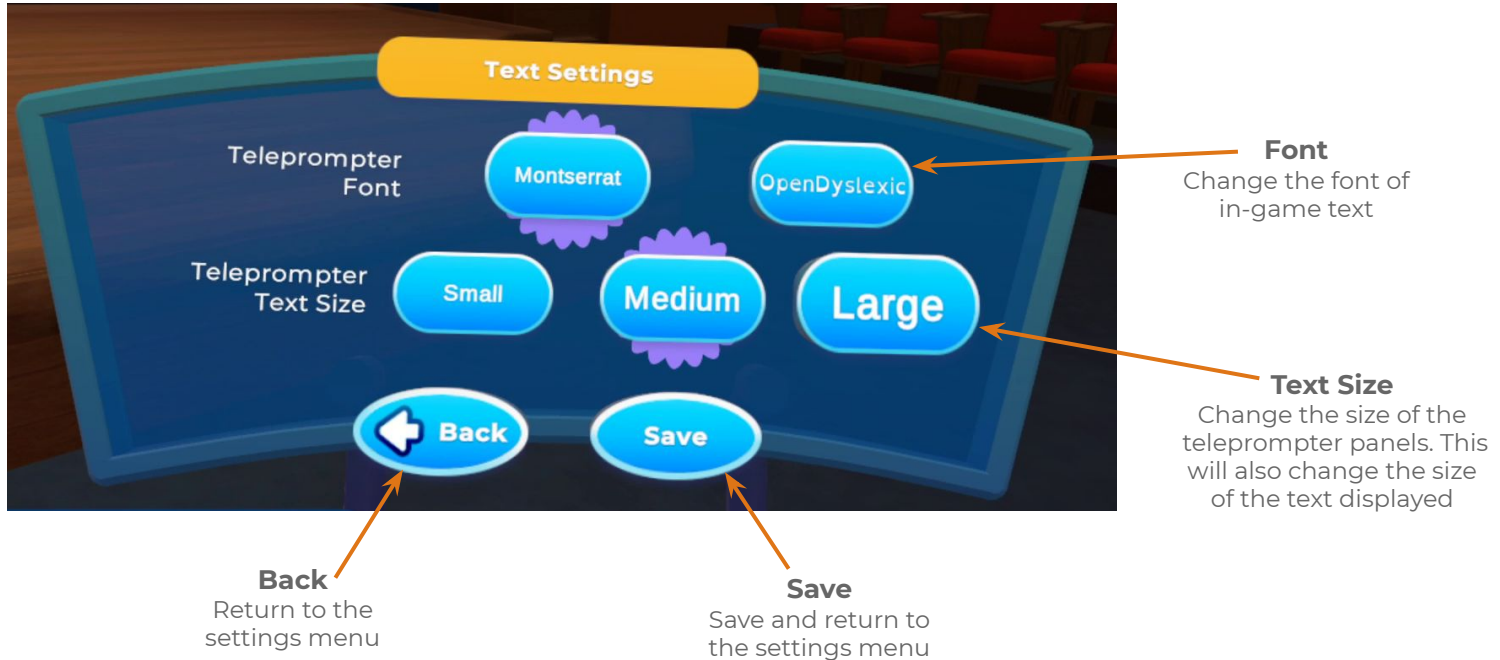
Audio

You can choose between a few options for music and ambience.



Text Settings

In the text settings, you can switch the font used in the game and change the size of the in-game teleprompters (including their text size).



Control Settings

In the Controller Settings, you can swap the left and right controls and move the Record button.

Current Configuration
Shows how your controls are currently arranged



Left/Right Swap
Switch the left and right controller configurations

Record Swap
Switch the position of the record button to the button above or below it

Back
Return to the settings menu

Save
Save changes and return to the settings menu

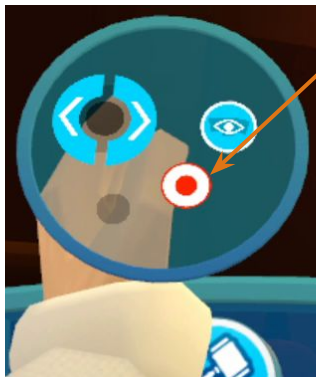
Recording

When you're happy with your scene, it's time to record! Use the controller in your left hand to start recording. When you're done, poke the same button to stop.

If you're not happy with how you did, or you want to record something else, feel free to record multiple times.

Record

Poke and hold this button on the physical controller to start and stop recording (it is on the left controller by default)



Teleprompters and Preview Window
When recording, the borders of the teleprompters and preview window will turn red

Lights

The stage lights will get brighter when you start recording

Recording Sign

This sign will illuminate when you start recording

Active Camera

The camera you're using to record will turn red and sparkle when recording



Help

If you get lost, you can open the help page to either call for outside help or view tutorial content.

