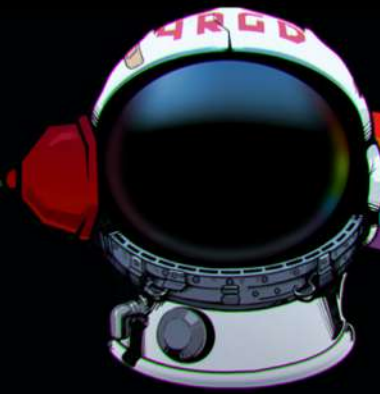


GIBBY'S GUIDE TO VIRTUAL REALITY!

FOR THE OCULUS QUEST 2



t h e f u t u r e
a n d b e y o n d

V9 | AUGUST 2021 | AN INDEPENDENT FREE ZINE!

MEET YUPITERGRAD'S JAKUB MATUSZCZAK!

108 FREE & QUALITY EXPERIENCES!

31 FREE FULL GAMES
& APPS!

29 FREE GAME
DEMOS!

48 FREE FILMS &
ANIMATIONS!

EVERYBODY'S FREEEEEEEEEEEE! EVERY SINGLE THING IN THIS GUIDE IS FREE TO INSTALL RIGHT NOW!

FULLY

**CLICK ON ANY ICON TO
TAKE YOU TO THE CONTENT!**

INTERACTIVE!

BRAND NEW

**GO TO THE BLUE REFERENCE
PAGES TO GET STARTED!**

TO QUEST 2?

5

60
FREE
GAMES
RANKED!

GAMES &
APPS!

11

YUPITERGRAD!

22

FILMS &
ANIMATIONS!

33

REFERENCE!

KEY!



hand tracking



perfect for seated



best in roomscale



roomscale essential



adventure



fitness



puzzle



creator tool



sports games



meditation



possible motion
sickness

EVERYBODY'S FREE TO FEEL GOOD!

Welcome to the 8th edition of your free regular alternative guide to the quest 2! It's freedom day! Over 100 quality free experiences available right now!

Meet Jakub Matuszczak, head honcho at Polish studio Gamedust and the brains behind the incredible Slavic spiderman title **Yupitergrad**.

It's at number one in this guide's ranked list of the best 60 free games and demos to install. The Sneaki Peaki demo gives you all the mission training and three Time Attack levels to try out. Swing, brave kosmonaut, swing!

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 only a gamer, give the amazing films and animations featured here a go. There are 48 to choose from, from **The Golden Record** to **Ayahuasca Kosmic Journey**. Read the reviews and enjoy!

* The new **128G Quest 2** goes on sale on Aug 24, replacing the discontinued 64G model for the same price, \$299.

PAID STUFF!



Check out v8 of the guide for the Best of the Quest - ranked! 96 recommended games and apps, 72 films and animations and 84 original reviews!

GOING NATIVE!

All the titles in this guide are native to Quest 2, no PC required!

Each to their own! Everything in this quick start guide are positive recommendations of stuff I like, it's not meant to be an exhaustive list. If you have any suggestions email me at gibby@gibbysguide.org

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 500 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.

GAMES & APPS!

Squingle

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! new release!



squingle 
app lab | free demo
totally trippy puzzler!

four!



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

five! multi!



the under presents 
app | free demo
open world theatrics!

six! multi!



warplanes  
sidequest | free demo
amazing WWI missions!


seven! multi!



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


eight!



ancient dungeon 
app lab | free
hilarious pixel adventure!

nine!



traVRsal 
app lab | free
natural walking in VR!


ten!



crazy kung fu   
app lab | free demo
quicker than the human eye!

eleven! multi!



multibrush 
app lab | free
three-dimensional painting!

twelve! multi!



war yards
app lab | free
gunslingin' guffaws!

best of the quest II - free!

For how to download sidequest games see p4.

thirteen! multi!



