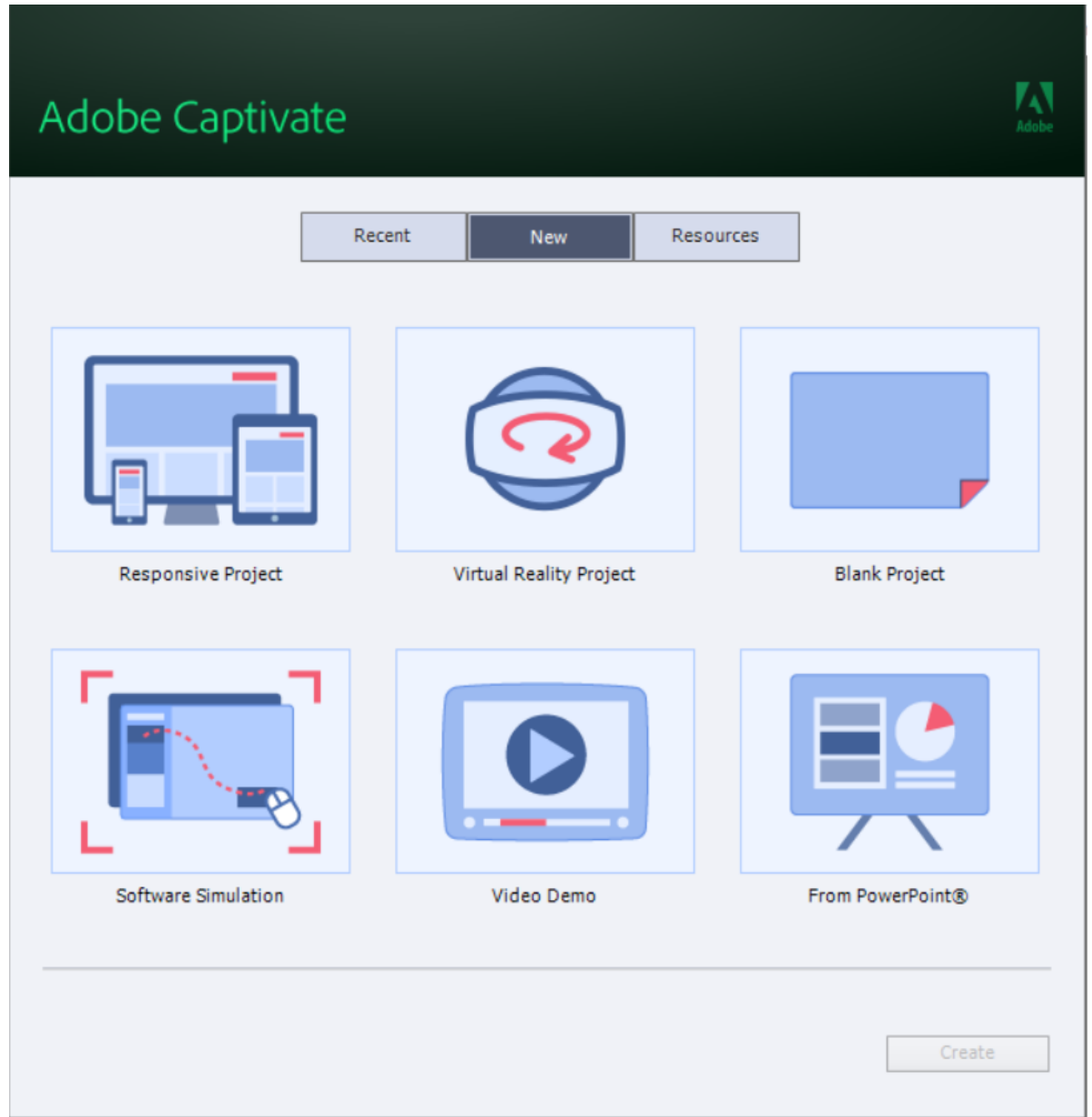


Create a Virtual Reality eLearning Project



Adobe Captivate VR

- Design immersive learning experiences that can be delivered via popular VR headsets (e.g. Google Cardboard, Samsung Gear VR, etc.) to replicate real-life scenarios.
- Author virtual reality-based learning scenarios using 360° media assets.
- Add interactive elements such as information hotspots, quizzes and knowledge check modules to enhance learner engagement and retention.