How To

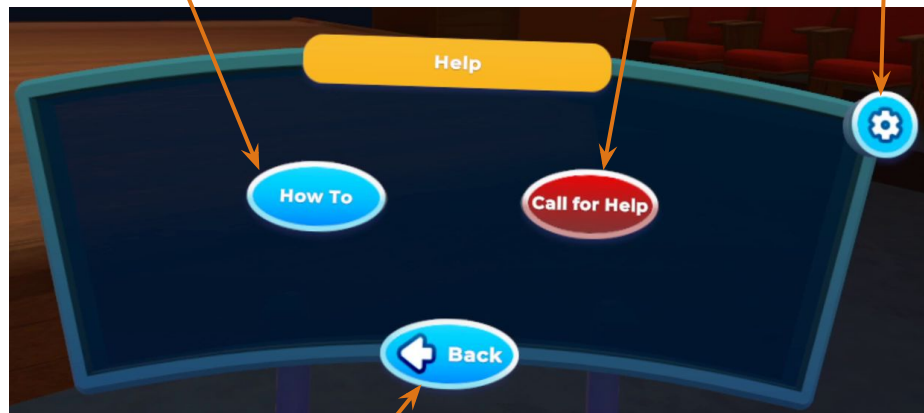
Poke to see instructions for recording, using your notes, or changing your historical figure's expression

Call For Help

Activate an overlay on the desktop to let someone outside the headset know you need help

