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DREAM ARVR

DREAM ARVR is an educational equipment that helps to learn about to realize VR(Virtual Reality) and AR(Augmented Reality) through VR HMD, AR HMD, and 360 degree camera.

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Product specifications and appearance of this catalog are subject to change without notice for quality improvement.

V2.3.0



OCULUS GO

OCULUS GO is a VR HMD (Head Mounted Display) which allows you to experience virtual reality and learn the skills to realize it.

- Standalone VR without PC
- Configurable on all Android smartphones with software version 6.0 (Marshmallow) or higher
- Configurable on all iPhones with iOS version 10 or higher
- Application Processor : Qualcomm Snapdragon 821
- Resolution : 2560 * 1440 WQHD
- Basic learning about VR game development through Unity
- Learning about 3D technology using POLY library
- Learning about stereo sound technology using Audio Spatializer



Product Overview

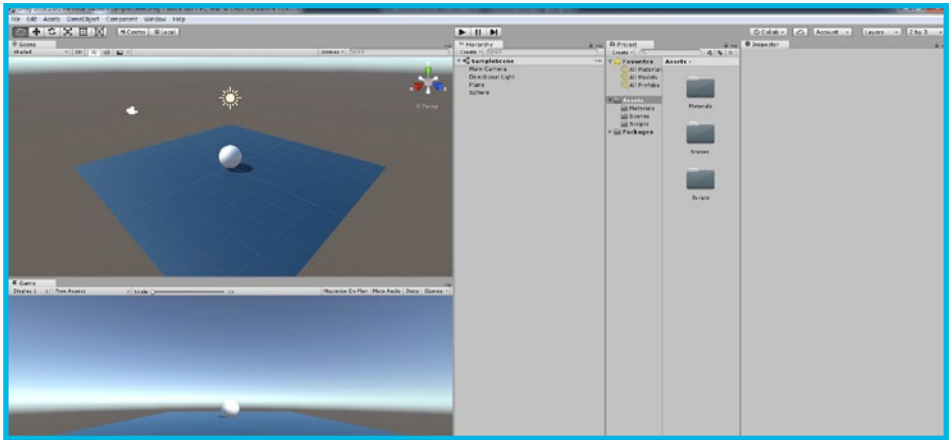
Oculus Go is a HMD (Head Mounted Display) that allows to experience VR (Virtual Reality). VR has wide range of applications such as image contents, game industry, healthcare, telesurgery, and interior design. You will learn how to use the Unity engine, the POLY library, the Audio Spatializer, and 360-degreee camera as well as basic techniques for game development, C#, Java, etc. in this tutorial.

Product Features

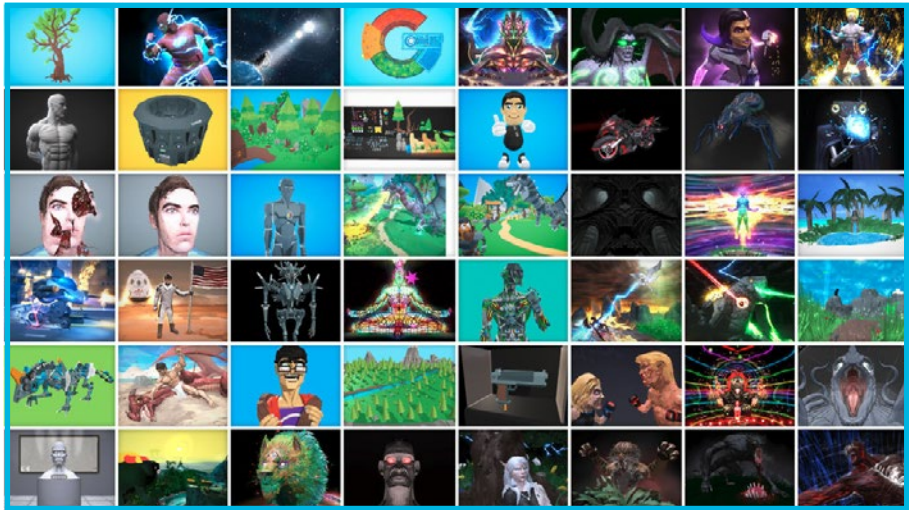
- Learn how to create VR games and applications through Oculus Go, the world's 1st VR headset
- High-definition guaranteed by 2580 * 1440 WQHD
- Learn how to use Unity engine and how to set up development environment
- Learn about POLY library and how to use it
- Learn about theory and implementation of Audio Spatializer
- Learn basic skills of VR game development through several examples