Ricoh Theta V 360 4K Spherical VR Camera with Bag, Tripod, Monopod, and More

by Ricoh

Price: **\$451.81** & **FREE** Shipping

Get \$50 off instantly: Pay \$401.81 upon approval for the Amazon Rewards Visa Card.

Model Name	910725
Brand	Ricoh
Video Capture Resolution	2K
Item Weight	3.6 Pounds

About this item

- Capture 360 degree 4K videos and 12MP photos, and live stream 360 degree 4K footage | Built-in 4-channel microphone with high-quality and seamless transition recording
- 19GB of internal memory | Includes THETA app for iOS/Android | Designed to combine dual images with minimal stitching artifacts
- Video: 3840 x 1920 at 29.97 fps / 56 Mbps in H.264 | Video: 1920 x 960 at 29.97 fps / 16 Mbps in H.264 | Photo: 5376 x 2688 (12MP)
- Approximately up to 4800 photos | Total Video Recording Time: 40 minutes in 4K, 130 minutes in 2K
- Photo: Auto, Shutter Priority, ISO Priority, Manual | Video: Auto | Live Streaming: Auto

› See more product details

[Compare with similar items](#)



RICOH THETA

Supported models

iOS: RICOH THETA series all models

Android: RICOH THETA V, RICOH THETA S, RICOH THETA SC

Basic app that supports Live view shooting and change of various shooting settings



[Click here for the recommended operating environment.](#)

Various shooting functions

RICOH THETA Series has 4 shooting modes: "Auto", "Shutter priority", "ISO priority", and "Manual". In "Auto" shooting, the camera is not only set to the optimum mode, but exposure correction and HDR rendering can also be performed.

To change the ISO sensitivity and shutter speed, change the shooting mode to the desired one.

Recommended VR devices for content playback:

- Google Daydream
- Samsung Gear VR (2017)

Recommended OS & Browser compatibility:

- iOS 11 & later running Safari 11.1 & later.
- Android 6.0 & later running Google Chrome 67 & later

Cell Phones & Accessories › Accessories › Virtual Reality (VR) Headsets



Google 87002823-01 Official Cardboard- 2 Pack, Brown

by Google

★★★★★ 479 ratings | 135 answered questions

Price: **\$25.00** & **FREE Shipping**. [Details](#) & [FREE Returns](#)

Get \$50 off instantly: Pay \$0.00 ~~\$25.00~~ upon approval for the Amazon Rewards Visa Card. No annual fee.

Style: **2-pack**

- Immersive experience
- Works with your smartphone
- Lots of content to explore
- Clever, user friendly design

[Compare with similar items](#)

New & Used (4) from **\$21.12** & **FREE Shipping** on orders over \$25.00

Buy this product as Renewed and save \$2.20 from the regular price.



Google 87002823-01 Official Cardboard- 2 Pack, Brown (Renewed)

\$22.80

Works and looks like new and backed by the Amazon Renewed Guarantee







Create a VR project with 360 image



Nothing captures your attention like a 360° image or video. Such assets give you a perception of being there in the scene, without actually being there. A 360° image or a video is an abstraction of a real-world panoramic image, which is shot using an omnidirectional camera.

A 360° is an immersive experience. In eLearning, 360° images or videos, apart from giving you a sense of presence, makes you relive an experience. You can focus on multiple aspects, while gaining a high degree or recall.

360° images and videos have disrupted industries across multiple verticals. From new hire orientation to visualizing complex aerodynamics, 360° assets have given instructors all the power to deliver cutting-edge training programs.

Typically, on a 360° image or video, you interact via hotspots, which you click and view text, audio, video, or take a quiz.

