

HOW TO USE

V/Art Projects: Virtual Reality from Trinity Square Video

To experience this app:

- 1) Download the free **V/Art Projects** VR app for [iOS](#) or [Android](#). You must have iOS 9 or later, or Android 4.4 or later.
- 2) Connect to Wi-Fi to avoid data charges.
- 3) Open Trinity Square Video's **V/Art Projects** app and scroll through the thumbnails of the works presented.
- 4) Click on thumbnail to see details of the piece, the title, name of the artist and read the artist's statement.
- 5) Choose a work to download or stream.
- 6) You will be asked if you are using a viewer or not. Hit the check mark if you are and the X if you are not.
- 7) Turn the phone sideways and insert it into your Google Cardboard or another mobile phone viewer to see the work in stereoscopic 3D. If you don't have a viewer, you can still experience all 360 degrees of the video by turning around and looking up and down once the artwork launches. Follow the instructions to start the app.
- 8) A circle will appear. Center the white dot in the circle and when the circle turns blue the piece will begin. Some of the pieces have active hotspots. You will see the circle appear and when you center your gaze on the hotspot the next chapter of the piece will begin.
- 9) If possible, wear headphones. If you do not have headphones, turn up the volume on your device.

Device compatibility:

iOS 9.0 or later. Compatible with iPhone 5s, iPhone 6, iPhone 6 Plus, iPhone 6s, iPhone 6s Plus, iPhone SE, iPhone 7, iPhone 7 Plus, iPad Air, iPad Air Wi-Fi + Cellular, iPad mini 2, iPad mini 2 Wi-Fi + Cellular, iPad Air 2, iPad Air 2 Wi-Fi + Cellular, iPad mini 3, iPad mini 3 Wi-Fi + Cellular, iPad mini 4, iPad mini 4 Wi-Fi + Cellular, 12.9-inch iPad Pro, 12.9-inch iPad Pro Wi-Fi + Cellular, 9.7-inch iPad Pro, 9.7-inch iPad Pro Wi-Fi + Cellular, and iPod touch (6th generation).

Any modern Android device, newer than two years old.

Special thanks to EEVO for building the V/Art Projects app and to Jonathan Carroll, Jennifer Chan and Mohammad Rezaei for their technical support.

ABOUT V/ART PROJECTS: Virtual Reality from Trinity Square Video

Trinity Square Video is a place to re-imagine media arts. Supporting artists and technology for nearly 50 years, Trinity's members have been involved with innovations in video, screen-based analog and digital forms of evolving art practice since the early 1970's including 360 video and computer-generated imagery. In 2015, we presented the first commissioned VR works using our Oculus Developer Kit and since then we have presented workshops, acquired equipment, commissioned and presented original works of more than a dozen members who work in the medium. The V/Art Project was made possible with the generous support of the Toronto Arts Council Open Door program. Thanks to our artists and technical support team Jonathan Carroll, Jennifer Chan and Mohammad Rezaei. Particular thanks for mobile app development and technical support from EEVO, and WebVR development from JanusVR with contributions from SubPac and VRTO. Trinity Square Video thanks our corporate sponsors: the AMD Corporation for the creation of the AMD VR Lab and the Equitable Bank for their support of Emerging Digital Artists. Trinity Square Video is supported by the Canada Council for the Arts, the Ontario Arts Council and the Toronto Arts Council.

ABOUT EEVO

EEVO is a VR cloud services platform that makes it easy for content creators to launch their own native VR applications across all hardware ecosystems. Founded in 2014, EEVO has been focused on solving the most challenging problems involved in distributing VR content. EEVO's apps have featured content from Stan Lee, The Empathy Project, Nas, and others.

ABOUT JANUSVR

JanusVR is a corporation based in San Mateo, California, and Toronto, Ontario, that develops immersive web browsing software. JanusVR is the difference between looking at a website and being in it, and being in it with other people. Taking immersive internet to the next level beyond text-based two-dimensional web browsers of the last two decades, Janus VR re-imagines webpages as webspaces, and links as portals. It is an open platform to build, share, search and discover collaborative, immersive web experiences. JanusVR's futuristic browser allows access to immersive content across all platforms, breaking down barriers presented by the need for specialized technology and creates a new paradigm for social interaction and collaboration in virtual spaces.

JanusVR is pleased to support Trinity Square in their creation of a virtual art gallery.