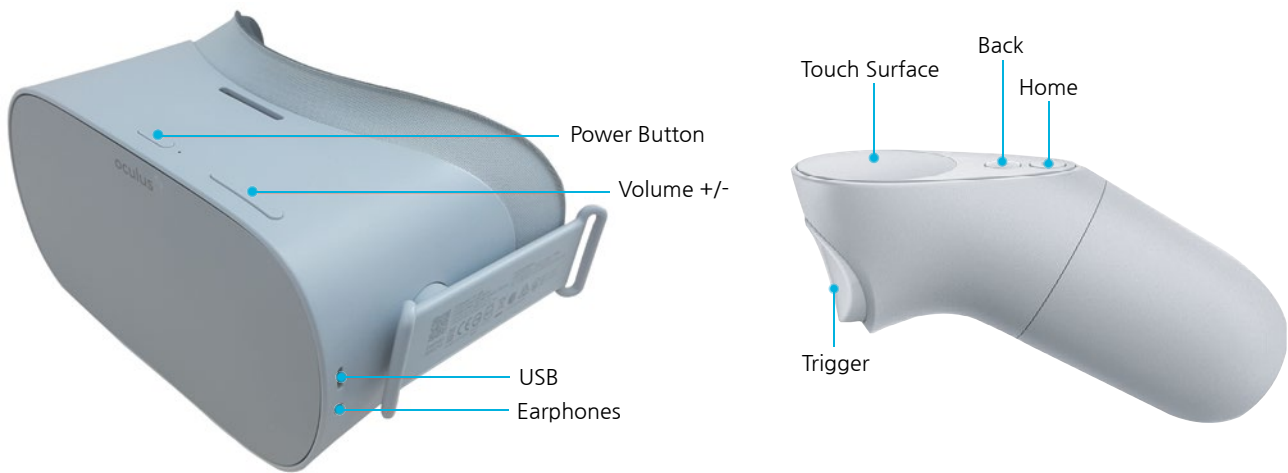
Unity Engine



POLY Gallery



Product Configuration and Name of Each Part





Hardware Specification

Category	Specification	Category	Specification
PLATFORM	Android OS	LED STATES	- White (static) : Screen on
DISPLAY	Fast-Switch WQHD LCD		- Blue (blink) : Connected to the companion app
RESOLUTION	2560 X 1440		- Red (static) : Low battery indicator
REFRESH RATE	60-72Hz		- Orange (static) : Charging, but not full
CPU	Qualcomm Snapdragon 821		- Green (static) : Charged with full battery
FIELD OF VIEW	100 degree	BUILT IN AUDIO	Yes
IPD	64mm	BATTERY	- Built-in Lithium Ion Battery - 1.5-2 hours of gaming
CONTROLLER	- Dimensions : 111mm X 37mm X 57mm - Weight : 65g (including 25g AA battery)	CHARGE TIME	~ 3 hours with 10W AC adapter
		WEIGHT	468g
SENSORS	Oriental Tracking	DIMENSION	190mm X 105mm X 115mm
TRACKING AREA	Yes	MATERIAL	Fabric, Plastic
CONNECTIONS	3.5mm Audio Jack, USB Micro-B port with USB2.0		