ON THIS PAGE

[Create a VR project with 360 image](#)[Edit Hotspots](#)[Play video after clicking a Hotspot](#)[Add a question slide](#)[Create a VR project with 360 video](#)[Live Preview in Devices](#)[Publish for VR devices](#)

Applies to: **Captivate**

Last Published: June 9, 2020

<https://helpx.adobe.com/captivate/using/virtual-reality-project.html>

Mastering Adobe Captivate 2019

Fifth Edition

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Dr. Pooja Jaisingh and Damien Bruyndonckx

11 Creating Virtual Reality Projects

In addition to being trendy, **Virtual Reality (VR)** is a very effective way to approach eLearning in a growing number of situations. With Adobe Captivate 2019, you can now add 360° media assets (images and videos) to your Captivate projects and create courses that can be consumed on Virtual Reality devices. This new mode of content delivery will allow you to engage your learners in near-real-life scenarios.

Typical topics for such VR courses include virtual tours, safety drills, first responder situations, crisis management, and so on, but of course the sky's the limit, and it is your imagination that will ultimately define what VR will be used for.

Traditionally, these courses have been created in a 2D environment. VR allows learners to explore an immersive environment, where they take center stage and look around to get a clear and complete picture of the environment.

In this chapter, you will do the following:

- Create a Virtual Reality project
- Insert 360° images and videos
- Add Labels, Hotspots, and quiz questions to 360 slides
- Use Guided and Exploratory options
- Add 360° slides to static and responsive projects



TIP

Preparing your work

In this chapter, you will use the exercises stored in the `Chapter11` folder. If you get confused by any of the step-by-step instructions, take a look at the `Chapter11/final` folder, which contains a copy of the file as it will be at the end of this chapter.

Virtual Reality

Riser Control Module

Welcome to a virtual reality eLearning training course.



Throughout the course you will be required to click on various icons before you can proceed.

Before you begin, hover over each icon to better understand the virtual reality



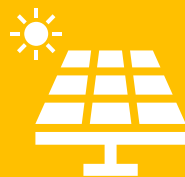
START



This VR course was design as a tool to support engineers on the design and operations of a Riser Control Module.



This VR experience allows the end user to be in a realistic simulation without being there.



This VR experience places the learner in the control module without being inside.

Circuit Breaker Box - VAC/ Purge Control Panel



Master Power Control Panel



Purge cycle may take ~21 minutes to complete. Solid red light on the Tryclops Purge Controller indicates that the purge has not been started or there is an error. Solid green light indicates that the purge has completed and it is safe to engage the battery shunt. Flow rate should be at least 0.2

EMERGENCY

How many minutes will it take for the purge cycle to complete?

- ☐ A) 10
- ☐ B) 15
- ☐ C) 21
- ☐ D) 12

Incorrect - Click anywhere or press 'y' to continue.

Submit

Steps

1. Click **Virtual Reality Project** on the **New** tab
2. Import a 360 image or video
3. Move around the image – no need to preview
4. Add hotspots and questions
5. Publish for HTML5

Recent

New

Resources



Responsive Project



Virtual Reality Project



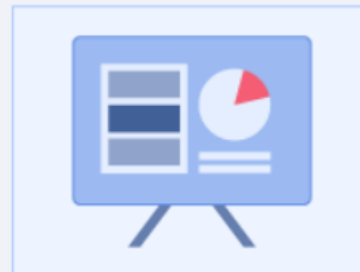
Blank Project



Software Simulation



Video Demo



From PowerPoint®

Create

Note: There is no set size for VR projects.

