

## **VR SCALING TEMPLATE DESIGN**

**There is no one template for VR Scaling. The approach one takes greatly depends on the experience and platform.**

### **SCALING SOLUTION A**

#### **MULTIPLE LAYOUTS BASED ON ROOM SCALE BUCKETS**

##### **WHEN TO USE:**

- When scaling content won't work as you want to mimic real-world scale.
- When you want functionality to remain the same, and static control over layout(s).
- When you have a good understanding of minimum and max play space size constraints of platform.
- When you need to target multiple tracking solutions (front facing, 360 degree)

### **SCALING SOLUTION B**

#### **SCALE EXPERIENCE TO PLAYSPACE WITH ADDITIONAL POSITIONING OPTIONS**

##### **WHEN TO USE:**

- When perspective is key.
- When you want to control the scaling options per item.

### **SCALING SOLUTION C**

#### **SCALE USER**

##### **WHEN TO USE:**

- In GOD World Games where perspective is arbitrary.
- When you are ok with the experience being modified via scale.

### **SCALING SOLUTION D**

#### **DYNAMIC (PROCEDURAL) LAYOUT WITH OPTIONAL REDIRECTED MOVEMENT OR ROOMSCALE ORIENTATION MANIPULATION**

##### **WHEN TO USE:**

- When you want the perception of endless space in various play area sizes