Soup’s Microdose VR Manual

Manual V1.3 — Microdose version 1.0.1
Not officially endorsed by Microdose or Vision Agency in any way .... yet :)

For VIVE only (this document, not Microdose)
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1. Introduction to Microdose

A. What Is Microdose?

Microdose is a real time 3D visual creation tool set. Designed to democratize art and put the power of creation directly into the hands of people that, potentially, have never been able to create something like this before. It is designed from the its central source to be a tool that awakens human potential and opens the door wider to creativity.

As Microdose’s website simply states; their mission is to lower the bar to achieve creative flow state.
1. Introduction to Microdose

B. System Requirements, notes from LIA field testing

In our experience,
(1) a 960 could not run it,
(2) a 1060 could run it fairly well (not great) but with the following caveats:
  * not in VJ Mode at an acceptable/useable frame rate
  * when you take Atlas so that the world is right in front of you with the throw in close and have all those particles interacting right in front of you it dropped to a terrible frame rate. When you were creating galaxies out in front of you its all good.
(3) 2080ti is the way to go. We built a new custom computer we dubbed Megatron with 3x2080ti and an i9 coffee lake processor and now MDVR runs like butter.  

WHAT ARE THE MINIMUM REQUIREMENTS?

- **HMD** – A VR headset (HTC Vive, Oculus Rift or Windows MR)
- **GPU** – A high end gaming PC with an Nvidia GeForce GTX 1060 or higher, GTX 1080 is recommended.
- **RAM** – 8GB can play, though 16GB is highly recommended.
- **OS** – Windows 10.
2. Basic Controls

A. Left and Right Wand (Virtual Controllers)

• It is important to get the correct controller in the correct hand for selection of menus as well as flow state.

• The left controller has a blue/cooler colored glow around the main movement icon.

• The right controller has a warmer/orange/reddish colored glow around the main movement icon.
2. Basic Controls

B. Brush emitters

- Pulling the triggers on the left and right controllers will emit a stream of particles based on your currently selected brush. Button 7 on diagram to right

- In some brush sets the left and right are similar and in some they are very different, experimentation at every step is key!

- To select different brushes turn the left controller so it points at the right; then select the purple flower icon; which will bring up two new icons. One is the standard set of brushes. The second icon is a question mark and takes you into the new algorithmic brush set which has millions of possible combinations.

- Note: if you have trouble selecting the menu don’t worry, it is probably related to a gyro setting we’ll cover soon (or skip to troubleshooting).
3. Movement Through the VR world

- Movement of both your physical self and the particle stream are tied together, as if when you were flying a kite you flew yourself as well, in a tandem dance with the kite.

- Movement is controlled via the d-pad like interface of controller item 2 on the diagram to the right.

- Movement is very much like controlling wind direction. It also does not snap to your commands, but instead has built in ease to transition and asset the flow state.
4. Gyro Modifiers

- Squeezing and holding the buttons on the sides of each controller will bring up a gyro modifier (similar ascetic to Dr Strange”). Button 8 on diagram to right.

- Gyro modifiers effect your entire world. Turn your wrist inside them to turn the dial.

- Left squeeze (button 8) = Atlas (world scale)

- Right Squeeze (button 8) = time dilation
• There are an additional two gyros; accessible by the top button above the pressure sensitive circle on each controller. Button 1 on diagram to the right.

• The left one = Acceleration

• The right one = Emitter Throw
5. Shortcuts

• Taping the side buttons on the controller will switch to the next brush without having to go into menus. Button 8

• Pro mode hides the controllers and all visible controls. To activate turn controllers so they point at each other and a red dot will appear on each. Pull each trigger and then release only one trigger to enter pro mode.

• Screen Shot .. still can’t get this to work personally
6. Render Modes

- Render modes are selectable on the right controllers VR settings using the left controller. (or other way around)
7. Troubleshooting

• Problem: Can’t select menu items easily/at all. (greatly improved in hot fix 1.0.1)

• Solution: Change the gyro on (right I think) hand button one to change throw distance of emitters. Also experiment with how far you’re holding your two hands from each other. It’s tricky but you can improve your ability to select yourself.
8. Additional Resources

• Check out mike’s tutorial video for alpha 1.0: https://www.youtube.com/watch?v=KB0rqXsXaXU

• Keep an eye on the Microdose Alpha Facebook group

• Also the discord server: http://microdose.chat

• For some inspiration check out Android Jones performing with microdose for a Clozee set. https://www.youtube.com/watch?v=Bn3G78VKerM
9. Updates: Hot fix 1.0.1

- Vj mode added

- Press C to enable, z to return to regular mode

- To go full screen in vj mode press f, then press windows + shift and either left/right arrow to move the full screen window to your capture card device

- New brushes added
Contact Soup

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- Special thanks to thefacesblur for helping with screenshots and layout and for being a great human being
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- Anson Phong
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