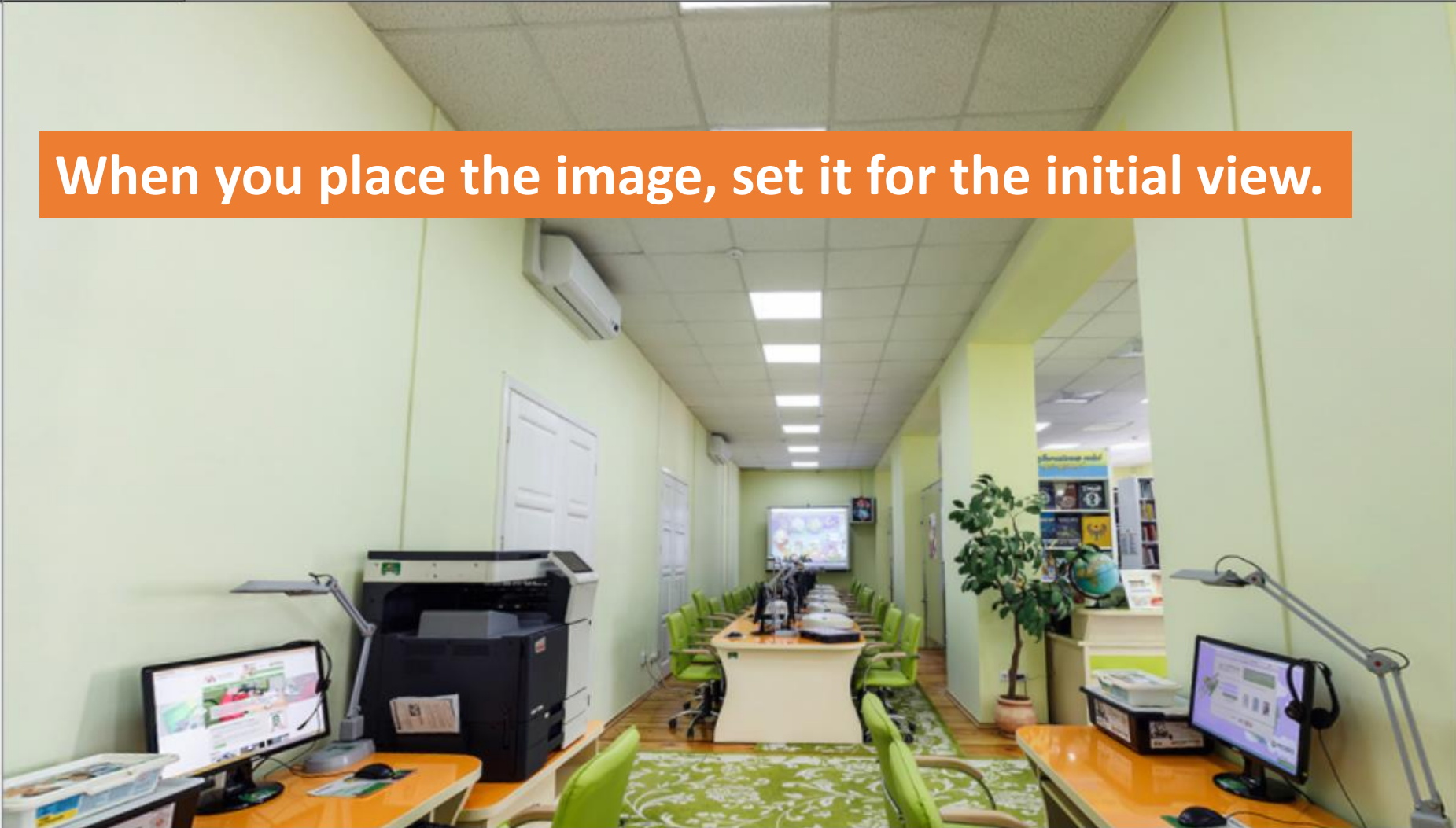
FILMSTRIP

untitled1.cptx* x

