

# GIBBY'S GUIDE TO THE FREE STUFF!

FOR THE QUEST 2

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MEET THE DEV! SQUINGLE BENJAMIN OUTRAM

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V12 | AN INDEPENDENT FREE ZINE!

FULLY UPDATED! NOVEMBER 2021

**132 FREE & QUALITY EXPERIENCES!**

**46** FREE FULL GAMES  
& APPS!

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DEMOS!

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**TO QUEST 2?**



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






**EPISODE TWO** GAZING AT  
**BEN'S LIQUID CRYSTALS**  
& OTHER TRIPPY STUFF!



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**KEY!**

-  hand tracking
-  best in roomscale
-  adventure
-  puzzle
-  sports games
-  perfect for seated
-  roomscale essential
-  fitness
-  creator tool
-  meditation
-  possible motion sickness

# METAMORPHOSIS

Welcome to the 12th edition of your free regular alternative guide to the quest 2! This is the second version of the guide to feature exclusively free stuff - an incredible 132 quality free experiences available to install right now!

**Meta update!** The oculus quest 2 has been rebranded as the meta quest 2. There is no longer a requirement to have a linked facebook account. A pro version of the headset - known as Project Cambria - will be available in 2022 but it's not aimed to replace the quest 2.

**Meet the dev!** Ben Outram is the brains behind psychedelic puzzler **squingle** - and holds a PhD in liquid crystals!

**And now this guide has a podcast!**

Listen to episode two 'Gazing at Ben's Liquid Crystals & Other Trippy Stuff' right [here](#)! You can also subscribe on Apple Podcasts or Spotify.

To install some of the free games you'll need to use Sidequest. If you've never used it before, it's a bit of a faff to set up but hey, you get a load of free games! For easy-to-follow instructions see box.

Even if you consider yourself a gamer, give the amazing films and animations a go. There are 48 to choose from, including new releases **the school trip**, **home planet** & **ajax all powerful**. You can [buy me a coffee](#) if you like! Enjoy!

## PAID STUFF!



Check out v11 of the guide for the top 100 games and apps - ranked! Plus 100+ reviews of games, films and animations. Special issue on impossible spaces!

## RANKED!



Look out for these guarantees of fresh, quality ingredients - according to me!

## QUEST STORE!

The official store. It is what it says on the tin! Browse all the content [here](#).

## APP LAB!

The official non-official store! Over 600 apps and counting. Go [here](#).

## SIDEQUEST!

The non-official store! Now available as an Android app! See [here](#) and [here](#).

## HOW TO USE SIDEQUEST

Download the app [here](#). Sign up as a developer [here](#). In the phone app switch on developer mode in settings > quest 2 > more settings > developer mode. Launch sidequest, connect the Quest to your computer via USB and click 'allow' in the headset. Install games. Find them in the headset under apps > all > unknown sources.

# NEW FOR QUEST 2!

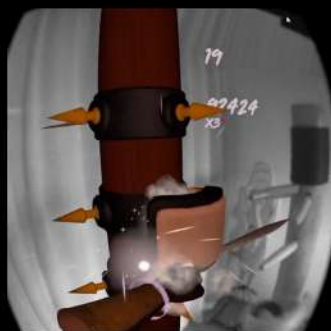
**surviving 9/11** reconstructed in VR



**replika** it's Spike Jonzes' Her!



**crazy kung fu passthrough demo**  
the first AR game on App Lab!



**the school trip** more tales from soda island!



**flux ball**  
get fit with a baseball shooter hybrid!



**do u copy? ...**



**neon kite ...**



**vinyl reality lite ...**



**beers & boomerangs**

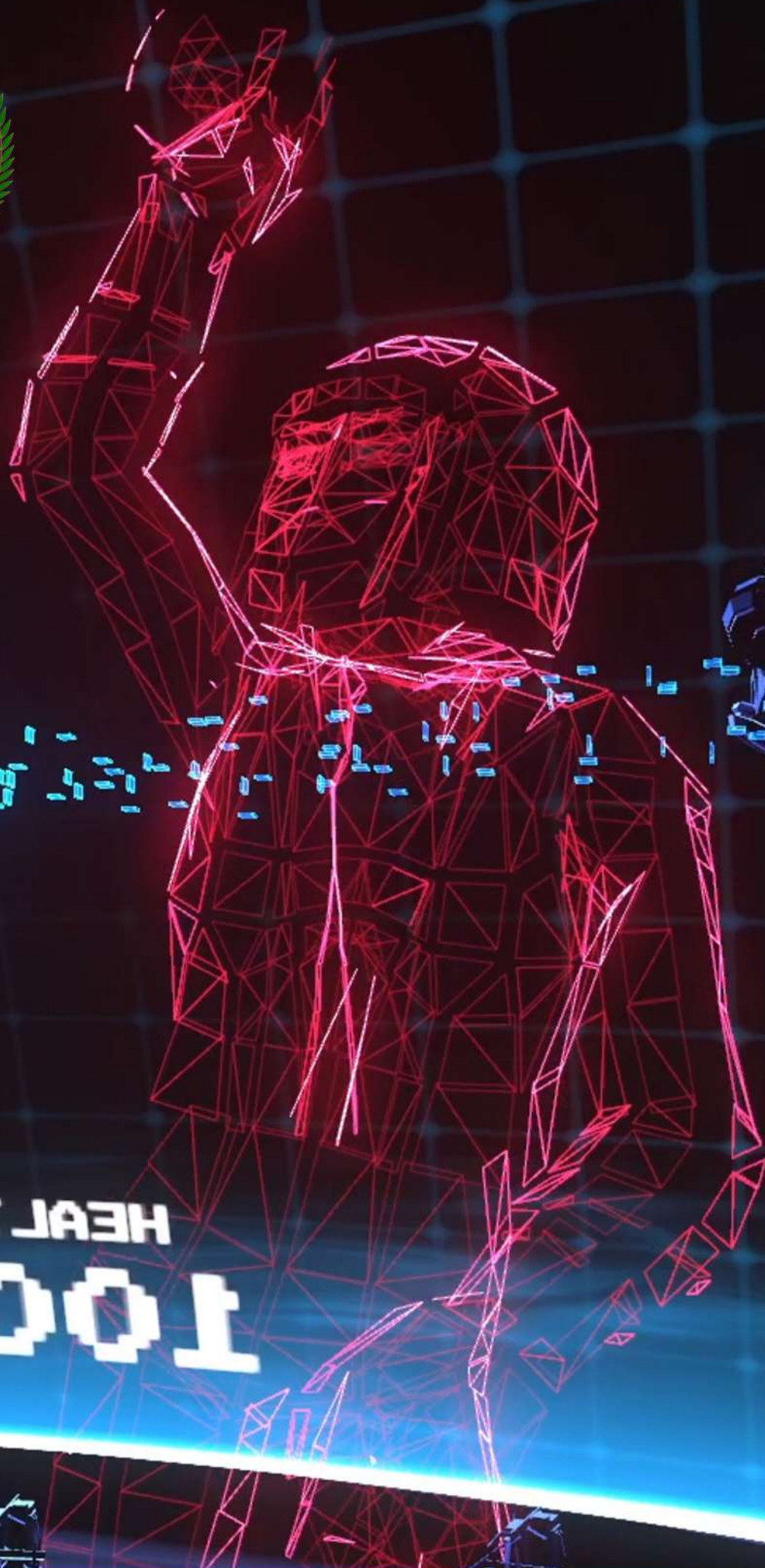


ARK-ADE



# GAMES & APPS!

100%  
HEALTH



# best of the quest - free!

The best free games, demos and apps out there - ranked!



one!



yupitergrad    
sidequest | free demo  
superb Slavic spiderman!


two!



superhot vr    
app | free demo  
the matrix!


three!



squingle   
app lab | free demo  
totally trippy puzzler!


four! multi!



the under presents   
app | free demo  
open world theatrics!

five! multi!



traVRsal   
app lab | free  
natural walking in VR!

six!



tea for god    
app lab | free  
non-euclidean geometry!




seven!



virtuoso    
app lab | free  
trip out on your own loops!

eight!



crazy kung fu     
app lab | free demo  
with AR passthrough mode!



nine!



ancient dungeon beta   
app lab | free  
hilarious pixel adventure!

ten!



racket nx     
app lab | free demo  
some kinda future squash!


eleven! multi!



warplanes    
sidequest | free demo  
amazing WWI missions!

twelve!



ARK-ADE   
app lab | free demo  
inside the game Tron-style!



# thirteen to twenty-four!

For how to download sidequest games see box on p5.

thirteen! multi!



**multibrush**   
app lab | free  
three-dimensional painting!

fourteen!



**help yourself**  
app lab | free  
unique clone co-op!

fifteen!



**2076 midway multiverse**  
app lab | free demo  
insane perspective shifts!



sixteen!



**DAVID**   
app lab | free demo  
3rd person space shooter!

seventeen! multi! new!



**flux ball**    
app lab | free  
catch and shoot!


eighteen! new!



**vinyl reality lite**   
app lab | free  
your own technics decks!

nineteen! multi! new!