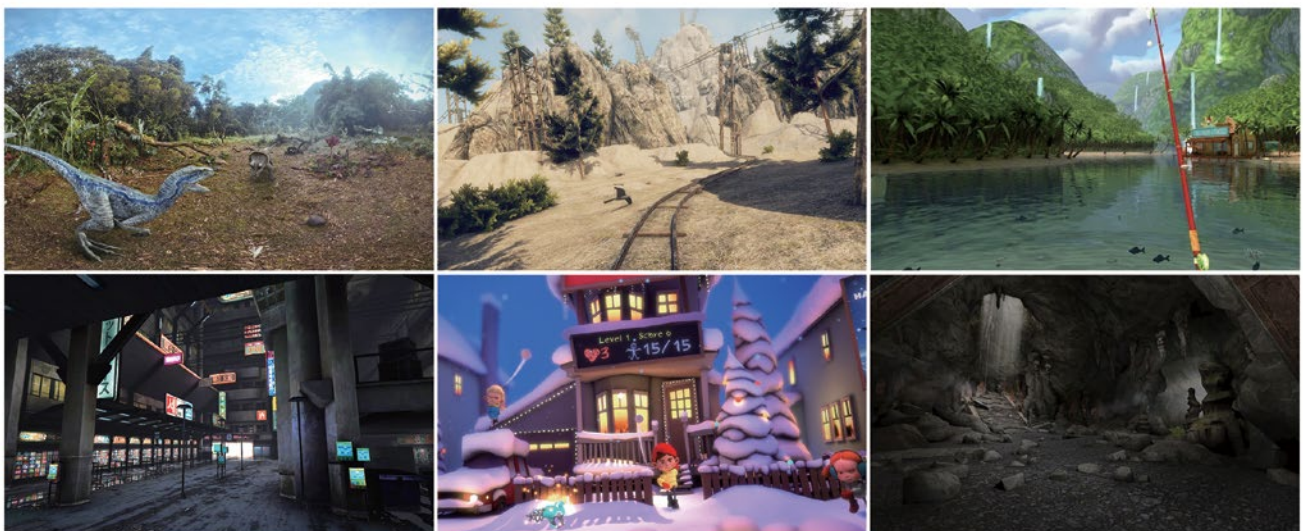
Software Specification

Category	Specification
Unity Engine	Unity Download Assistant-2018.2.0f 2.exe
Oculus Go ADB driver	Oculus-go-adb-driver-2.0
POLY toolkit	Poly-toolkit v1.0.3.unzippackage
Audio Spatializer SDK	Unity-Technologies-nativeaudioplugins-2018.2

Contents of Provided Examples

Example	No. of Files & Application size
Object Gaze	1 File / 2KB
Object Laser	1 File / 2KB
Object GUI Pointer	1 File / 2KB
Sound of Forest	23 files / 61.7KB
World Tour Sightseeing	2 files / 124.7KB
Town Navigation	1 file / 38KB
Shooting Game	61 files / 71.8KB
Show Room	13 files / 49.3KB