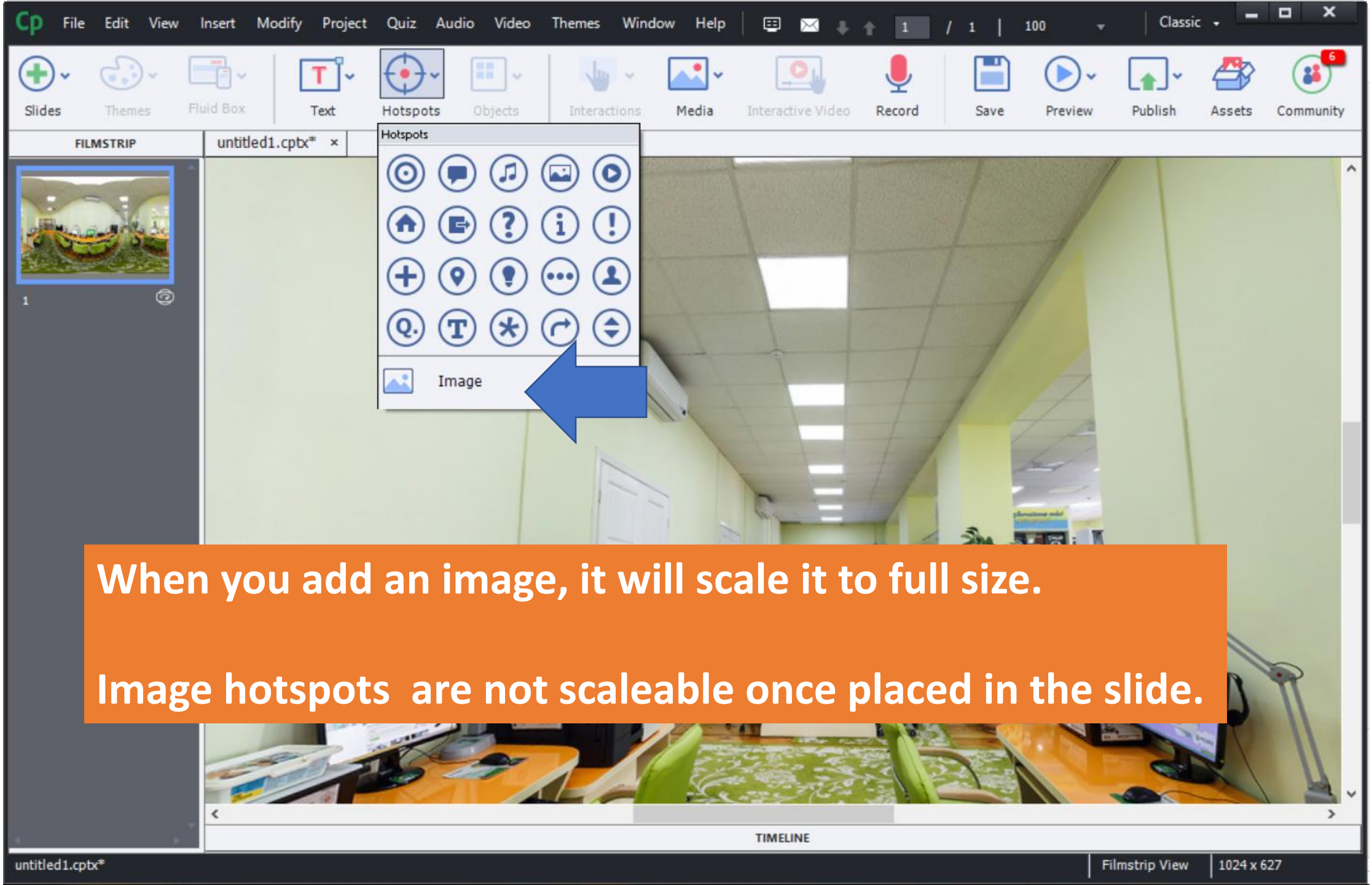


1

When you place the image, set it for the initial view.