**grapple tournament**   
app lab | free  
swinging mechanic shooter!



twenty!



**city of eternity**  
sidequest | free  
get chased - by yourself!


twenty-one! multi!



**black hole pool**    
app lab | free demo  
brilliant cue action!



twenty-two! multi!



**synth riders**   
app lab | free demo  
custom rhythm game!


twenty-three! multi!



**echo vr**    
app | free  
zero gravity battles!

twenty-four!



**galaxy forces vr**   
app lab | free  
1980s wet dream!

# twenty-five to thirty-six!

twenty-five!



**arrows**  
sidequest | free demo  
defend the villages!

twenty-six! multi!



**war yards**  
app lab | free  
gunslingin' guffaws!

twenty-seven!



**mission:iss** 🏠 ©  
app | free  
zero gravity on the ISS!

twenty-eight! multi!



**gun raiders**  
app | free  
jetpack, climb, dash!

twenty-nine!



**HAX** 🏠  
app lab | free demo  
cel-shaded shooter!

thirty!



**space pirate trainer**  
app | free demo  
arcade wave shooter!

thirty-one!



**battle talent** 🏠  
app lab | free  
fantasy combat sim!

thirty-two!



**tiny castles** 🤖  
app lab | free  
incredible hand tracking!

thirty-three!



**v speedway** 🏠 🎮  
app lab | free  
arcade racing!

thirty-four!



**wrong voyage ex** 🕒  
sidequest | free  
spiders! zombies! retro!

thirty-five! new!



**agent simulator** 🏠  
app lab | free demo  
superhot lite!

thirty-six! new!



**neon kite**  
sidequest | free demo  
glide and vibe!

# thirty-seven to forty-eight!

thirty-seven!



**1976 back to midway** 🎮  
**app lab** | free demo  
immersion zone!

thirty-eight!



**anne frank house**  
**app** | free  
explore the house of  
WWII diarist Anne Frank

thirty-nine!



**cosmic flow** 🧘🎮  
**app lab** | free  
fractal meditation!

forty! multi! new!



**do u copy?** 🧩  
**sidequest** | free  
thief in VR, hacker on PC  
comedy co-op capers!

forty-one!



**descent alps** ❤️🎮  
**app lab** | free demo  
rhythm slalom on the slopes!

forty-two!



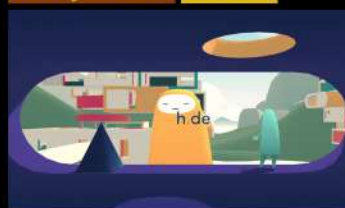
**bait!** 🎮  
**app** | free  
silly hippy fishing!

forty-three! multi!



**gorilla tag** 🏠❤️  
**app lab** | free  
daft monkey business!

forty-four! multi!



**half + half** 🧘🎮  
**app** | free  
la la lala la lala la la la!

forty-five!



**operation warcade** 🎮  
**app lab** | free demo  
from pancake to VR!

forty-six! multi! new!



**shapes xr** 📄  
**app lab** | free  
creator tool and platform!

forty-seven!



**gravity sketch** 📄  
**app** | free  
3D design and modelling!

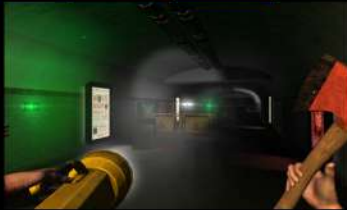
forty-eight! new!



**z-race** 🎮  
**app lab** | free demo  
3rd person racer!

# forty-nine to sixty!

forty-nine! multi!



**project terminus** 🏠  
sidequest | free demo  
Parisian survival horror!

fifty!



**attack on quest** 🏠  
sidequest | free  
slay the titans!

fifty-one! multi!



**upenders**  
app lab | free  
sneaky shadowy shooter!

fifty-two! multi!



**hibow** ❤️  
app lab | free  
flying and archery!

fifty-three!



**paradiddle** 🗒️ 🏠  
app lab | free demo  
your own percussion kit!

fifty-four!



**tranzient lite** 🗒️ 🏠  
app lab | free demo  
make beats with live loops!

fifty-five!



**journey of the gods** 🏠  
app | free demo  
god-mode capers!

fifty-six



**fundamental force** 🏠  
sidequest | free demo  
Escher-style queasy fest!

fifty-seven! multi!



**alcove**  
app | free  
social vr for families

fifty-eight!



**match point tennis** 🏠 🎾  
sidequest | free demo  
choose ...

fifty-nine! multi! new!



**tennis esports** 🏠 🎾  
app lab | free demo  
... your own ...

sixty!



**tennis league vr** 🏠 🎾  
app lab | free demo  
... racquet!

# sixty-one to seventy-two!

sixty-one!



unstung 🐝 🚗  
app lab | free  
a gentle swarm!

sixty-two! multi!



sep's diner 🍷  
app lab | free demo  
flippin' burgers!

sixty-three!



cover drive cricket 🏠 🏏  
app lab | free demo  
leather on willow!

sixty-four!



exit condition one 🏠  
app lab | free demo  
experimental escape room!

sixty-five! multi!



pick-up league hockey 🏒  
app lab | free  
glide on the ice!

sixty-six!



arcaxer 🎮 🚗  
app lab | free demo  
RPG adventure!

sixty-seven! new!



days of heroes: d-day  
app lab | free  
be an infantry soldier!

sixty-eight! new!



eden unearthed 🚗  
app lab | free  
netflix tie-in eco-trip!

sixty-nine! new!



absolute gravity 🚗 🎮  
app lab | free demo  
3rd person racer!

seventy! multi!



conjure cards 🚗 🐉  
app lab | free  
summon magical creatures!

seventy-one!



x-booster ❤️  
app lab | free demo  
get fit to your own tunes!

seventy-two!



discbenders ace run  
app lab | free demo  
frisbie golf!

# weird & wonderful

Bonus! Really random shit that pops up on App Lab and Sidequest!



**beers and boomerangs**  
**app lab** | free  
throw another shrimp on  
the barbie, mate!



**high voltage electrical  
substation training**  
**app lab** | free  
catchy name, hot app!



**no time to party** 🦋  
**app lab** | free  
daft VR to non-VR puzzler  
with hand tracking!

**multiplayer!**



**digital campfire** 🐷  
**app lab** | free  
as simple as it sounds, just  
hang out dressed like a pig!



**face your ears** 🐷  
**app lab** | free  
cool binaural soundscapes  
from bees to subways!



**replika** 🐷  
**app lab** | free  
it's Spike Jonze's *Her*!



**into the metaverse** 🐷  
**app lab** | free demo  
the story of storytelling!



**don't upset bobby** 🧩  
**app lab** | free  
threatening freak doll!



**rollercoaster vr box** 🕒  
**sidequest** | free  
genius vomit fest!



**white space** 🧠  
**app lab** | free  
as in 'a total waste of'!

**multiplayer!**



**flying squirrel chase** 🏠  
**app lab** | free  
flap your wings!



**frog hands steve** 🐸  
**app lab** | free  
your hands are frogs!

**COVER FEATURE**

**SQUINGLE!**



**TRIPPY FINGERS!**

MEET THE DEV! BENJAMIN OUTRAM

# DANCE WITH YOUR HANDS!

**Psychedelic puzzler Squingle aims to take you on a spiritual journey**

'When climbing up a mountain, it's sometimes nice to smell the flowers and feed the lizards,' opines your Goddess guide, a golden shimmering entity, encouraging you on your journey in the psychedelic puzzler, Squingle.

It's a reflection of the path UK developer Ben Outram has taken - through Buddhist meditation to living in Japan.

'It's something a teacher once told me,' says Ben. 'During meditation, when you get really concentrated, things can start to happen. People develop quite joyful experiences and that's wonderful but it can be an addictive problem to progress.