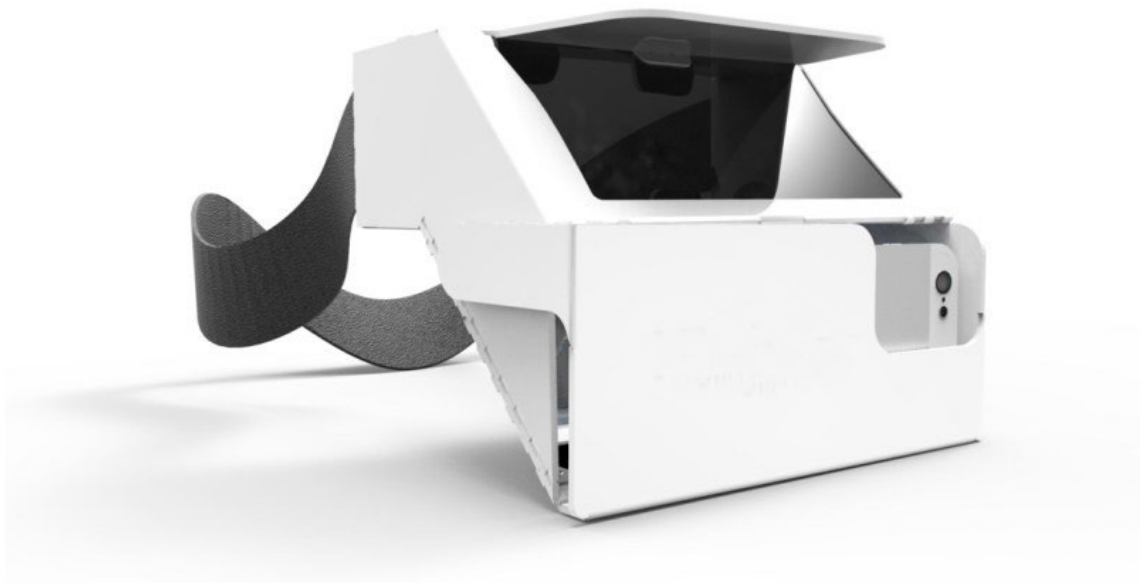
VR Screen



Aryzon

Aryzon is an AR HMD (Head Mounted Display), which allows you to experience AR (Augmented Reality) and learn the skills to realize it.

- Working on all Android and iOS smartphones
- Learn about Vuforia from Unity to create AR
- Learn the principles and implementation techniques for AR through examples



Product Overview

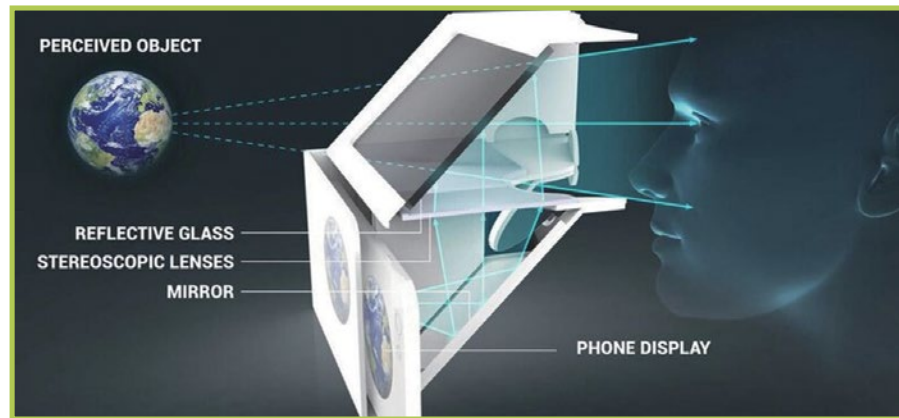
Aryzon is an HMD (Head Mounted Display) which allows you to experience AR (Augmented Reality). It is expected to be applied in more and more diverse applications as well as broadcasting, games, education, medical, manufacturing, shopping, exhibition, and marketing, etc. In this tutorial, you will learn how to use Vuforia, 360-degree camera, C#, Java which is necessary for AR development. Besides, you will also learn the basic principles of AR such as motion tracking, environment understanding, light estimation, etc. in addition to the implementation process through examples.

Product Features

- Experience Augmented Reality that shows virtual objects superimposed on the real world
- Learn how to use Vuforia engine to build Augmented Reality and how to set up the development environment
- Learn basic concepts of Augmented Reality such as motion tracking, environment understanding, and light estimation through basic examples
- Learn about Marker-based AR, Markerless AR through AR examples



Product Configuration and Name of Each Part



Hardware Specification

Category	Specification
Field of View	35 X 20 (degree)
Headstrap	Yes
Foam cushion	Yes
Operated on	All kinds of Smart phones which operate AR Kit & AR Core

Contents of Provided Examples

Example	No. of Files / Application size
Marker-based 3D Character	1 file / 16.8MB
Marker-based 3D Animation	3 files / 18.6KB
Markerless Interior Design	1 file / 22.3KB