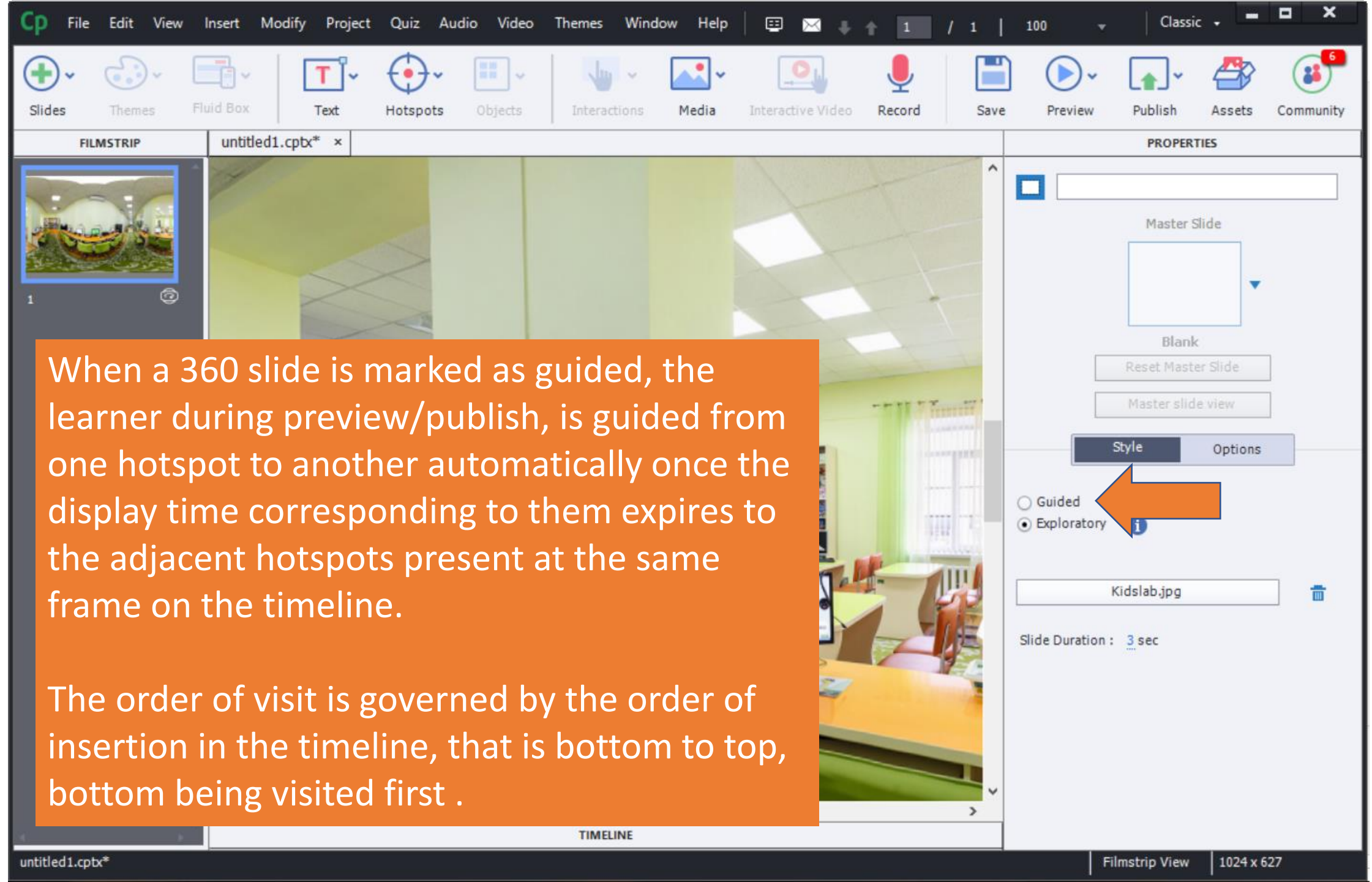


TIMELINE



When you add an image, it will scale it to full size.

Image hotspots are not scaleable once placed in the slide.



When a 360 slide is marked as guided, the learner during preview/publish, is guided from one hotspot to another automatically once the display time corresponding to them expires to the adjacent hotspots present at the same frame on the timeline.

The order of visit is governed by the order of insertion in the timeline, that is bottom to top, bottom being visited first .

File Edit View Insert Modify Project Quiz Audio Video Themes Window Help

Slides Themes Fluid Box Text Hotspots Objects Interactions Media Interactive Video Record Save Preview Publish Assets Community

FILMSTRIP untitled1.cptx* x PROPERTIES

1

When you mark a VR slide as Exploratory, the focus remains on the content that is visible on stage, when the project is previewed or published.