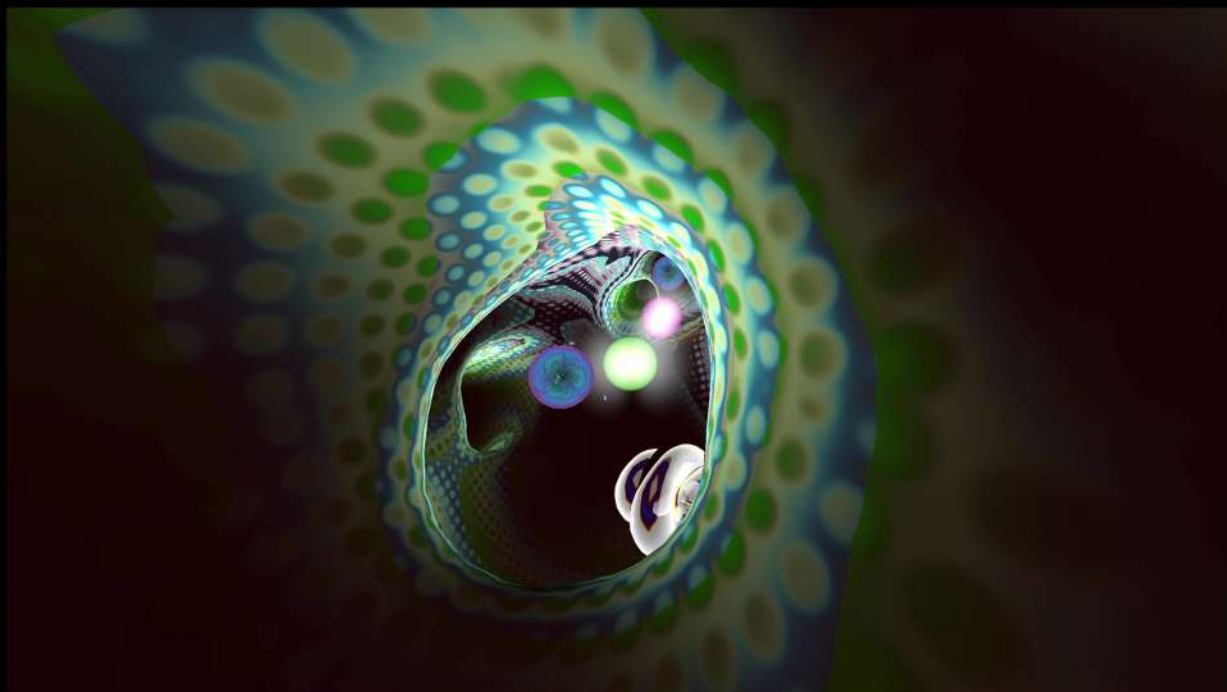
'At the same time it's OK to dabble in the joy and it's a bit like when you are

going up a mountain. You've got your eye on the top of the mountain but sometimes there's nice things to look at on the way up.'

There's plenty of beauty to admire in Squingle, a totally trippy puzzler that doesn't shy away from being an out and out hallucinatory experience.

**'it's nice to smell the flowers and feed the lizards'**

Dance with your hands as you guide two revolving glowing orbs through iridescent tubes to a trance and ambient dub sound track with amazing binaural sound effects.







There are 100 levels which start easy and progressively challenge your spatial awareness. The game really comes alive in roomscale as you can walk around the puzzle, twisting it in space as you play.

There are some spectacular replays of your runs inside the tubes themselves in a meditation mode. It's a surreal, clever and addictive addition to the genre.

'My background is actually in physics, and I did a PhD in liquid crystal display engineering in Oxford,' says Ben.

'Then I spent some time in Japan and learned Japanese where I did a post doc and that's where I made the switch to virtual reality.

'Liquid crystals are absolutely fascinating, not just from the visual perspective, they are very trippy-looking and beautiful structures under a microscope.

'They melt and writhe around and change their structures and you see this dance of nature self-creating these micro structures.

'You can sit there for hours getting mesmerised by these phase-shifting liquid crystals.

'With Squingle, a lot of the environments and textures I've used are from liquid crystal photography so it's a huge theme through the entire game,' he says.

It sounds gorgeous, too, with underwatery sound effects and calm trance music from Cai Jones. Ben has dabbled in this area before.

### **'if you get stuck, a good cup of tea goes a long way'**

'Although Squingle is my first major game, I was involved in a project called Crystal Vibes, which was a very psychedelic music visualiser in VR.

'It converts sound frequencies into light frequencies, taking the sound spectrum of the music and mapping it to a visual spectrum of light. Having that in VR and combining the haptic suit and psy dub, it was quite a nice compelling piece to present,' he explains.

An occasional presence, The Goddess returns to lead you through the beginning of each of the five stages of the game - form, birth, life, love, awake. 'If you get stuck, a good cup of tea goes a long way (I have a potent selection),' she says.



Methinks she is not referring to a good old English cuppa.

'The Goddess character is inspired by author Terrance McKenna's descriptions of DMT experiences. He was completely crazy but I love the descriptions of self-transforming elf machines,' laughs Ben.

'I'm happy to have been fortunate to have had many positive experiences with psychedelic drugs. I'm very interested in psychedelics as a field and in terms of personal experience. I'm interested in physics, cosmology and the universe, philosophy, things like lucid dreaming, altered states of consciousness, meditation.

'I feel like in my work on Squingle I like to have this lofty idea that I'm contributing to this cosmological process of going from no consciousness to some sort of culmination of whatever the universe has to offer in terms of consciousness or even post-consciousness. Who knows whether consciousness is where the buck stops?, ' he asks.

He thinks that blazing fast advances in tech could bring about a profound change.

'The universe *is* media technology. The trend is that every time there's a new media technology, there's an increase in the quantity, diversity and speed of information transfer. It's safe to assume it will continue at an accelerating rate.

'When we have fast telecommunications being able to transfer and read each others minds through technology, it's conceivable that our identity will change and that we'll no longer identify as separate individuals but as a single individual.'

Now *that's* what I call a metaverse.

'They say once you've got the message hang up the phone but I think it's about encouraging other people to pick the phone. I feel that there is something there to explore.

'It's part of my mission to try and improve that aspect of myself, and also it's fun to communicate about developing awe and curiosity about the nature of the world, of oneself and of consciousness,' says Ben.

'I think this game brings all of those things that I'm interested in in one place.'

\* **Squingle** is available as a **free demo** or on App Lab for \$15.

**Listen to the podcast!**

**'Gazing At Ben's Liquid Crystals And Other Trippy Stuff!'**

**Subscribe on Apple Podcasts or Spotify!**



## REVIEWS

# top ranked games!



### Squingle | free demo

Squingle is a totally trippy puzzler that doesn't shy away from being an out and out psychedelic experience.

Dance with your hands as you guide two revolving glowing orbs through iridescent tubes to a trance and ambient dub sound track with amazing binaural sound FXs.

Created by Benjamin Outram, there are 100 levels which start easy and progressively challenge your spacial awareness. The game really comes alive in roomscale as you can walk around the puzzle, twisting it in space as you play.

There are some spectacular replays of your runs inside the tubes themselves in a meditation mode. A surreal, clever and addictive addition to the genre.



### Superhot | free demo

With over a million copies sold over five years, Superhot is a true VR classic. It's the matrix made real - time only moves when you move.

Featuring minimalist white environments, red polygonal people made of glass and unique gameplay, you are outnumbered and outgunned.

In July the developers decided to remove suicide and self-harm scenes, saying 'we regret it took us so long.'

It has caused controversy but the problem was the 10 age rating and no parental warning. That was indefensible.

Whether they took the right course of action is the only thing up for debate.

### Gorilla Tag | free

Indie smash hit Gorilla Tag is a hilarious multiplayer with unique movement to run, climb and monkey around! It's playground tag - get your arms burning as you jump through a lo-fi jungle or canyon. And now you can mute the kids!

# impossible spaces games!



## TraVRsal | free

Teleportation? Smooth locomotion? Snap turns? Warp? Gaze? Nope, says developer **Impossible Robert**, why not just use your legs? Walking around in VR is so natural and liberating you wonder why more games are not made like this.

You might be going round and round in circles on the carpet but in VR you'll be stepping over snake pits and avoiding spike traps in ancient Egypt!

The Pyramid is just one of more than half a dozen experiences that await you on the holodeck, and you can now play with friends in multiplayer.

Wander around your curated art gallery together - you can upload your own images and customise your installation.

There are even user-generated 'worlds' like The Tower, made by people with zero game-building experience thanks to the developer's world building tools.

It's difficult not to see TraVRsal as paving the way for whole new genre of VR experiences. A ground-breaking pioneer.



## Tea for God | free

Another candidate for the best natural walking in VR, Tea For God adds the hand tracking factor to strip away another layer of immersion breaking.

It doesn't matter how much space you have, the game will expand and contract to fit using procedurally generated levels.

Known as non-euclidean geometry it's a magic trick the remembers Doctor Who's TARDIS - bigger on the inside than it is on the outside. It even utilises an elevator mechanic to expand vertically.

The game itself is an atmospheric maze shooter set in some kind of interstellar universe. Just the opening sequence is jaw-dropping. There's a checkpoint-based arcade mode and roguelite for 'tinkerers and explorers'.

You'll come across a variety of quirky robots and surreal environments.

'There's a lot going on that the players don't see. It's actually a bit of smoke and mirrors' says solo developer Void Room, aka **Jarek Ciupiński**.

# back to the 80s games!



## **ARK-ADE** | free demo

Are you ready, human? With Pistol Whip vibes, ARK-ADE is a beautifully polished FPS - a love song to 80s arcade games.

Glance to the right on any of the seven blue and purple neon levels and you'll see that you are inside the actual cabinet. Those cool touches set ARK-ADE apart.

It's got a clever dynamic of having 'ARK', a spinning cube whose health is linked to yours, as you blast through Tron-like enemies to an ear-worm soundtrack.

First-time devs Castello Inc refined the game along with the community and it shows in the ultra smooth and satisfying end product. Make sure to turn on the 'Italian taste' option - 'Bellissimo!' 'Bravo!' 'Mamma mia!' Eccellente.



## **Galaxy Forces VR** | free

With a cool and all-to-rare 'sky view' option for playing while horizontal, Galaxy Forces VR is a wet dream for old skool arcaders.

Lie back and think of the original Lunar Landers and Gravity Forces (hence the name), while you nudge, nudge, nudge the thrusters of that little red triangular spaceship to pause. Tink!