Settings

Open the settings menu



Back

Return to the previous menu

Notes

View instructions for accessing your notes and using the teleprompters

Expressions

View instructions for changing your historical figure's expression

Record

View instructions for recording

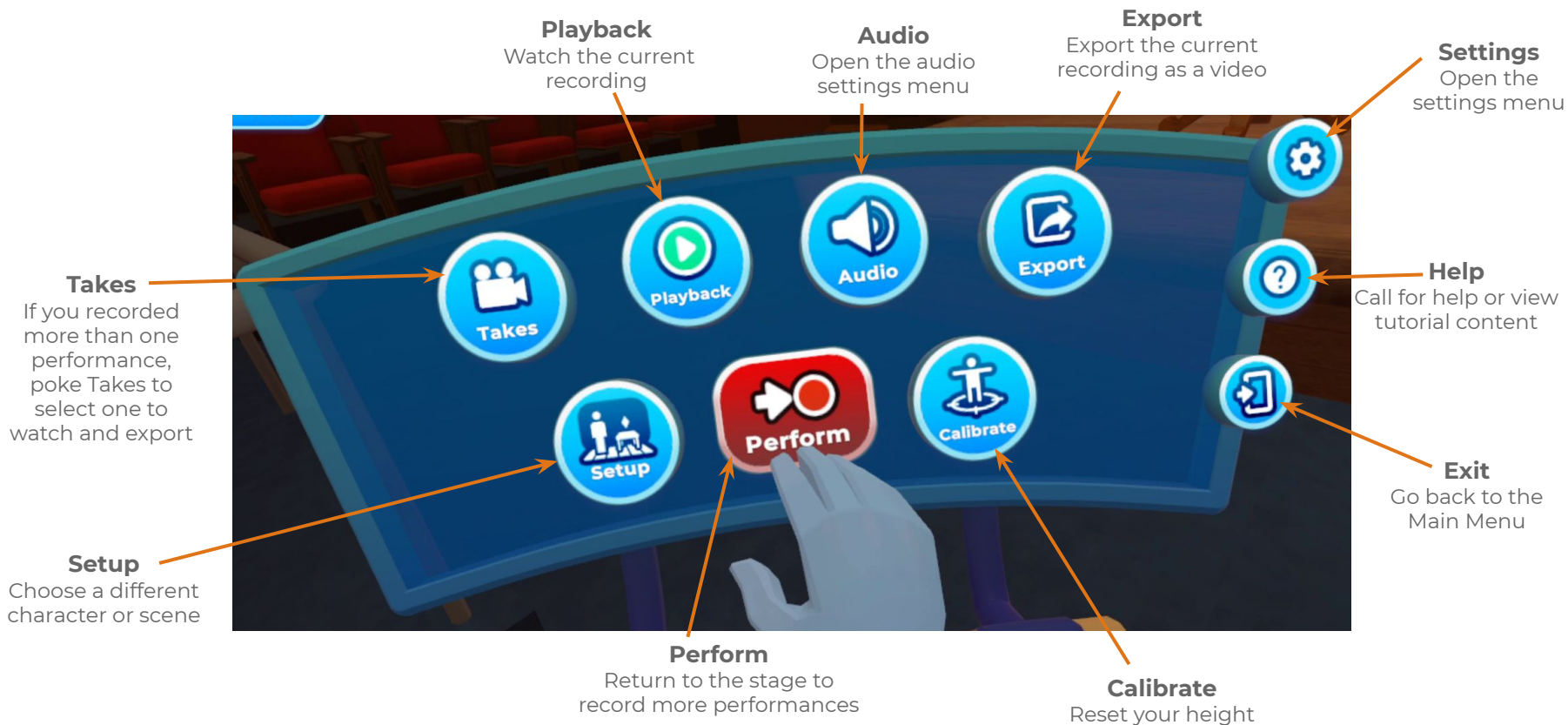


Back

Return to the previous menu

Review

Once you've made a recording, it's time to head back to the audience to watch and export it.



Select Take

First, select the recording you want to watch.



Recordings

Poke to select a recording

Back

Return to the previous menu

Confirm

Select the highlighted recording and return to the previous menu

Playback

Now you can see and hear your performance as an audience member!



Progress Panel

This panel will appear while you're playing a recording. You can't interact with the rest of the table while you're watching a recording

Cancel

Close this panel

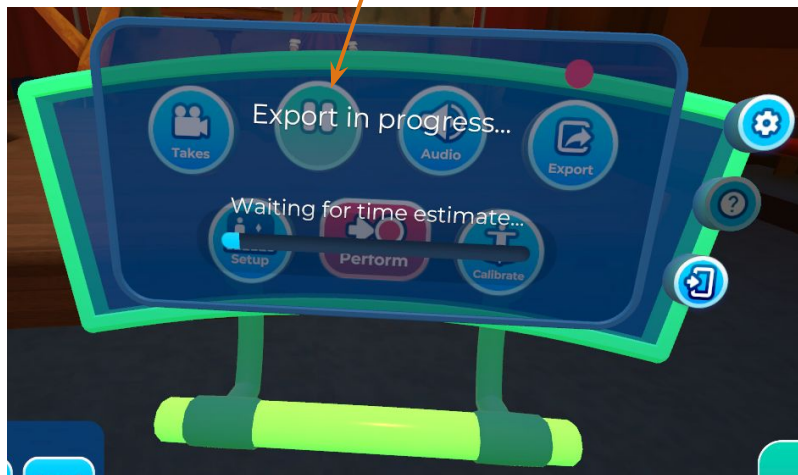
Export

Once you have a recording you're happy with, it's time to export to a video!

[Note: This may take several minutes and will probably impact performance. We recommend removing the headset until the export is complete. Do not close the app until this is complete.]

Progress Panel

This panel will appear while you're exporting. You can't interact with the rest of the table while you're exporting



Confirmation Panel

This panel will appear when your video has successfully exported!



Confirm
Return to the previous menu

Desktop Tools

Adding Your Own Notes

Teleprompters in HistoryMaker VR display notes that you can read from while on stage.

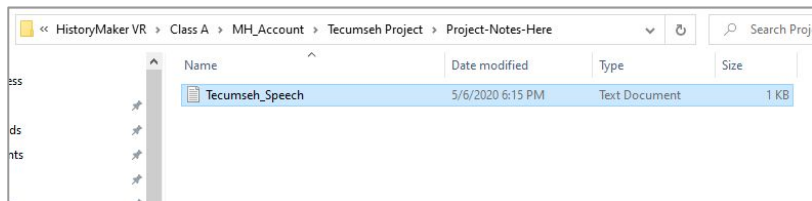
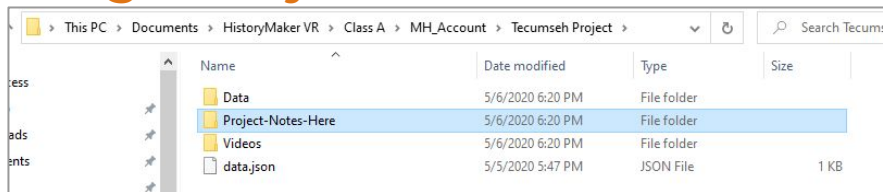
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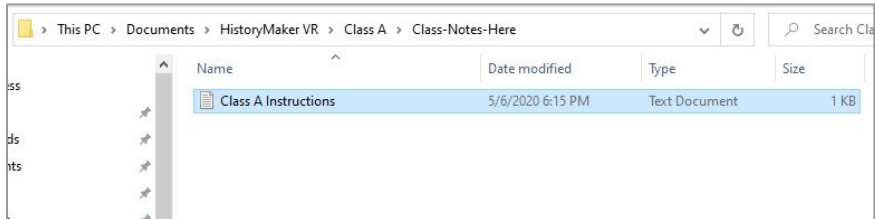
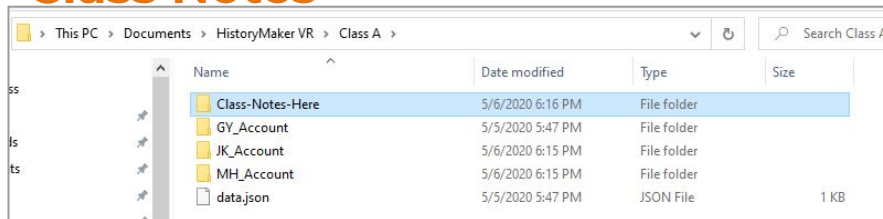
The next time you start HistoryMaker VR, you can put your notes on the teleprompters with the Notes menu!