Master Slide

Blank

Reset Master Slide

Master slide view

Style Options

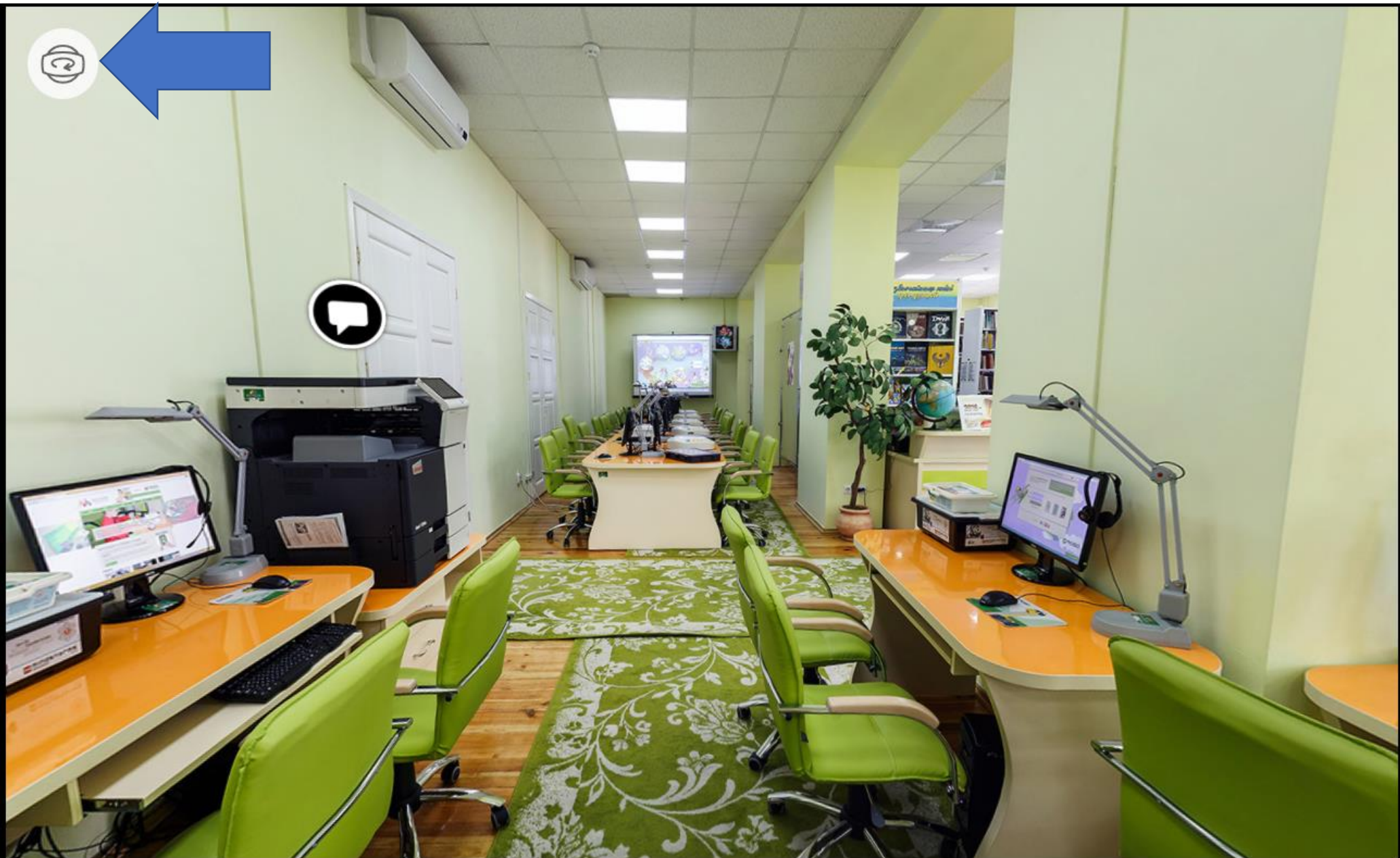
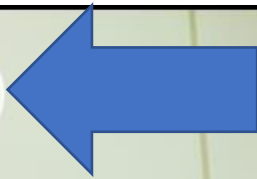
☐ Guided ☒ Exploratory

