



## SESQUI DIGITAL KIT

### INTRODUCTION

The arts provide powerful tools to make sense of important social and political issues within our society, opening our minds to new ways of seeing an issue. Working closely with Canadian artists and local communities, this project illustrates the creative power of Virtual Reality and the best of what this new technology has to offer. SESQUI believes the arts provide tools that can give a voice to Canadians, bridge cultures in our diverse communities and encourage a perspective that can transform the way we see our country.

This document will help you bring this VR resource to your community, library, school or organization including:

- Overview of the VR content (mobile VR app, MERIDIAN)
- How to access our Learning Hub (that hosts learning resources for teachers)
- How to set-up a VR viewing station to view the content in your organization.
- FAQs about using VR and troubleshooting.

### ABOUT THE VR CONTENT:

MERIDIAN VR is comprised of five original, interactive VR stories featuring Canadians who are shaping their world through creativity, plus a VR version of our marquee 360° film, HORIZON. The experiences are linked through a central menu space and can be watched individually or as part of a larger experience.

MERIDIAN VR explores themes of creativity, identity, imagination, diversity and participation. Subjects were selected as artist/creators who do not fit the traditional mold of an artist in the formal sense, but who are using creativity to influence their environment, culture or community.



## THE EXPERIENCE

When the app starts, users will be given a message advising them to ensure internet connectivity, then taken to an introductory screen where they can select either English or French.

The central menu space is designed as a clearing in a virtual forest. Each story is represented by a woodcut with an icon on it. The legend for the woodcuts is as follows:



### POLARMAN

An interactive comic featuring the story of Iqaluit's real-life superhero and anti-bullying crusader, as drawn by three Canadian comics artists.



### A TRIBE CALLED RED: INDIAN CITY 360°

An interactive music video where viewers can “remix” audio elements in a song by A Tribe Called Red, using only their eyes. Shot at Fort York and featuring a dance battle between hip hop and pow wow dancers.



### ART ALIVE: PIKANGIKUM

The Eenchokay Birchstick School in Pikangikum First Nation collaborated with ArtsCan Circle, artist Michael Cywink and the community of Pikangikum to create a mural, based on traditional teachings of the Ojibwe. Acclaimed Michif filmmaker Amanda Strong adapted it into this interactive VR experience, featuring her unique puppetry.



### HANI AL MOULIA: MY OWN PERSPECTIVE

A documentary in which viewers meet Hani al Moulia, a Syrian refugee who has learned to be a photographer despite his visual impairment. Hani takes us on a tour of Regina, SK, while interactive photographs appear in the scene around him.



### WEST COAST WATER BALL

A kaleidoscopic VR experience designed by BC designer Marian Bantjes, who used video loops of different kinds of water to create the pattern, and by electronic musician loscil, who composed the generative soundscape.



### HORIZON

HORIZON is SESQUI's marquee hemispherical film. The 20-minute film is a soaring visual symphony that places viewers in the centre of the action during an inspiring showcase of Canadian creative expression that unfolds from coast to coast to coast. HORIZON takes its audience on a revealing expedition from the highest peaks to the deepest seas, and through all ten provinces and three territories. Drawing upon artistic inspiration from across our country's rich cultural mosaic, the film features traditional and contemporary creative works set in the unforgettable urban and natural landscapes of our diverse nation.

(Note: HORIZON is also available for screening in our travelling mobile dome and participating planetariums. Visit [sesqui.ca](http://sesqui.ca) to find a location near you.)



## LEARNING HUB

The SESQUI Learning Hub is a free online resource that teachers can access to help integrate the VR content into the classroom. Within the content of the film and VR experience, we drew upon themes of ‘home’ and ‘community.’ The goal was to fill the Learning Hub with ideas to inspire and encourage students to create their own art work that shares their unique perspective about what home and community means to them. In the Learning Hub you will also find additional behind-the-scenes video interviews from the film HORIZON.

To visit the Learning Hub click here <http://www.sesqui.ca/en/learn/>

After using MERIDIAN teachers may want to review one of the teacher supports in the learning hub for ideas of how to connect it to the curriculum such as HANI AL MOULIA: MY OWN PERSPECTIVE TEACHER SUPPORT <http://www.sesqui.ca/en/lessons/hani-al-moulia-teacher-support/>

## HOW TO DOWNLOAD THE MERIDIAN MOBILE APP

The VR App MERIDIAN will be distributed and available for OS X and Android, across all major VR platforms, including Oculus Rift, Samsung Gear VR, Google Cardboard and Google Daydream. Users can download the app for free onto their mobile phone via the iTunes Store, Google Play, or the Oculus Store.