Notes Folder Examples

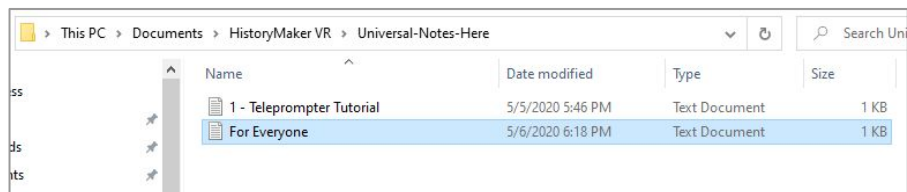
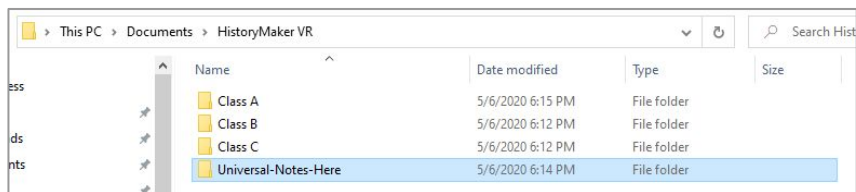
Single-Project Notes



Class Notes



Universal Notes



Accessing Your Videos

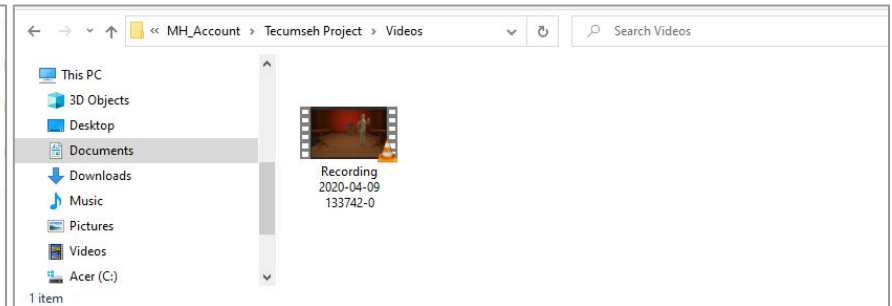
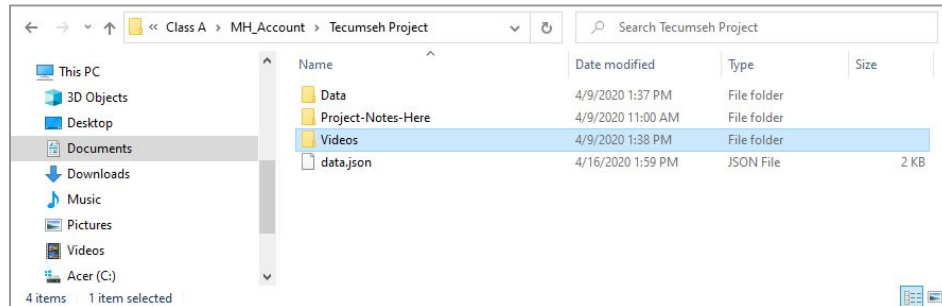
Videos that you create using HistoryMaker VR will be found in the “Videos” folder within the folder for the project you used to create them:

Documents/HistoryMaker VR/Your Class/Your Account/Your Project

For example, a video exported from the project “Tecumseh Presentation” by someone with the account “MH_Account” in the class “Class A” would be in:

“Documents/HistoryMaker VR/Class A/MH_Account/Tecumseh Presentation/Videos”

This folder will open automatically when your video finishes exporting!