Each level - there are 55 official ones and a bunch of user-created ones - takes place inside a 2D space cave.

Either go all-out doing speed laps on time attack or accept missions to transport fuel cargo. The slightest touch more than a scrape of the cave walls and it's boom! Leaderboard scores are frightening.

## **2076 Multiverse** | free demo

Barcelona-based Ivanovich Games have a habit of VRifying side-scrolling shooters and 2076 promises to be the best yet. There are some insane perspective shifts, from pancake to X-wing starfighter style immersion and back again.

# theatre, clones & hooks!



## The Under Presents | free

I enter the lobby and a band, 'The Lame Drivers' - led by a giraffe - are playing. Someone hands me a blue flower. I cast a turnip spell and return the favour.

This is magical, theatrical world of 'The Under Presents', and we are mute black gowned sprites with golden masks. This voiceless multiplayer communication begs for mimes, finger-clicking, bows and courtesies and has incredible spacial interaction.

Tender Claws have created a piece of art with the amazing scrunch locomotion technique, essentially warping through space. The demo has over 30 minutes of single player mysteries to discover. Other adventures, like The Timeboat, are available for a fee.



## Help Yourself | free

A true original, Help Yourself is a solo multiplayer - a co-op with clones of yourself!

A puzzle shooter, it's mesmerising watching replays of yourself playing alongside your current self in a surreal time-bending bond.

With a fun scrapbook cut 'n' paste art style, it's the leaf people (you) against the machines. Pre-load your green guns with seed-like bullets and toss it to yourself to be ready in the next time loop. As you progress, so do the number of clones and the complexity.

Made by Media Cube Games, five Masters students at Salzburg University in Austria.

## Grapple Tournament | free demo

This stylised cartoon style arena shooter is a blur of grappling hooks, parkour, climbing and running in vertical combat. With seven maps and a dozen weapons in multiplayer from melee blade to rocket launcher. Serial killer! Savage!

# indie games!



## City of Eternity | free

'Stupid time-travelling tourists. Always leaving messes behind. Just another day punching the clock as a Time Janitor.'

An easy-to-pick-up original concept, City of Eternity has you on a march through time portals as a wage slave delivering artefacts back to their eras.

But the more you time travel, the more you have to avoid clones of yourself. It gets manic as 'you' multiply and the guards from each age close in - cavemen and mobsters, robocops and knights.

The walking mechanics are great fun - locomotion is through swinging your arms - and 2300AD has the perfect groove. Created by David Mines, it's one to play with a huge smile on your face.



## Wrong Voyage Ex | free

It's an ancient title from Spanish indie Flying Guillotine but its great playability has given Wrong Voyage Ex the longevity to come all the way from a Game Jam for Google Cardboard to the Quest 2!

In a pixelated retro style with 2D jungle walls and dark emerald green labyrinths, the game has fantastic moody atmospherics and just the right side of tension.

Armed with a simple laser gun, you'll come across the occasional scuttling red spider, zombie or crazed illuminati figure but your main task is to activate what look like green circuit boards to unlock portals and operate platforms. The levels get progressively harder and more intense. Classic!

## DAVID | free demo

Stylish and satisfying wave shooter where you control your ship and support drone in the 3rd person, like waving your favourite toys around! Hugely promising first chapter in a space adventure from Two Guys productions.

# dungeons and dogfights!

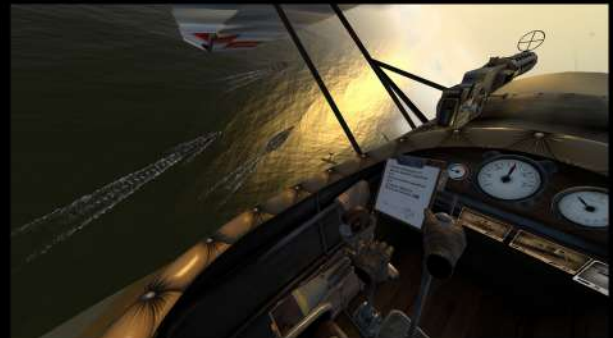


## **Ancient Dungeon Beta** | free

Never has a pixelated wailing zombie ever felt so threatening. Solo developer Eric Thullen even has a content warning: 'contains blocky dismemberment and blood'!

Go further with each run into the dark randomly generated dungeon, armed with a sword and throwing dagger against evil poison-spitting plants, bats and jumping bushes in the Overgrown Gatehouse, on to the fire creatures of the Forgotten Library and beyond.

Smash everything, pick up loot and power-ups, and be prepared for a lot of close combat. More floors are being added including the Luminous Mines. 'Crush capitalism' is listed as one of the game's milestones. Might take a while.



## **Warplanes** | free demo

Hand-thrown bombs, flares, a machine gun prone to jamming - this is the Great War with heroic dogfights against fighter squadrons, taking out blimps, trucks, warships and even a hurtling steam train.

A mix of arcade and flight simulator (with tweaks in-between for motion sickness sufferers), Warplanes sees you fighting with the Central Powers or Triple Entente. The graphics are sumptuous whether flying over cities in the moonlight with spotlights and flack artillery, or dusk over snow-laden landscapes.

You can build a squadron with a choice of 14 planes and as well as co-op there are single player and PvP options. Polish developers Home Net Games give you the tools to be a pioneer of aviation!

## **Racket NX** | free demo

Mad futuristic neon-lit geodesic dome? Check. Metallic lizard-like multiplayer opponents? Check. Wacky new squash-breakout fusion sport with tractor beam? Check. Your own music and level design? Check!



# castles, kung fu and cowboys!



## Tiny Castles | free

Behold the awesome power in your hands! From wielding a icicle like a club to virtually-controlling a titan, this tech demo from Oculus shows an exciting vision even with the current limitations.

There's four mini-games for you to help shuffling miniature maidens make their way through the temples and defend them from attack from cackling gremlins.

Try a unique warp teleportation (grab and pull), throw fire (with a rawwk action!) and even pick up unit commanders to programme their next move in the sky, lava, ice and moss castles.

There's a playground to try out all the bells and whistles (and cranks and levers). More on the Oculus blog [here](#).



## Crazy Kung Fu | free demo

Pitted against a spinning Wing Chun wooden dummy, you must dodge flashing blades, block and punch as you train by a waterfall under the watchful guise of a comedy cut-out wise man.

In fight mode the dummy moves alarmingly around the space - can you become quicker than the human eye?!

Solo developer Arnaud from London-based Field of Vision originally designed Crazy Kung Fu for his own training as a practitioner of martial arts for 12 years. Work your quads and calves, shoulders and back muscles.

**Passthrough mode!** Check out the experimental AR passthrough mode in a pioneering first for App Lab!

## War Yards | free

The ace in the hole here is the slo-mo matrix-style 'bullet time' as your foes recoil as ragdolls! There's the fort, the mine, the train and now even 'Sand Hill' Cemetery, inspired by The Good, the Bad and the Ugly. Gunslingin' guffaws!

## REVIEWS

# creator tools!



### Virtuoso | free

A tool to play music with instruments designed for VR, Virtuoso makes GarageBand feel like the 18th century.

To a pulsating purple and blue neon background you can play the Oorgan, lay down a beat with the Empads, and discover the wHarp, Board and Clustr.

One hundred years on from the invention of the ethereal Theremin comes its freaky VR descendent, the Wavemin. You even have a mic.

**Jonatan Crafoord** is the creative genius behind the app, and one of a five-strong team at Really Interactive in Sweden. It's easy to build up a series of live loops and MIDI support means a huge potential for professional artists too.



### Multibrush | free

Tilt Brush is dead, long live Tilt Brush! Google's seminal 3D painting tool, originally launched in 2016, went open source in January 2021 and within a week Multibrush was born as a free full feature version with added multiplayer.

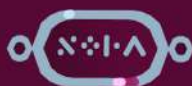
'Your room is your canvas, your palette is your imagination' goes the tagline. Paint with the impossible, like smoke and fire, or chose from 85 different brushes, almost double the original slate. Clone creators Rendevar are on a mission to overcome social isolation through VR.

Whether you want be a pro or just fancy some art therapy, there's an incredible community of artists out there to inspire. For a beginner's online course see Danny Bittman's channel on youtube [here](#).

### Gravity sketch | free

The future of design? A powerful pro 3D modelling tool, Gravity Sketch takes you from free-form sketching to advanced geometry with a sleek, slick and intuitive interface. There's a learning curve of course, but there are expert tutorials.

# FILMS & ANIMATIONS!



# quillustrations!

VR Animation Player (the re-branded name for Quill Theater) is integrated into Oculus TV. It has immersive playback for films and you can toggle between any artist-defined angles for illustrations.