If using an Apple product, please search for SESQUI VR in the App store.  
The app will be available for iOS in late May 2017.

If using a mobile phone with Android and a Google Cardboard headset,  
please search for SEQUI VR in the Google Play store.

If using a mobile phone with Android and a Gear VR headset,  
please search for SEQUI VR in the Oculus store.

If using an Oculus Rift, please search for SESQUI VR in the Oculus store.  
The app will be available for Oculus Rift in summer 2017.

## SETTING UP YOUR HEADSET

### STEP 1

Download the app onto your phone

### STEP 2

If using Cardboard: Start the SESQUI app.  
Insert your phone into the Cardboard headset. Use headphones to hear the audio.

If using Gear VR: Make sure all system software is up to date. (Oculus and Gear VR apps.) Start the SESQUI app.  
Insert your phone into the Gear VR headset, so that the input plugs into the phone’s power jack. Make sure the phone is locked in. Use headphones to hear the audio.

If using Oculus Rift, start the SESQUI app using your computer. Put on the headset with headphones to access VR.



## USING MERIDIAN VR FOR THE FIRST TIME

When MERIDIAN launches, users will find themselves in a virtual forest, surrounded by circular woodcuts. Each woodcut is a portal to a different VR story; icons on the surface of the woodcuts symbolize the story content to be found within. (For example, the woodcut with a snow shovel icon will take the user into the POLARMAN VR experience.)

MERIDIAN works through ‘gaze triggers’. A target in the middle of the user’s field of view can be placed over the woodcut, triggering a loading SESQUI leaf animation, which indicates that the piece is being accessed. Gazing at a woodcut for five seconds will open a sub-menu, where users will find the title of the piece, and options to either stream (upper left), download (upper right) or cancel. Streaming is recommended for users with a strong wifi connection who only plan to watch the piece once. Downloading is recommended for those with less reliable wifi connections, or those who plan to watch the piece multiple times.

**Please note that, due to the size of the files, downloading may take some time.** Users will see a load spinner indicating downloading is in progress. An alert sound will indicate when the download is finished; users should then see a green play button, and a red cancel button.

In most cases, once a user has chosen to stream or download a piece through gaze, they will be brought directly into the VR story. The exception is HORIZON, which has a separate sub-menu, in which users can choose to view Act 1, 2, or 3. (The film has been broken up into acts to make for a more accessible VR experience.)

When users gaze at the woodcuts, a leaf animation will trigger, which will bring up an interface that includes the title of the piece, and three options:



### STREAM

streams content  
from the cloud



### DOWNLOAD

downloads content onto  
the user’s phone



### CANCEL

brings users back to  
the central menu space



If users choose to download a piece, a load spinner will appear.  
When a piece has fully downloaded, the UI will change to show two icons:



**PLAY**

plays content



**CANCEL**

brings users back to  
the central menu space

The exception is HORIZON, which will bring users into a sub-menu where they can select from among three approximately seven-minute acts.

Except for HORIZON, each VR story has its own type of interactivity.

## A TRIBE CALLED RED: INDIAN CITY 360

Look around to change the audio track. By looking at the pow wow dancers, you will hear only pow wow sounds, indicated by the circular “drum” reticle. When looking at the hip hop dancers, users will only hear electronic sounds, indicated by the circular “record” reticle. Headphone icons in the sky will each trigger a different audio element (vocal cries and air horns).

## POLARMAN

In the Polar Den intro, users will choose which comic book version of the piece they want to watch, by gazing at one of the screens with comic art on them. To exit the Polar Den, gaze at the woodcut on the screen on the left hand side of the control panel. Within each piece, users can make the comic panels move by gazing at them.

## HANI AL MOULIA: MY OWN PERSPECTIVE

In each scene, users will see silhouettes appear. By looking at them, they can make full versions of Hani’s photos appear around them.

## WEST COAST WATERBALL

A generative soundscape changes as users look around the space.

## ART ALINE: PIKANGIKUM

By gazing at different animal images in the virtual mural, users can trigger animations and hear stories.

## HORIZON

It is an experiential piece, with no built-in interactivity.



## FAQ'S

### STREAMING VS. DOWNLOADING

#### WHAT'S THE DIFFERENCE BETWEEN STREAMING AND DOWNLOADING?

Users have the option to either stream or download each piece. Streaming is recommended for users with a strong wifi connection who only plan to watch the piece once. Downloading is recommended for those with less reliable wifi connections, or those who plan to watch the piece multiple times. *Please note that, due to the size of the files, downloading may take some time.* When the download is finished, users will hear a 2-tone alert sound to indicate completion.