Desktop Main Menu



Manage Projects

Click to open the class creation and management tools on the desktop

Manage Projects

or put on your headset to continue

Project_1

Recent

Click to jump straight to your most recently opened project



Sources

Sources

Click to view resources relating to the historical figures in HistoryMaker VR



Exit Game

Exit

Close HistoryMaker VR

Credits

Credits

View the names of everyone who worked on HistoryMaker VR

Settings

Settings

Open the settings menu to adjust resolution, graphics, audio, text, and controls

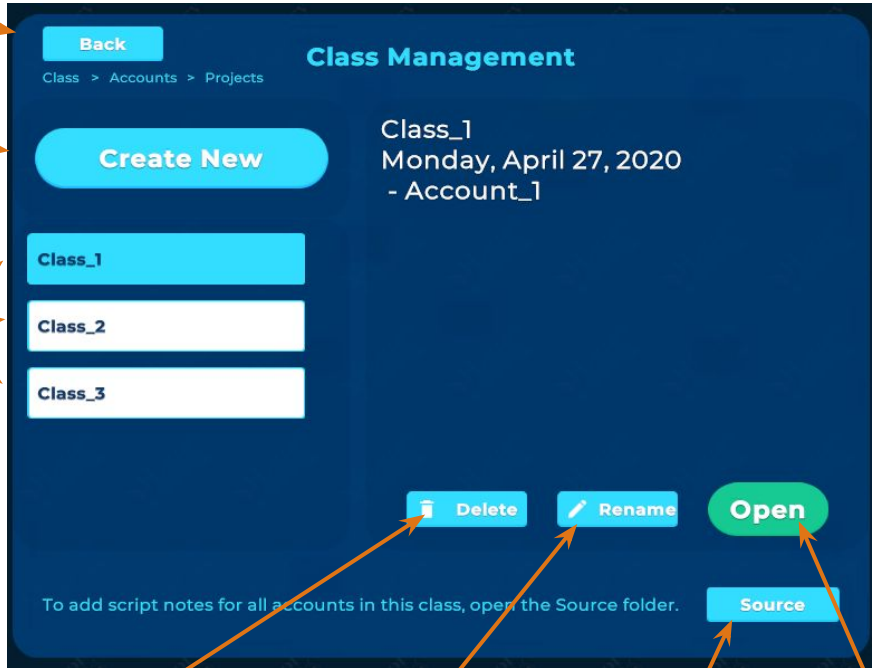
Class Management

You can create and rename classes via the desktop side of HistoryMaker VR.

Back
Return to the previous page

Create New
Create a new class. Opens the naming pop-up

Existing Classes
List of existing classes. Click one to view details and manage.



Delete
Delete the selected class

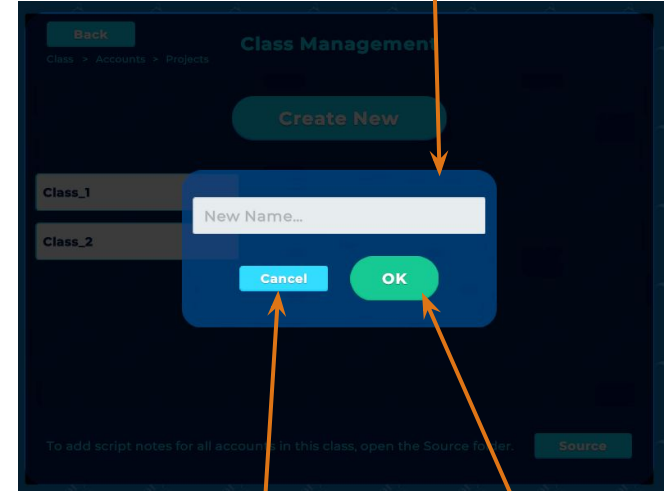
Rename
Rename the selected class. Opens the naming pop-up