**1 - the multiverse bakery**  
**studio syro** | free  
unmissable adventures ...



**2 - the neon jungle**  
**studio syro** | free  
... from the tales ...



**3 - the quantum race**  
**studio syro** | free  
... of soda island! 3 x 5m



**4 - the golden record**  
**studio syro** | free  
if only Carl Sagan could see this! 12m



**5 - the school trip**  
**studio syro** | free  
there's magic in the water!  
12m



**lifetime achievement parade** | free  
the lengths Yonaton Tal goes to for his mama! 15m



**peace of mind**  
**blue zoo** | free  
bing bong! dream interpretation 5m



**rebels**  
**federico breser** | free  
music is our freedom! 7m



**four stories**  
**nick ladd art** | free  
simultaneous quartet of fun tales 12m



**nightmara: episode one**  
**gianpaolo gonzalez** | free  
eaten your peas, Ned? 7m



**the remedy**  
**daniel peixe** | free  
seminal comic-book 10m



**dear angelica**  
**oculus** | free  
the first quillustration! 15m

# animations archive

2021



**ajax all powerful**  
**app lab** | free  
a foul-mouth genie! 15m



**goliath: playing with reality**  
**app** | free  
exploring mental health 25m



**the secret of retropolis**  
**app lab** | free demo  
play a robot detective! 15m

2020



**the dawn of art**  
**oculus tv** | free  
the cave of forgotten  
dreams 10m

2019



**dreams of henri rousseau**  
**youtube vr** | free  
genius rendition in a  
Parisian greenhouse 7m



**le soleil d'edvard munch**  
**youtube vr** | free  
french language  
warning: intense! 10m



**the spacewalker**  
**within** | free  
1965 Voskhod-2 rocket  
launch! 4m



**ayahuasca**  
**oculus tv** | free  
Jan Kouven's jaw-dropping  
Amazonian trip 18m

2018



**jurassic world**  
**app** | free  
Apatosaurus & Blue  
2 x 3m



**crow the legend**  
**within** | free  
from the makers of  
Madagascar! 22m

2016



**dreams of dali**  
**youtube vr** | free  
inside a Dalí painting! 6m

2015



**the night cafe**  
**sidequest** | free  
interactive van Gogh!

# film archive

2021  
2019



YouTube VR

Firefox Reality



Download these apps. Pull up a swivel chair and grab some headphones for your best viewing pleasure. Resolution may be found wanting in older titles!

2021



**surviving 9/11**  
**oculus tv** | free  
reconstructed in VR *25m*



**home planet**  
**felix & paul** | free  
Earth from the ISS *8m*

2020



**everest vr**  
**oculus tv** | free  
journey to the peak *40m*



**the before times**  
**youtube vr** | free  
did we know where we were going? *7m*

2019 don't miss!



**-22.7°C**  
**youtube vr** | free  
DJ Molécule in the Arctic.  
Jan Kounen directs *9m*



**immerse**  
**oculus tv** | free  
best underwater film *9m*

don't miss!



**traveling while black**  
**felix & paul** | free  
Jim Crow era *20m*



**the overview effect**  
**oculus tv** | free  
astronomical metanoia *6m*



**the people's lawn**  
**app** | free  
wacky activists! *3m*

\* **youtube vr** app limits resolution. Watch on **firefox reality**. Add Firefox Ad blocker extension. Click quality setting (up to 8K) | Turn off subs | Click full-screen > goggles and choose 360 stereo.

\* On **oculus tv** download cache to watch in high res.

# film archive

2019  
-  
2018

2019



## gorillapalooza

[youtube vr](#) | free

hang out with mountain gorillas in Rwanda *6m*



## cesare's dream

[youtube vr](#) | free

the cabinet of dr caligare - what is reality? *6m*



## dive blue planet vr

[youtube vr](#) | free

incredible guided dive with octopus *9m*



## iceland's glaciers

[youtube vr](#) | free

'what happens to ice, happens to us' *7m*



## tales from the edge

[youtube vr](#) | free

wingsuit base jumping with Jeb Corliss *9m*



## the atomic tree

[youtube vr](#) | free

400-year-old bonsai that survived Hiroshima *10m*



## pompeii

[youtube vr](#) | free

the heart of the eruption french language *8m*



## okavango experience

[youtube vr](#) | free

astonishing wildlife in the Okavango Delta *4 x 6m*



## polar obsession

[youtube vr](#) | free

seals in Antarctica *7m*



## free solo

[youtube vr](#) | free

climbing El Capitan solo style *6m*



## 700 sharks

[youtube vr](#) | free

the largest gray shark pack in the world *7m*



## isle of dogs

[youtube vr](#) | free

stop motion studio *6m*

# film archive

2018  
2014



**the real thing**  
**within** | free  
Chinese fakes of Paris,  
Venice and London 16m



**airpano vr jellyfish bay**  
**youtube vr** | free  
breathtaking underwater  
film in Indonesia 3m



**dolphin man - the dive**  
**within** | free  
world record holder in  
free diving 6m



**uaxuctum**  
**youtube vr** | free  
orchestral interpretation  
of a Mayan legend 7m



**charlie checkers goes to  
brazil!** **youtube vr** | free  
six-year-old Charlotte's  
imaginary journey 7m

2017



**fire in the forest**  
**youtube vr** | free  
a day in the village of the  
Waurá people 6m



**zero days vr**  
**within** | free  
documentary on the fourth  
dimension of war 21m



**sanctuaries of silence**  
**within** | free  
the last silent wilderness  
7m



**alteration**  
**oculus tv** | free  
disturbing experimental  
AI sci-fi 17m



**save every breath**  
**youtube vr** | free  
WWII dunkirk 1940 4m



**nomads**  
**felix & paul** | free  
maasai mara, yak herders  
and sea gypsies 3 x 12m

2014 don't miss!



**strangers**  
**felix & paul** | free  
just a guy making music  
8m





# quillustrations!



## Lifetime achievement | 15m

Leaning on the comic traditions and style of Tex Avery and Chuck Jones, this tear-jerker is a riff on the value of presence over presents.

Former Disney animator Yonatan Tal, who set up LA-based Parade Animation, draws on the love for his own mother (he declares as much in the opening credits) as he weaves a fast-paced fable that flies from secret caves in South Indonesia to albino crocodile hunting in Africa.

High-flying French designer Albert - so ritzy that 'Lorenzo is my exclusive gold supplier since 94' - is trying to make the ultimate gift for mama. But will the quiet tea-drinking septuagenarian be impressed?



## Tales From Soda Island | 55m

An astonishing series of five Quill shorts from Studio Syro - all set in the strange universe of Soda Island, with smoothie beavers and peace-loving *nekoalas*.

In [The Multiverse Bakery](#), a chef bends space-time and cooks from lightening bolts and squirrel acorns. A humanoid *tadpolotl* emerges from the water in [The Neon Jungle](#) and it's a techno candyland version of 60s cartoon Wacky Races in [The Quantum Race](#). In [A Golden Record](#) a worker ant breaks free with the help of surprise find, and there's magic in the water on [The School Trip](#).

It's eye-popping fun. At times fantastically minimalist and always wordless, Soda Island is fizzing with life.

## Peace of Mind | 5m

A slightly confused Mr Burridge enters an austere waiting room where he's told to wait for his 'live dream interpretation experience'. The unseen overworked technician Jason is keen to hurry things along, ignoring his pleas that 'this is not a dream, it's a recurring nightmare!'



# interactive animations!



## The Secret of Retropolis | 15m

'Before they were gone, humans made robots to keep civilisation alive. But just like the humans, we turned out to be apathetic and broken.'

This is Retropolis, a city populated by robots like you, Philip Log, a downbeat private detective: 'I love jazz, it makes my drinking seem more sophisticated.'

In walks the beautiful blue babe Jenny Montage - a rich, famous mechanical movie star - and your point & click puzzle adventure begins, replete with spring-loaded arms and suitcase inventory.

With a lovingly crafted retro-futuristic art style, this is a witty noir caper from Israeli indie Peanut Button.



## Goliath: Playing With Reality | 25m

It's a psychotic episode while DJing at a rave that 'Goliath' realises that he's going 'mad'. The film flips effortlessly from techno, turntables and trippers to a very sparse room in a psychiatric hospital.

Made by London-based Anagram, it's profoundly affecting and doesn't pull any punches. 'My fucking head is just ... fucked,' says Goliath, narrating his own true story along with Tilda Swinton.

A tale of suffering, schizophrenia and salvation via the online gaming world is delivered through mind-warping visuals, minimal interactions and a clever device to hear voice in your own head. It feels like an important step towards changing how mental health is portrayed.

## The Night Café | 5m

Hang out with Vincent as he tugs on his pipe in an imagined back room inside his painting The Night Café. From the Sunflowers on the piano and his simple functional chair to the Starry Night outside the window, this is a loving tribute to the great Dutch artist.



# more animations!



## Ayahuasca Kosmik Journey | 18m

Director Jan Kounen's jaw-dropping Amazon trip begins in the jungle with a shaman sitting in front of you, framed against the roots of a giant tree.

The indigenous healer, from the Peruvian Shipibo-Conibo tribe, begins a meditative chant to take you into a trance-like state - an ancient ritual played out on the most modern of media, and one of the most powerful experiences in VR.

Representing the effects of the hallucinogenic drug ayahuasca, you begin a mesmeric psychedelic journey, with visions of animal spirits from serpents to hummingbirds in the fractal cathedrals. It's not a film to be watched lightly. This 'making of' short can help you decide if you want to take the trip.