Kidslab.jpg

Slide Duration : 3 sec

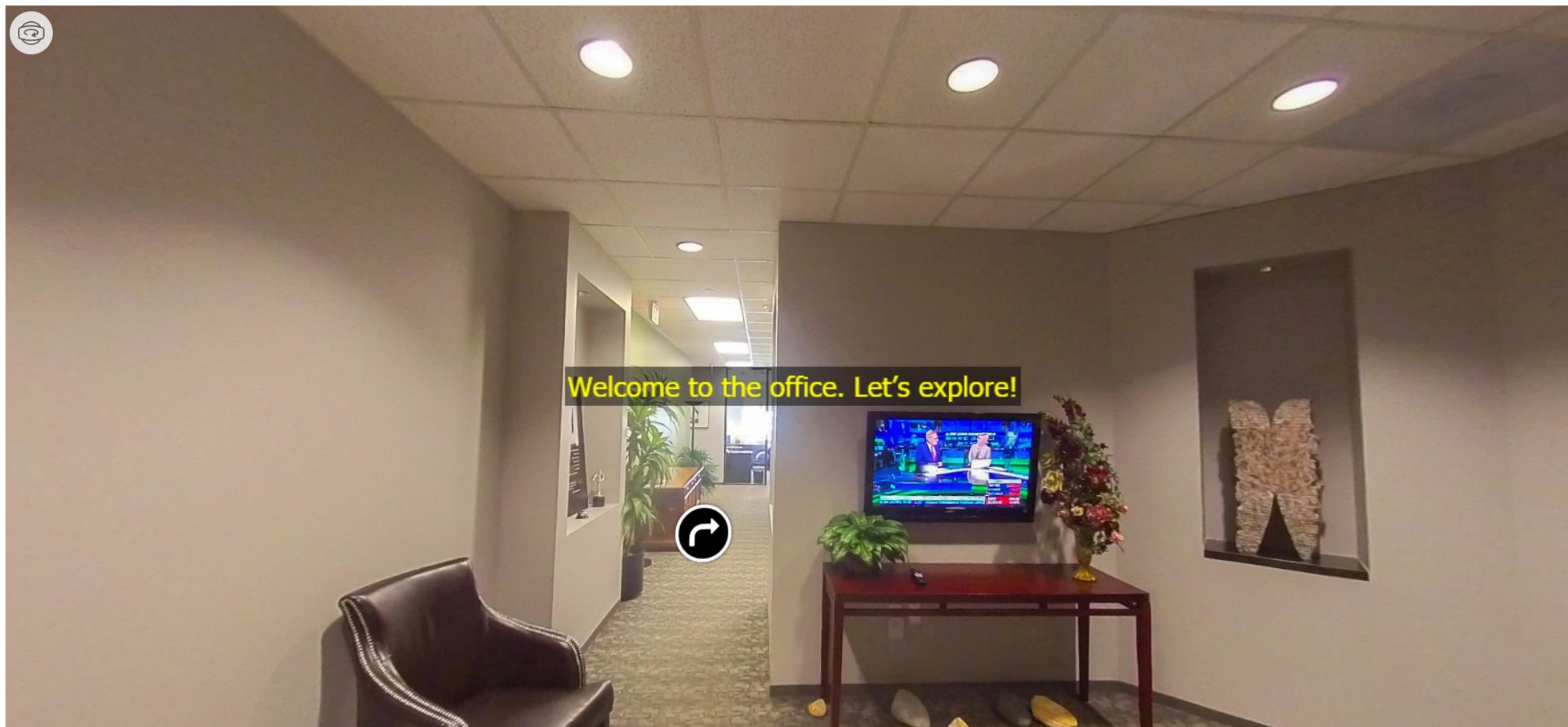
TIMELINE

untitled1.cptx* Filmstrip View 1024 x 627





<http://cii-ftp.com/Office/index.html>



<http://cii-ftp.com/Tour/index.html>

Let's Connect

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