Source
Open the selected class folder in the File Explorer

Open
View and manage accounts in the selected class

Naming Pop-up

Enter the name of the class.
If left blank, a default name will be generated

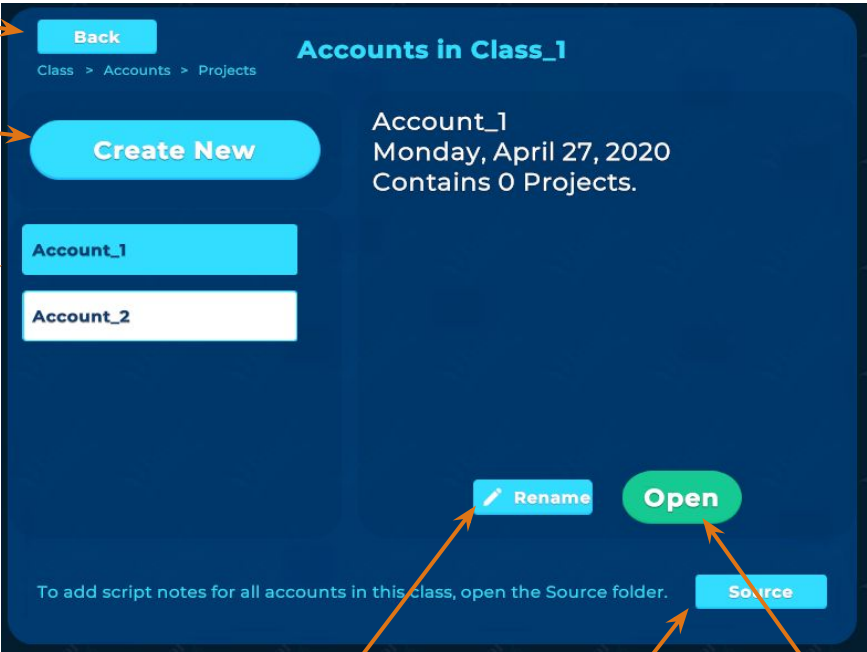


Cancel
Close the naming pop-up without changing the name of the class

OK
Save the name and close the naming pop-up

Account Management

You can create and rename accounts via the desktop side of HistoryMaker VR.



Back
Return to the previous page

Create New
Create a new account. Opens the naming pop-up

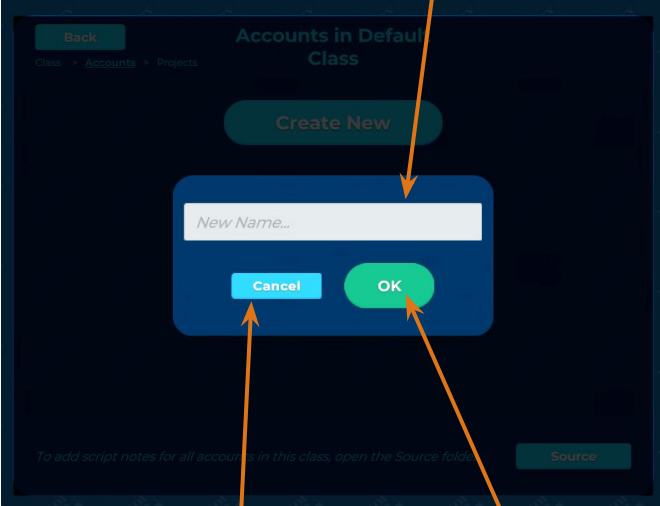
Existing Accounts
List of existing accounts. Click one to view details and manage

Rename
Rename the selected account. Opens the naming pop-up

Source
Open the selected account folder in the File Explorer

Open
View and manage projects in the selected account

The screenshot shows a dark blue interface titled "Accounts in Class_1". At the top left is a "Back" button. Below it is a breadcrumb "Class > Accounts > Projects". A large "Create New" button is on the left. To its right, the details for "Account_1" are shown: "Monday, April 27, 2020" and "Contains 0 Projects.". Below the details are two account entries: "Account_1" (highlighted in blue) and "Account_2" (white). At the bottom, there are "Rename" (with a pencil icon) and "Open" (green) buttons. A "Source" button is at the bottom right. A footer note says "To add script notes for all accounts in this class, open the Source folder."



Naming Pop-up
Enter the name of the account. If left blank, a default name will be generated