#### I AM HAVING TROUBLE DOWNLOADING THE MERIDIAN VR APP.

##### WHAT MIGHT BE THE ISSUE AND SOLUTIONS?

Make sure you are using a phone that supports MERIDIAN VR's content. For a list of compatible devices, click here: <http://sesqui.ca/en/vr/>. Check your Internet connection, as you will need to be connected to view MERIDIAN VR's streaming content or to download content. Check your platform account (Apple App Store, Google Play, etc.) to ensure you have all necessary updates. Check your phone's storage capacity to make sure you have enough room to install the app.

#### I AM HAVING DIFFICULTIES VIEWING YOUR MERIDIAN VR CONTENT.

##### WHAT MIGHT BE THE ISSUE AND SOLUTION?

###### **If problems occur with the app or with the VR headset you are using:**

For Cardboard, make sure your headset is correctly assembled and your phone is inserted properly. Make sure you have headphones plugged in. Phones offer different settings for Cardboard viewing. If you find the image looking strange, you can ensure your phone is set to the proper configuration by downloading the Google Cardboard app, accessing the menu on the top right of the screen, and selecting "Switch Viewer".

For Gear VR, make sure you have fully up-to-date Oculus and Samsung Gear VR apps downloaded onto your phone. (This should occur as a part of Gear VR setup.) Make sure your phone is connected via the headset jack, and oriented properly in the headset's locking system. When you insert your phone into Gear VR and put on the headset, it should take you into the Gear VR/Oculus menu system, where you will find your app library, in which the SESQUI MERIDIAN app should be visible.

For more info on troubleshooting for Gear VR, please see the official documentation.

<https://product-guides.oculus.com/en-us/documentation/gear-vr/latest/>

For information on troubleshooting Oculus Rift, please see the official Oculus documentation.

<https://product-guides.oculus.com/en-us/documentation/rift/latest/concepts/rgsg-3-ts-setup-troubleshooting/>

If you are still experiencing problems accessing SESQUI's VR content, email us at [info@sesqui.ca](mailto:info@sesqui.ca), and someone will respond to your questions as soon as possible.



## WILL INDIVIDUALS WITH HEALTH ISSUES OR DIZZINESS CONCERNS HAVE DIFFICULTY USING YOUR VR CONTENT?

VR is an unfamiliar sensation for many people. Users that suffer from motion sickness may experience similar symptom from use of a VR headset. Before using, read the Health and Safety warnings in your preferred VR headset instruction manual. Carefully follow all instructions for setup and use. SESQUI recommends users adhere to individual VR headset manufacturers' guidelines for use.

**Teachers! Most headset manufactures suggest students no younger than twelve-years-old use VR headsets.**

## WHAT DIGITAL REQUIREMENTS DO I NEED TO PARTICIPATE IN THE SESQUATCH PROGRAM?

SESQUATCH is built using WebGL. See below for technical requirements. For sharing on social media, users need a Facebook or Twitter account. To participate in the Guess That SESQUATCH contest, users need a valid email address.

## SUPPORTED OS AND HARDWARE

### **Windows (PC):**

Windows Vista or later with a GPU.  
Most recent computers (3 years old or younger) should work.

### **Mac (OS X):**

10.8 Mountain Lion or later with latest updates and a GPU.  
Most recent computers (3 years old or younger) should work.

### **iOS:**

iOS 9.0 or later. Hardware: iPhone 5 or later, iPad Air series, iPad Mini Retina 2 or later, or iPad 4.

### **Android:**

Varies due to the wide variety of manufacturers and Android versions.  
In general, a device with Android 5.0 Lollipop or later with Chrome and WebGL.

## SUPPORTED DESKTOP WEB BROWSERS

- Google Chrome 9+ on all platforms that have a capable graphics card
- Mozilla Firefox 4.0+ on all platforms that have a capable graphics card
- Safari Safari 8.0 + Mac OS X
- Internet Explorer 11+
- Microsoft Edge
- Supported Mobile Web Browsers
- Android Chrome 30+
- Android Browser supported on Samsung Galaxy smartphones
- Android Firefox 4+
- iOS mobile Safari 8+



## IS THIS APP AVAILABLE IN FRENCH?

Yes, all SESQUI content is offered in both French and English versions.

Two of the pieces, Polarman and Hani al Moulia: My Own Perspective, have subtitles.

## WHAT COUNTRIES IS THIS APP AVAILABLE IN?

The app is available internationally.

## WHAT IF THE APP CRASHES?

Try restarting the app. If problems persist, try reinstalling the app.

## CONTACT

[WWW.SESQUI.CA](http://WWW.SESQUI.CA) | [INFO@SESQUI.CA](mailto:INFO@SESQUI.CA)