## Four Stories | 4 x 3m

An ingenious quartet of simultaneous tales set on the upper floors of an apartment building - four stories - by Canadian *quill*illustrator Nick Ladd.

It begins when star-gazer Lucas gets a surprise splat in the face from space from a luminous one-eyed green blob. Whichever mini-saga you choose to follow - Close Encounters, The Break-In, Night Frights, or Distractions - it all ends with fireworks on the rooftop.

The main aquatic-looking characters, like a knife-wielding ninja granny chasing a classic swag-bag style robber, have a supporting cast of extras like the pufferfish smoking on his balcony. Highly original and voyeuristic, and you can watch it four times over!

## Rebels | 7m

With just a trusty trumpet against the one-eyed droids, our hero ducks, dodges and parkours his way through a dystopian future. With a battlecry of 'music is our freedom', this *quill*illustration builds to a marvellous jazzy release.



# art & space animations!



## Dreams of Dalí | 6m

A stone-cold classic must-see, *Dreams of Dalí* is an epic fly-through the trippy surrealism of the Spanish painter.

It begins in the desert as an ant-sized father and child gaze up at two towering praying figures, the scene from his work 'Archaeological Reminiscence of Millet's Angelus'.

Although that painting is the anchor of the film, other iconic elements are introduced – a lobster phone rings under one of the towers, a girl is skipping rope, and the elephants on stilts trumpet under the crescent moon.

With the echoing voice of Salvador himself in English and Spanish, it's an *obra maestra* all of its own.



## Le Soleil d'Edvard Munch | 10m

Using the Ganzfeld effect of perceptual deprivation to create 'hallucinations' of colours, this experimental animation attempts to recreate the intensity felt by Edvard Munch on seeing 'The Sun'.

Using frequencies of sound and chromas that cut to white, your brain becomes starved of stimulation and imprints their opposites on the blank canvas.

Munch based his masterpiece on a sunrise on Norwegian coast, re-created here at the start of the film as a slow one-take time-lapse taken from the same spot over a fjord in Kragerø. *French language.*

*Warning: This film features an optical technique which might be uncomfortable for some viewers.*

## The Spacewalker | 4m

There's a blizzard swirling around the launchpad of the Voskhod 2 rocket as it prepares for blast off in March, 1965. Step into the shoes of Soviet cosmonaut Alexei Leonov as he becomes the first human in history to float freely in space.



# more art animations!



## The Dawn of Art | 10m

Black woolly rhinoceros locking horns, a quartet of horses, arctic musk oxen and a pride of lions. It must have been quite a shock when speleologist Jean-Marie Chauvet stepped into a cave in the South of France in 1994 and stepped back in time by 36,000 years.

The Dawn of Art leads you inside what Werner Herzog has called the cave of forgotten dreams. A bear skull sits where it was carefully placed many, many millennia ago. The giant frescos - humanity's first masterpieces - are some of the oldest drawings in the world.

Narrated by Daisy Ridley, the animals spring from the walls as sparks of fire - animating the originals drawn in charcoal and engraved into the limestone walls.



## Dreams of Henri Rousseau | 7m

'I never went to Mexico, that was a lie I told people. In fact I've never been anywhere.'

It's true. Henri Rousseau, famous for his depictions of tropical jungles, never left Paris. His psychedelic inspirations came only from the city's botanical gardens.

The film, directed by Nicolas Autheman, leaves you in the greenhouse of the Jardin des Plantes after closing time and Rousseau's shimmering art begins to reveal itself in the lush foliage.

'I don't feel afraid. There are other spirits in the forest,' the narrator continues. The friendly face of a lion, the black snake charmer, the reclining nude - all figures from his most famous oil-on-canvas painting, 'The Dream'.



## Cesare's Dream | 6m

A century on from the expressionist silent film 'The Cabinet of Dr. Caligari', this mixed-media VR homage is still asking the same questions: 'What is a dream, what is reality and who is in control?'



# underwater animations!



## Immerse | 9m

Poetic, educational and affecting, Immerse is simply the best 360 underwater film out there.

Look right down the mouth of a manta ray, go eye to eye with green sea turtles and dive with shoals of red snappers and grey sharks among the coral reefs of Palau. The film is mixed with exquisite animations of coral polyps and mass coral spawning on the full moon.

It's made by Hydrous, a non-profit which raises ocean awareness and scientific understanding, led by marine biologist Dr Erika Woolsey.

As she says: 'When you see the beauty and the magic of the ocean this closely how could you not want to protect it?'



## Polar Obsession | 7m

National Geographic photographer Paul Nicklen traverses 550 miles of the roughest seas in the world to reach Antarctica. 'It's like you are entering this dreamland and the dream is real,' he says.

Floating like a speck amongst the spectacular icebergs, he has a close encounter with a humpback whale before meeting the star of the underwater show - a 12 foot long leopard seal, 'bigger than a grizzly bear'.

After some dramatic threat displays, the seal decides to show just how good he is at catching a penguin.

It's an astonishing and unique hunting sequence captured at the very edge of the South Pole.

## AirPano Jellyfish Bay | 3m

From the Russian hi-res film specialists AirPano comes a short but breathtaking dive into a smack of thousands of jellyfish in Raja Ampat, Indonesia. Recorded in 8K by Alexey Tishchenko with a simple musical score.



# more underwater films!



## Dive Blue Planet VR | 9m

Diver Tiare Boyes narrates in real time as you plunge into the green seas of Canada in search of the world's largest octopus.

In between gulps of air, Boyes directs your gaze with her torch and her patter as she swims through the emerald underwater kelp forest. After pausing to show off an enormous wolf eel, it's time for the star, the Giant Pacific Octopus.

Camouflaged, and at almost 10 metres long, it emerges right in front of your eyes. It's a nocturnal carnivorous predator and as smart as a house cat.

This is classic BBC Natural History Unit writ large in VR. It's a guided safari that even has time for a sea lion cameo, as a young male comes in to have a look.



## Dolphin Man: Dive | 6m

'I have a relationship with the depths - cold, dark, vacant, pressure,' says William Trubridge, a quietly-spoken free diver.

Just a lithe body in a wetsuit with no oxygen, he descends vertically into the bluest of Blue Holes, where he's achieved many of his 14 world records.

Trubridge has gone eight minutes without breathing and broken through the 100 metre barrier without fins.

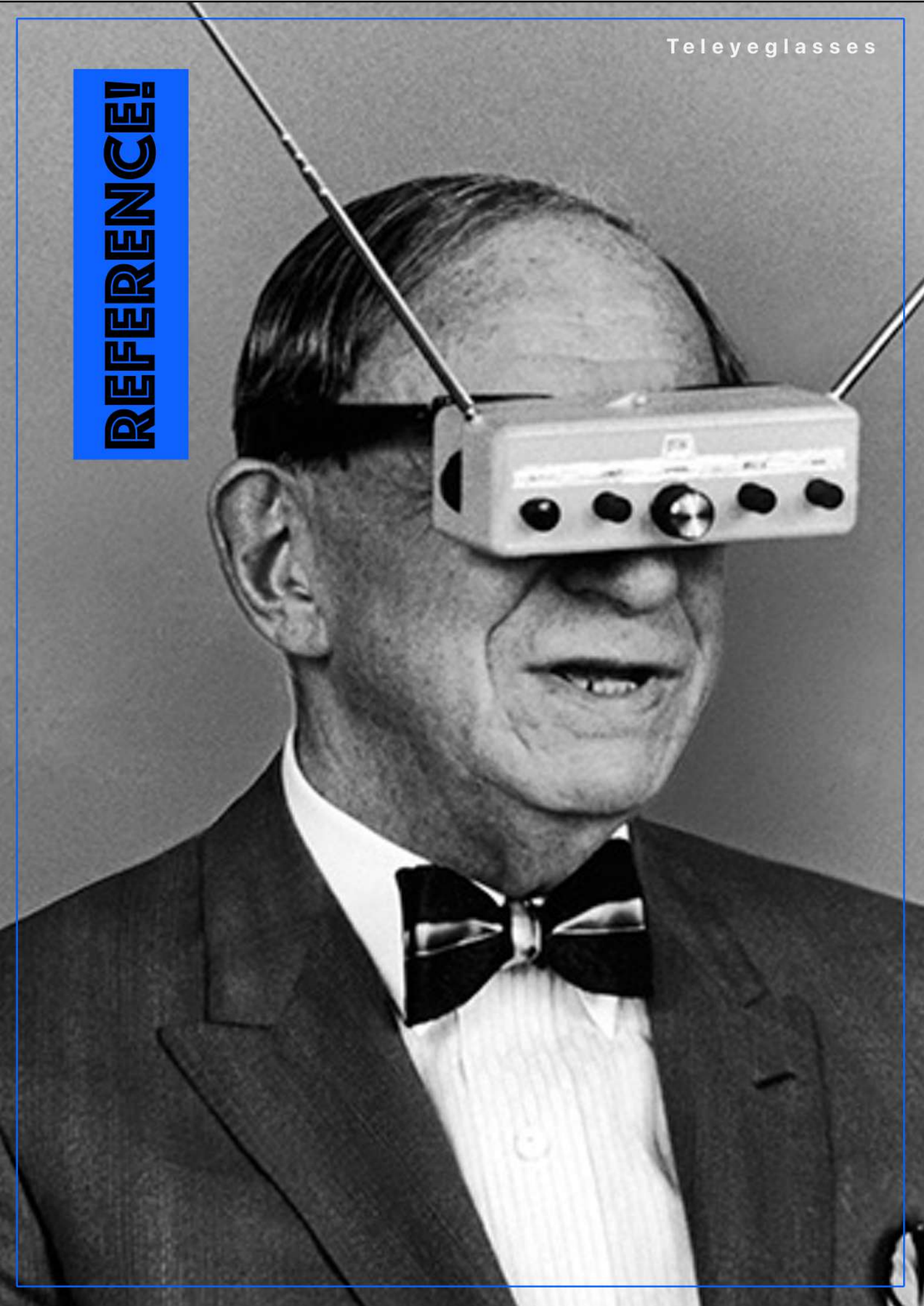
Directed by Benoît Lichté, Dive is one of a trio of films with Dolphin Man. Darker and darker, we head into the depths.