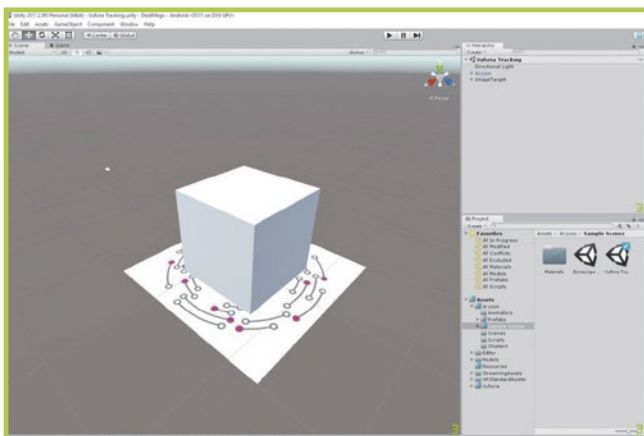
Software Specification

Category	Category
Aryzon SDK	Completely Free and Open-Source
Features of Aryzon Application	Designed for out-of-the-box use of the Google Poly library
Aryzon 3D AR Tool	Easy 3D Modeling with Aryzon 3D Model Importer

AR Screen



Development Environment for Unity + Vuforia



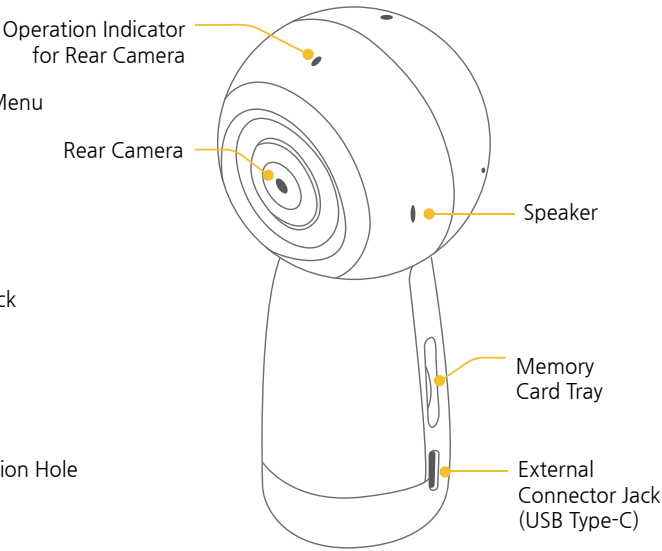
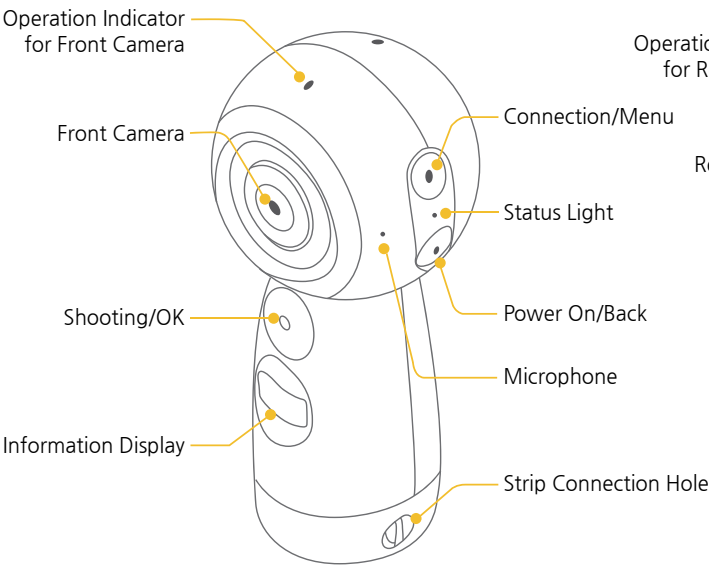


Gear 360

Gear 360 is a camera that can take 360-degree pictures. The demand is increasing due to the advantage that it enables users to create VR contents on their own. You can create needed contents with this device when creating Virtual Reality.