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

fourteen!



v speedway 🚗🎮
app lab | free
arcade racing!

fifteen! multi!



guardians 🚗🎮
sidequest | free demo
sci-fi strategy shooter!

sixteen!



arrows
sidequest | free demo
defend the villages!

seventeen! multi!



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

eighteen!



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

nineteen! multi!



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

twenty!



tiny castles 🦋
app lab | free
incredible hand tracking!

twenty-one!



mission:iss 🚗🎮🌀
app | free
zero gravity on the ISS

twenty-two!



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

twenty-three!



puzzling places 🚗🧩
app lab | free
zen puzzling!

twenty-four! multi!



echo vr 🌀
app | free
zero gravity battles!

more amazing free stuff!

twenty-five!



city of eternity
sidequest | free
travel through time and
get chased - by yourself!

twenty-six!



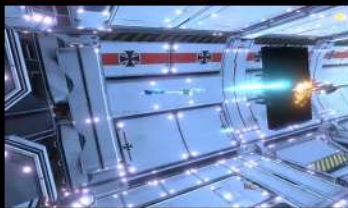
wrong voyage ex 🕒
sidequest | free
spiders! zombies! retro!

twenty-seven!



project terminus
sidequest | free demo
Parisian survival horror!

twenty-eight!



2076 midway multiverse
app lab | free demo
arcade to ...

twenty-nine!



1976 back to midway 🎮
app lab | free demo
... immersion ...

thirty!



operation warcade 🎮
app lab | free demo
... zone!

thirty-one!



tea for god 🏠 🕒
sidequest | free
non-euclidean geometry!

thirty-two!



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

thirty-three! **multi!**



half + half 🧑‍🤝‍🧑
app | free
la la la la la la la la!

thirty-four!



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

thirty-five!



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

thirty-six!




space pirate trainer
app | free demo
arcade wave shooter!

even more amazing free stuff!



thirty-seven!



gravity sketch 
app | free
3D design and modelling!

thirty-eight!



descent alps  
app lab | free demo
rhythm slalom on the slope


thirty-nine!



bait! 
app | free
silly hippy fishing!

forty!



battle talent 
app lab | free
fantasy combat sim!

forty-one!



cosmic flow  
app lab | free
fractal meditation!

forty-two!



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

forty-three! **multi!**



attack on quest 
sidequest | free
slay the titans!


forty-four! **multi!**



upenders
app lab | free
sneaky shadowy shooter!



forty-five! **multi!**



hibow 
app lab | free
flying and archery!



forty-six!



paradiddle  
app lab | free demo
your own percussion kit!

forty-seven! **multi!**



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

forty-eight!



grooVR 
sidequest | free demo
drum Brazilian death metal!

yet more amazing free stuff!

forty-nine!



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

fifty!



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

fifty-one! multi!



alcove
app | free
social vr for families

fifty-two!



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

fifty-three!



proshot tennis 🏠🎾
sidequest | free demo
... your favourite ...

fifty-four!



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

fifty-five!



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

fifty-six



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

fifty-seven! multi!



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

fifty-eight!



arcaxer 🕹️🏠
app lab | free demo
RPG adventure!

fifty-nine!



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

sixty!



unstung 🐝🏠
sidequest | free demo
a gentle swarm!

COVER FEATURE



COVER INTERVIEW

jakub matuszczak

'Yupitergrad is a game about a swinging cosmonaut in a tracksuit'

It's the delicious deadpan one-liners that first introduce you to Yupitergrad's peculiarly Slavic flavour.

'Our crew gathers here to learn what they think,' announces AISha (Olga Shepel), your off-camera cheerleader, advising you to 'breathe economically, never for pleasure'.

Being a Slavic spiderman you don't fire silk but instead have some very Soviet-era red plungers. At least they seem reliable, and the suction cups give a satisfying 'plop' every time they land.

This is your only form of locomotion and you blast off to the 'top class space station' Yupitergrad to a stirring patriotic anthem and with the words of General Varnikov (Evgeniy Golov) in your ears.

It's all the work of a fun-looking gang of 20 employees at Gamedust, a studio based in Poznan, Poland.