'Gases play tricks on your mind,' he says, as he reflects on the dangers and his own calmness in the face of them. And, breathe.

## 700 sharks | 7m

A heart-in-the-mouth glimpse at the largest gray reef shark pack in the world in French Polynesia. It's daytime, when the 'wall' of sleek torpedoes remains static, hours before a feeding frenzy to gorge on groupers you can only imagine.

**REFERENCE!**





# BABY STEPS!

## ABSOLUTE BEGINNERS: GETTING STARTED OUT OF THE BOX!


**I just got it out of the box, now what do I do?!** Turn it on by doing a short press of the button on the right side of the headset. You can turn it off by doing a long press! It'll go into standby on its own.

**Download the Oculus app to your phone!** Find it [here](#) or [here](#). You have to pair it with your headset via bluetooth.

**Set up your account!** From October 2021 you no longer need to link to a valid Facebook account. Enter your bank details and you're ready to install apps!

**WTF does that mean?!** It's an alphabet soup of three-letter acronyms out there! Check out the glossary!

**Set up your Guardian boundary!** Clear some space in your room and follow the tutorial in the headset. Be careful and aware - don't faceplant the fireplace or tread on your cat!

**The Oculus button is your best friend!** See that one marked with ? It's the one that is depressed under the joystick on the right controller. A long press will always re-centre your view and a short press will exit any app back to the menu.

**Charging!** The green light means it's fully charged (you get about two hours), orange is charging, white in use and red when there's only 10% left. You can leave it charging without damaging the battery.

## HAND TRACKING: HOW TO ENABLE, GESTURES AND ADVICE!

**Turn it on!** Go to settings > device > hands and controllers > and toggle hand tracking on. Point and pinch to select and scroll. Watch the 'hands' video tutorial pre-installed in your apps to learn how to do the basic gestures.

It still feels very much in beta but when it works it's like some kind of freaky magic! It uses the built-in cameras so make sure you have plenty of light and contrast! High Frequency Hand Tracking has improved hand recognition and it's getting better.

## 'I JUST WANNA PLAY!' GREAT APPS TO GET YOUR FIRST 'WOW'!

**Want your first 'wow'?!** A great start is the interactive animation **the line**. You don't need to learn how to use the controllers, and you get the magic of seeing your hands! You can play seated or roomscale. Lasts 20 mins.

**No, I mean a game!** OK, simple controls but high-octane is the cinematic bullet hell of **pistol whip**! For something a little more sedate try the mind-blowing experience of **down the rabbit hole**. Both are the best VR can offer!

# HINTS, GUIDELINES, TIPS AND TRICKS

## BASICS: LENSES, SAFETY, PASSTHROUGH & IPD!

**Look after the lenses!** Never leave them exposed to sunlight, even for a few seconds! Never clean the lens with anything but a lens cloth (your t-shirt can scratch them). I keep mine turned away from the window and always have a cloth on hand. Or use a lens protector when not in use.

**Covid-19!** Use a third-party removable silicon cover and wipe with alcohol 70% if you share the headset. Never use alcohol on the lenses! To avoid irritation wear a sweatband underneath!

**Set your IPD!** IPD is the distance between your pupils (interpupillary distance). Once you get this dead on, it makes a world of difference - no more blurry edges! It's fixed at 58/63/68mm options on Quest 2, but you can manually force in-between settings. You can use a ruler and a mirror or the [quest IPD](#) app.

**Passthrough!** Enable this in settings > guardian so you can double-tap on the side of your headset at any time. Also useful as your menu background - toggle the 'eye' icon in quick settings.

**Setting the boundary!** It's a necessary evil but you can make it better. Lower roomscale boundary sensitivity in guardian settings to avoid more immersion killers. Click advanced and you can adjust four levels which trigger virtual walls depending on distance or movement. You can add a couch and a virtual desk in experimental features. You can even switch the guardian off entirely in developer mode - at your own risk!

**Headphones!** The Quest 2 has built-in audio but nothing compares to plugging in some 3D noise-cancelling headphones for that full immersive experience!

**Warm it up!** To avoid lens fogging when you start a session, stick the goggles on your forehead to warm them up for five minutes!

**Motion sickness!** Some people are more susceptible than others. If you are new to VR avoid games marked with this symbol 🌀 until you get your VR 'legs'! Avoid 'smooth locomotion' in games. Look for comfort settings.

e n j o y




# HINTS, GUIDELINES, TIPS AND TRICKS

## SHARING: RECORDING, CASTING & MIXED REALITY!

**Recording video!** To record in 16:9 aspect ratio, connect the Quest 2 via USB to your computer, open [Sidequest](#) and go to the tools menu. Change resolution to 1080. Turn full rate capture to On (records in 72fps not 30fps). Note: defaults reset every time you turn off the Quest 2. Turn off the red dot recording light in settings > device > video capture indicator.

**Mixed reality!** To record without a green screen, download [Liv Connect Beta](#) for iPhone or iPad. Or try the [Reality Mixer](#) app. For a more professional set up with a green screen you'll need a couple of apps. See [here](#).

**Screenshots!** Shortcut: Hold  and press trigger on either controller!

**Casting!** It's a bit laggy and often cuts out unless you are on a fast connection. Follow [this](#) guide to set up. Be aware it eats the battery fast!

**Multi-user!** You can add up to three other Facebook accounts in addition to yours on a single headset. Go to experimental features > multiple accounts and library sharing. Switch between them by clicking on your profile image. Useful to keep game progress save settings apart.

**App sharing!** It *doesn't* mean you can share apps you own to another headset but it *does* mean that apps purchased on the primary account are playable on different accounts on the same shared device. For the fine print see [here](#).

## FIRMWARE UPDATES: COMMON QUESTIONS!

**Monthly firmware updates!** Regular releases add improvements and functionality. The updates happen automatically as long as the device is switched on and connected to Wi-Fi.

They roll out slowly at different times across different regions and can take weeks after the official launch date. You might get some new features first before others even on the same update.

Release notes [here](#). Troubleshooting on Reddit [here](#).

**What's new in v35:**

**Space sense!** No more treading on the cat! It can show the outlines of pets or people up to 9 feet away if they have entered your playspace.

Go to settings > experimental features > space sense.

**Passthrough!** Since the AR Passthrough tool was released for developers a few hardy souls have created content. This will now be allowed on App Lab.

# THE BIG PICTURE

These are exciting times for VR. Only released in October 2020, this graph shows the spectacular rise of the Oculus Quest 2.