Product Configuration and Name of Each Part



Hardware Specification

Category	Specification
Camera	15 million pixel F2.0 fisheye lens (Viewing angle 195 degrees) X 2
Video Resolution	Dual-Cam : 3840 X 1920 (30fps) / Single-Cam : 2560 X 1440 (30fps)
Photo Resolution	Dual-Cam : 7776 X 3888 (30M) / Single-Cam : 3072 X 1728 (5M)
Camera Mode	Photo, Video, Time-lapse Video, Loop video
Screen	0.5 inch PMOLED

Category	Specification
Storage	Micro SD Slot (Max.128GB)
Network	Wi-Fi 802.11a / b / g / n / ac, Wi-Fi Direct, Bluetooth 4.1, NFC
Sensors	Gyro Sensor, Acceleration Sensor
Battery	Removable Type, 1350mAh
Codecs	Video: MP4 (H.265), Photo: JPEG
Size & Weight	6.7 X 56.2 X 60mm, 153g
Terminal Type	USB 2.0
Others	IP53 rated waterproof and dustproof



Textbook Chapter

Chapter 1 Overview of VR (Virtual Reality)

1-1 What is VR(Virtual Reality)?

1-1-1 The Principle of VR

1-2 Introduction to VR Device

1-2-1 Google Card Board

1-2-2 Samsung Gear VR

1-2-3 OCULUS GO

1-2-4 HTC VIVE

Chapter 2 Unity Engine

2-1 Introduction to Unity Engine

2-2 Installing Unity Engine

2-3 Configuring the Unity Engine

2-4 Setting Up Android Build Environment

Chapter 3 OCULUS GO HMD Development Environment and Programming

3-1 OCULUS Mobile Development Environment

3-1-1 Installing OCULUS Utilities for Unity

3-1-2 Creating OCULUS Signature File

3-1-3 OCULUS Developer Mode

3-1-4 Building on Smartphone

3-2 Practical Exercise-1 : Town Navigation

3-2-1 Introduction to This Exercise

3-2-2 Scene Design

3-2-3 Basic Operation for Players

3-3 Practical Exercise-2 : 3D World Tour

3-3-1 Introduction to This Exercise

3-3-2 Scene Design

3-3-3 Basic Operation for Player

3-4 Practical Exercise-3 : Show Room

3-4-1 Introduction to This Exercise

3-4-2 Building and Running the Project

3-4-3 Feature Implementation and Description

3-5 Practical Exercise-4 : Sound of Forest

3-5-1 Introduction to This Exercise

3-5-2 Building and Running the Project

3-5-3 Feature Implementation and Description

3-6 Practical Exercise-5 : Sample Games

3-6-1 Introduction to This Exercise

3-6-2 Building and Running the Project

3-7 Practical Exercise-6 : Object Gaze

3-7-1 Introduction to This Example

3-7-2 Scene Design

3-7-3 Basic Operation of Player

3-8 Practical Exercise-7 : Object Laser

3-8-1 Introduction to This Example

3-8-2 Scene Design

3-8-3 Basic Operation of Player

3-9 Practical Exercise-8 : Object Pointer

3-9-1 Introduction to This Example

3-9-2 Scene Design

3-9-3 Basic Operation of Player

Chapter 4 How to Use 360-degree Camera

4-1 The Principle of 360 degree Camera

4-2 Type of 360-degree Camera

4-2-1 Samsung Gear 360

4-2-2 Insta360 Pro

4-2-3 Ricoh Theta V

4-2-4 GoPro Omni

4-3 How to Use 360-degree Camera

Chapter 5 Overview of AR(Augmented Reality)

5-1 What is AR(Augmented Reality) ?

5-1-1 Principle of AR

5-2 Introduction to AR Device

5-2-1 Archisketch

5-2-2 ARYZON

Chapter 6 ARYZON HMD Development Environment and Programming

6-1 Configure ARYZON Development Environment

6-1-1 Install ARYZON SDK for Unity

6-1-2 Installing Vuforia

6-1-3 Building on Smartphone

6-2 Practical Exercise-1 : Marker -recognizing Model

6-2-1 Image Targeting

6-3 Practical Exercise-2 : Marker-Recongning Figure Animation

6-4 Practical Exercise-3 : Markerless Interior Design

6-4-1 Setting Up Kudan's Development Environment

6-4-2 Scene Design

Chapter 7 Overview of MR (Mixed Reality)

7-1 What is MR (Mixed Reality) ?

7-1-1 Principe of MR

7-1-2 Introduction to MR Devices