'Swing, brave komrade kosmonaut, swing!'

Head honcho Jakub Matuszczak, who describes it as 'a game about swinging cosmonaut wearing a tracksuit', says the inspiration for the humour comes from the self-styled 'Slav King', youtuber Boris from The Life Of Boris and hardbass music subcultures that 'exaggerate the stereotypes about people from Eastern Europe and its history by Western societies.'

But let's get back to the stand-out feature of Yupitergrad - the swinging!



What you might imagine at first would be a guaranteed queasy fest turns out to be a brilliantly executed and super fun way to move around.

Gamedust talk about a passion for new game mechanics.

'The whole idea emerged during an internal game jam when we were looking for innovative VR mechanics. One of them was the ability to grab and play the objects with grappling hooks which gave us a lot of fun during testing', says Jakub.

'However - after some iterations, the team realised that it's much more fun to pull yourself to the objects and that's how Yupitergrad was born.'

'the killer soundtrack goes from synthwave to retropunk to hardbass'

There are 55 fun cartoon-style levels to swing through and 40 more on Time Attack mode - half of which have been added for free since the game's launch.

'With such a dynamic game we needed to make some concessions regarding the art style.

SNEAKI PEAKI DEMO!

The **free** Yupitergrad demo, called Sneaki Peak!, is downloadable from Sidequest [here](#). There are all the training levels from the main mission so you can test the controls and comfort settings, plus three Time Attack levels to race through and climb the local leaderboards!



'We wanted the game to be visually attractive, hence cel-shading which is visually appealing, but easier for optimisation,' says Jakub.

Not to mention that all this takes place in a retro futuristic world against the backdrop of a killer soundtrack, from synthwave to retropunk to hardbass.

Gamedust have even released an album featuring 15 tracks by Piotr Surmacz, with Pink Floyd-inspired artwork (as featured on the cover of this guide).

'Piotr is responsible not only for the music, but for the whole story and most of the dialogues as well,' explains Jakub.

'We had a lot of discussions about the tone of the story and the music, so we worked very closely. Even now with the updates when we add new music. He is like a member of our team to us.'

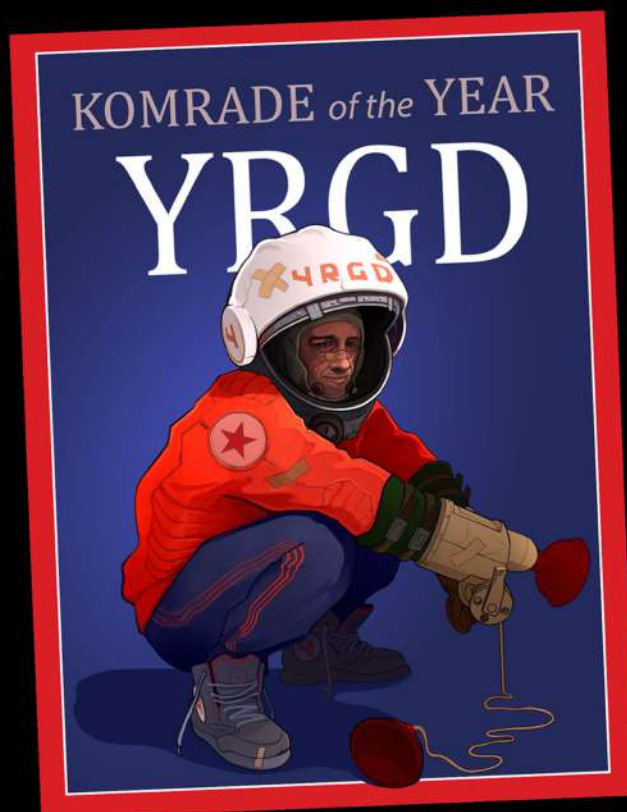
When I complain that some of the Time Attack levels - I'm looking at you level 9! - are fiendishly difficult, Jakub responds that 'we never aimed for a 'walk in the park' type of game, especially in the additional mode. We had a lot of players who are looking for increased challenge.