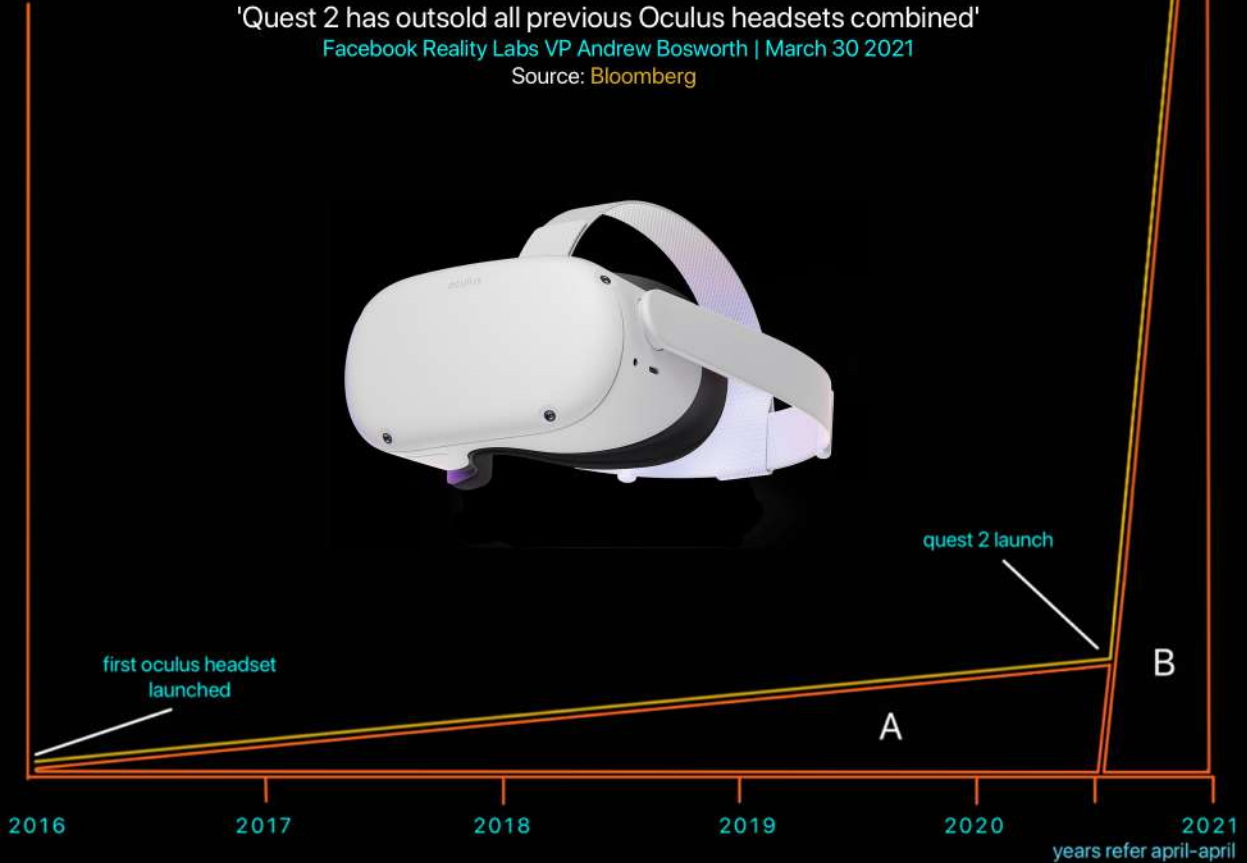
sales in millions  
(figures not released)

## VISUALISING THE QUEST 2 EFFECT

'Quest 2 has outsold all previous Oculus headsets combined'

Facebook Reality Labs VP Andrew Bosworth | March 30 2021

Source: Bloomberg



Methodology: The volume of triangle B (all Quest 2 sales) must be greater than the volume of triangle A (all previous Oculus sales averaged over time). The time period on the X-axis is known, creating the peak on the Y-axis.

**5 MILLION+**

Estimated Quest 2 sales.  
Official figures not released.

Source: Barron's

**1000%**

Game sales are up as much as  
ten-fold since Quest 2 launch

Source: Cloudhead Labs

**\$1.25 BILLION**

Latest valuation of gaming  
platform Rec Room Inc.

Source: Wall Street Journal

**\$180 MILLION**

Estimated revenue generated  
by a single title - Beat Saber

Source: RoadtoVR

**\$10 MILLION+**

Revenue earned by six Quest 2  
titles. 60 have earned \$1M+

Source: Facebook

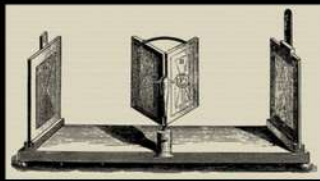
**10 MILLION**

Facebook's sales target for  
the Quest 2 is 'on track'

Source: Facebook

# vr timeline

A brief history of VR from 1838 to the launch of the Quest 2 in 2020. Headset (HMD) development is in **green**, cameras in **yellow** and general in **blue**.



1838

**stereopsis**  
stereoscope



1935

**pygmalion's spectacles**  
sci-fi story



1956

**sensorama**  
vr booth



1968

**sword of damocles**  
first hmd



1989

**1979**  
**vital helmet**  
military hmd



1985

**nasa view**  
astronaut simulator

**vpl research**  
first vr company



**1991**  
**virtuality**  
vr arcade



1995

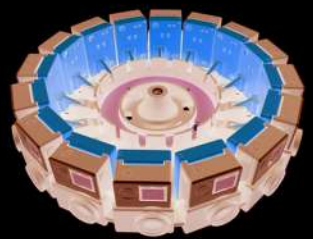
**virtual boy**  
gaming hmd



2010

**oculus rift prototype**

**facebook buys oculus**  
2014



multi-camera rigs  
**gopro jump**  
**2015**



**2025?**

**standalone 5G glasses**



**quest 2**

**2020**



**quest**

**2019**

**insta360 pro 2**  
8K pro cameras



**standalone hmds go**

**2018**

**insta360 one x**  
5.7K cameras

tethered hmds  
**oculus rift htc vive psvr**

**2016**

**gear 360**  
4K cameras

**gear vr cardboard**  
phone hmds



# WTF DOES THAT MEAN?!

## GLOSSARY: KNOW YOUR DIORAMAS FROM YOUR PANCAKES!

**vr terms** | **3dof** (three degrees of freedom) restricted to following head movement like the Go **6dof** (six degrees of freedom) allows free movement with a 3D space, like the Quest 2 **UI** user interface **FFR** (fixed foveated rendering) a way to economise processing power by keeping hi-res in the centre of your vision and lo-res at the periphery without impacting on your ... **UX** user experience! **agency** the ability to act in and influence a vr environment **refresh rate** the higher the refresh rate, the smoother the visual experience. Quest 2 can run at 120Hz **latency** the delay between your action and the headset's reaction **inside-out tracking** the method the Quest 2 uses to map your 3D space using in-built cameras **PCVR** VR tethered to a gaming PC through the oculus link cable or wireless using the **air link** feature **HMD** head mounted display i.e. a headset **FOV** field of view - the Quest 2 is 92° horizontal (compared to our 200° -220° in real life) **XR** cross-reality - industry term for anything VR and ... **AR** augmented reality **LBE** location-based entertainment eg VR arcade **sideload** just copying files to the headset **IP** an original game (from Intellectual Property) **devs** the developers - our heroes!

**gamer terms** | **FPS** first-person shooter **wave shooter** vr space invaders genre **rail shooter** from a fixed position **jump scare** cheap horror trope **NPC** non-playing character **spawn** the live creation of a game object **god-mode** turns the game into a ... **diorama** interactive miniature **DLC** downloadable content (game add-ons) **sandbox** open-world exploration **melee** close combat **bullet hell** raining projectiles **non-euclidean** impossible spaces **virtual beings** AI artificial people **squeakers** toxic kids **roguelike** turn-based, random dungeon generation, permadeath and hack-and-slash gameplay. Not to be confused with **roguelite** which can be summarised as 'procedural death labyrinths' **pancake** pejorative term for flat non-VR games **gunstock** 3D-printed weaponry that attaches to the controllers **PvP** player vs player **dojo** training area **asymmetric** VR player against non-VR player **cel-shading** cartoon graphic style **loadout** the weapons you choose to take into battle **f2p** free to play **QoL** fixes to playability (quality of life) **SBM** skill-based matchmaking (for multiplayer fairness) **nerf** weapon downgrade **buff** weapon upgrade **grinding** do repetitive tasks to gain ... **XP** experience points!

## PRIVACY: BIOMETRICS, ANTI-TRUST LAWS AND YOUR DATA

As from October 2021, the Quest 2 **no longer requires a facebook account**. This was being challenged in German courts many for violating antitrust laws. See [here](#).

Remember that with inside-out tracking, **the information from the cameras seeing your room is sent to meta**: 'When you set up the Oculus Guardian System we receive information about the play area that you have defined.' That information is unspecified.

Meta also **collects biometric data on your physical features** like your height and hand size; your voice (if not disabled) and your location. For more information, see the Oculus legal documents [here](#).

According to a paper in the respected scientific journal Nature, a simple machine learning model can **identify participants from less than five minutes of tracking data** at above 95% accuracy. See [here](#).

You can **feedback** to Oculus about these or any other issues [here](#).

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◦ ... I'LL GET A BUZZ - AND YOU'LL GET THE LATEST ISSUE IN YOUR INBOX AUTOMATICALLY!

# THANK YOU!

## 'LOVE IT!' 'EPIC!'

*'I've never seen a more complete document about VR before!'*

## 'BRILLIANT GUIDE!' 'A BIG HELP!'

*'It's absolutely amazing. I love to see clear up-to-date guides that work for everyone'*

## 'A+!' 'VERY COOL!' 'GREAT JOB!'

*'I love it. So comprehensive and saves me hours of looking all this shit up myself!'*

## 'SENSATIONAL!' 'AWESOME!'

*'Your guide has finally convinced me to pull the trigger and buy a Quest 2'*

## 'EXCELLENT RESOURCE!'

*'You have done a great service to many in the community'*

## 'FANTASTIC WORK!'

*'This will help many, many people to dive into VR!'*

I'm as passionate about VR as when I first dived in in 2016. After all, it's not every day that a completely new medium - a new art form - comes along in your lifetime. Find me at [gibby@gibbysguide.org](mailto:gibby@gibbysguide.org)

**Feedback!** Please send me yours and any corrections and suggestions to my reddit: [u/uncledefender](https://www.reddit.com/u/uncledefender)

this is a **BS**-free zone!



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