



OCTAV

unbox vr

Physical Space Management

Revolutionizing VR Locomotion



The **Locomotion** in Virtual Reality



Room-Scale Locomotion

Room-scale based locomotion VR enables users to physically walk around a designated space, interacting with virtual environments in real-time.



Motion-Based Locomotion

Motion-based VR uses body movements to control virtual actions, providing a natural interaction but requires extra equipment and setup.



Controller / Teleportation

Controller-based locomotion uses controllers for navigation, while teleportation-based locomotion instantly transports users between 2 points in VR.

Limitations and Discomforts of Current VR Locomotion Methods



Motion Sickness

A problem in VR, causing symptoms like nausea, dizziness, and headaches, which can lead to discontinuation of VR use.



Inaccurate Tracking

Inconsistent or unreliable tracking of user movements can lead to a sense of disorientation and affect the overall VR experience.



Latency And Technical Issues

Glitches, lag, and errors can disrupt the user experience, causing frustration and affecting immersion



Complexity & Steep Learning Curve

Some VR systems can be difficult to use, requiring a significant amount of time and effort to learn, which can be a barrier to adoption.

Why We Need an **Innovative** Solution?



Realistic Experiences

Accurate mirroring of physical movements in virtual environments for a realistic experience.



Improved Comfort and Usability

Enhanced user experience through better design and simplified locomotion.



Seamless Integration

Easy & Effortless integration with current VR setups for a wide adoption.

Revolutionizing VR Interaction with Natural Movement

Introducing the PSM system



Introducing **Physical Space Management**

Physical Space Management (PSM) revolutionizes VR locomotion by enabling natural walking movements, **eliminating motion sickness**, and enhancing user immersion.

Our solution addresses the core issue of VR locomotion, **transforming user interaction** within virtual environments for an unparalleled experience.

How **PSM** resolves the issues of locomotion in VR



Natural Movement

PSM eliminates the need for the other locomotion methods, and instead enables users to move naturally within the virtual environment.



Seamless Navigation

PSM's advanced algorithms & boundary detection ensure seamless navigation, freeing users to move naturally in VR without collisions.



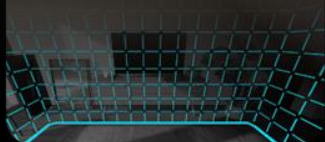
Extended VR Sessions

PSM's natural movement experience reduces fatigue & discomfort, enabling longer VR sessions without exhaustion or nausea!

PSM Core Concept

Step 1

Configure your Quest headset for **Roomscale** rather than stationary use to **maximize the space** available for natural walking movements.



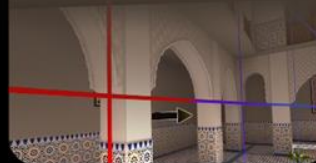
Step 2

Setup roomscale boundary in your Quest headset by **2.5m x 2.5m** at least.



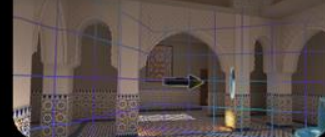
Step 3

Once you've walked to the edge, the vr world **freezes on the last direction** seen and an **arrow appears** asking you to turn back.



Step 4

Once you've turned, the environment unlocks and you can move forward again while facing the same direction in the VR and having more space in the real world.





Traditional Moroccan Riad

[Watch Demo Video](#)

Thank you