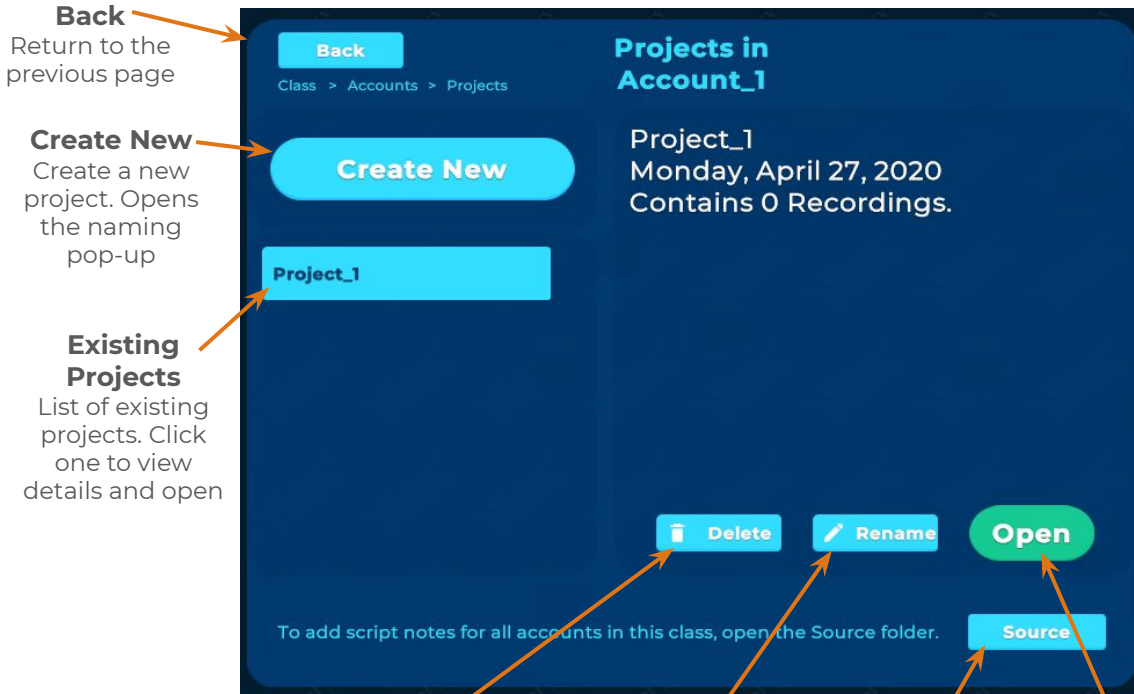
Cancel
Close the naming pop-up without changing the name of the account

OK
Save the name and close the naming pop-up

The screenshot shows a dark blue interface titled "Accounts in Default Class". A "Create New" button is at the top. A "Naming Pop-up" dialog box is open, featuring a text input field labeled "New Name...". Below the input field are "Cancel" and "OK" buttons. The background interface is dimmed. A footer note is visible at the bottom: "To add script notes for all accounts in this class, open the Source folder."

Project Management

You can create and rename projects via the desktop side of HistoryMaker VR.



Back
Return to the previous page

Create New
Create a new project. Opens the naming pop-up

Existing Projects
List of existing projects. Click one to view details and open

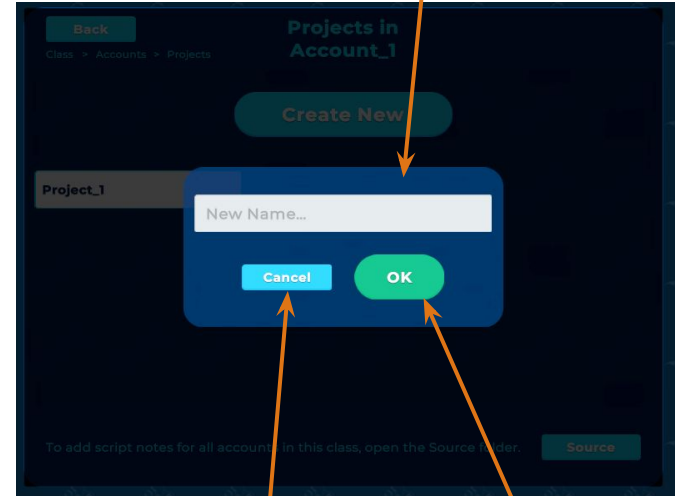
Delete
Delete the selected project

Rename
Rename the selected project. Opens the naming pop-up

Source
Open the selected project folder in the File Explorer

Open
Open the selected project in VR

Naming Pop-up
Enter the name of the project. If left blank, a default name will be generated



Cancel
Close the naming pop-up without changing the name of the project

OK
Save the name and close the naming pop-up

Desktop Controls During Play

While someone is using HistoryMaker VR, you can change the camera view, open the helper controls, or exit to the menu from the desktop.



Main Menu

Exit to the main menu. This will also move the person in the headset to the main menu

Camera Feed

Change the view you see on the desktop to a different camera. If the person in the headset is recording, this will also change which camera is recording them

Buddy Controls

Click to open a copy of the controls available to the person in VR. Use this to help someone who is stuck or who has trouble using the Oculus controllers

Live Performance

While someone is using HistoryMaker VR, you can change the camera view from the desktop to watch as if you were in the audience. This is great for live presentations.



First Person

Click to see what the person in the VR headset is seeing

Center Camera

Click to see the view from the center of the audience

Left Camera

Click to see the view from the audience to the left of the stage

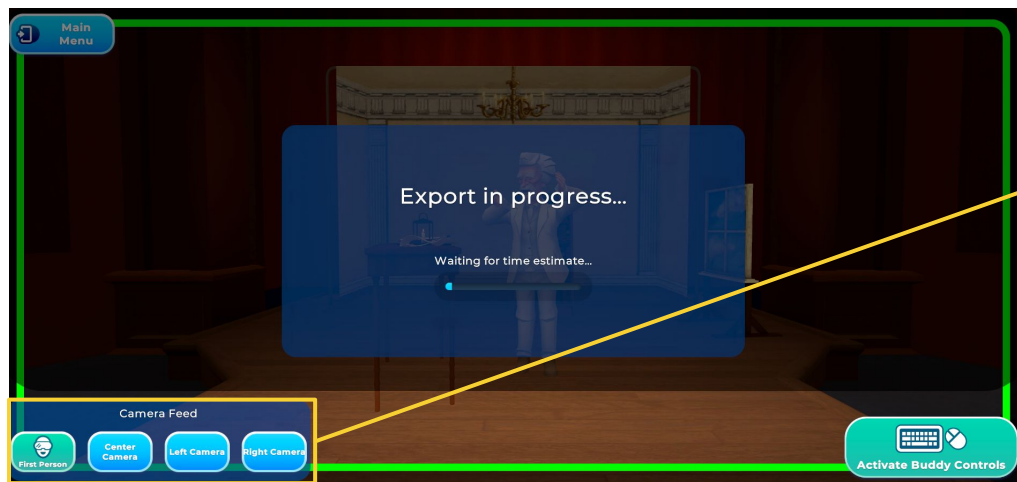
Right Camera

Click to see the view from the audience to the right of the stage

Export

You can also change the camera angle while a video is exporting to change the angle in the final video. For example, if you start with the center camera and change to the stage left camera while the recording is exporting, the recording will start with the center camera and then switch to the stage left camera at the point that you clicked the button.

To do this, you need to click the desired camera button at the beginning of the export while the recording is playing back. Changing the camera after the playback has finished will have no effect on the final video.



First Person
Click to see what the person in the VR headset is seeing

Center Camera
Click to see the view from the center of the audience

Left Camera
Click to see the view from the audience to the left of the stage

Right Camera
Click to see the view from the audience to the right of the stage

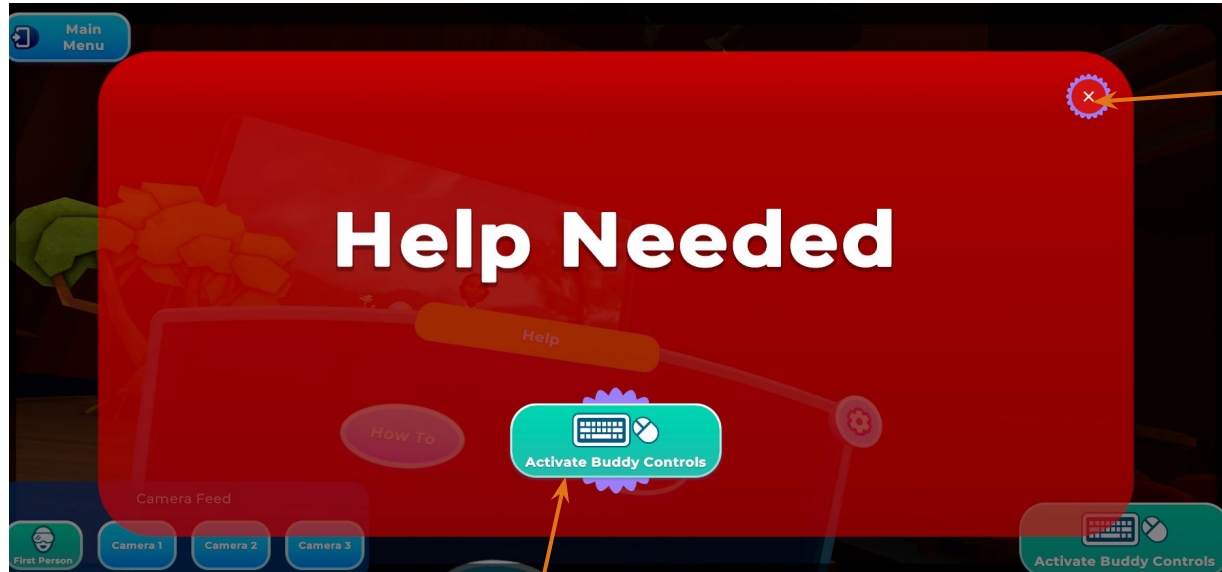
Helper Controls

If someone is struggling to use HistoryMaker VR, you can activate the helper controls to help them out! Any buttons you press on the desktop will also be activated in VR.



Help Needed

The person playing in VR has the option to call for help, which will activate this overlay on the desktop.



X
Close this overlay

Activate Buddy Controls

Open the buddy controls to more easily help the player with whatever they're struggling with