'We also have one person - nicknamed Awesomecar - whose main aim is to maintain the world records in all of our Time Attack levels. His dedication to the game is the best praise for us.'

Yupitergrad has been a success for the studio and although Jakub won't reveal sales figures, 'I need to admit it is a satisfying result that keeps on growing.

'As a studio we just want to deliver great and fun games captivating the players on this new and fascinating medium. VR is expanding faster than ever and it's great to be part of this innovation.'

Yupitergrad Sneaki Peaki demo (see box) is **free**. The full game is US\$15.



'we just want to deliver fun games that captivate players on this new and fascinating medium'



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 half a dozen experiences that await you on the holodeck. The Tower takes the concept to a vertical plane.

But the art gallery is perhaps the best. Within minutes you can upload your own images and customise your installation.

There are even user-generated 'worlds' that have been 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 where it's unclear where you have to go or what you have to do.

But the mystery is a good thing and you come across a variety of quirky robots and dystopian environments.

Solo developer Void Room, aka Jarosław Ciupiński, has this to say: 'Just as the hero wanders into an unknown world, so do you. And you will have to learn everything on your own.'

dungeons and dogfights!



Ancient Dungeon | 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!

REVIEWS

sprites, clones & pool!



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.

Black Hole Pool | free demo

Get some cue action with David Ipac's excellent cool blue baize game which just gets better and better. Now with a giant youtube screen, a roaring fire and a view of the Alps! Play solo or invite a friend. Rack 'em up!

REVIEWS

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.

There's nothing po-faced here - there's even the option to have falling shrimps to munch on to test your reflexes!

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!

sidequest 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!

Match Point Tennis | free demo

Play in Paris or Dubai (with Bondi beach and African savannah to come) in this top demo from Backyard Games. Clever movement options and great racquet action. It's single player only for now with multiplayer to come.

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!



The Secret Of Retropolis

quillustrations!

Quill Theater is integrated into OculusTV. It has immersive playback for films and the ability to 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



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



the beast
blue zoo | free
I dreamt of nothing but the mountain 5m



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



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



goodbye mr octopus
atlas v | free
Stella reads a letter from her mother 8m



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



dear angelica
oculus | free
the first quillustration! 15m

animations archive

2021



the secret of retropolis
app lab | free demo
play a robot detective! 1hr

2020



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

2019



the key
app | free
where am I from? 20m



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 Kounen's jaw-dropping
Amazonian trip 18m



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



pearl
youtube vr | free
Oscar-nominated tale of
father and daughter 6m

2015



the butcher
youtube vr | free
run, rabbit, run! 2m

film archive

2021
2019



YouTube VR



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!

2020



symphony vr
miff xr* | free
Venezuelan conductor
12m



bodyless
miff xr* | free
memories in Taiwan 24m



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

2019 don't miss!



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



-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. * Download **miff xr** on app lab.

film archive

2019
-
2018

2019



gorillapalooza

within | 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

within | 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

within | 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

2016



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 | 4x5m

An astonishing series of four 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*. But the latest is the greatest - *A Golden Record*. Our worker ant hero breaks free with the help of surprise find from across the universe.

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 Burrige 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!'



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 *quillillustrator* 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 *quillillustration* 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.

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! You'll have to link it to a valid Facebook account (required). Enter your bank details, and you are ready to install some 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 just been added, the first update since launch.

'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. You can hide the stationary boundary virtual walls. Go to experimental features > stationary boundary: passthrough. Lower roomscale boundary sensitivity in guardian settings to avoid more immersion killers. 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 v31:

Mixed reality in passthrough! Effectively turning the Quest 2 into an AR development kit, this SDK update for Unity will enable developers to play around blending VR with the real world! Exciting stuff round the corner!

Invite link! Created and shared within the mobile Oculus app, invite link makes it easier to invite friends to multiplayer games. Text or post to bring anyone you like into the same location in VR.

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.

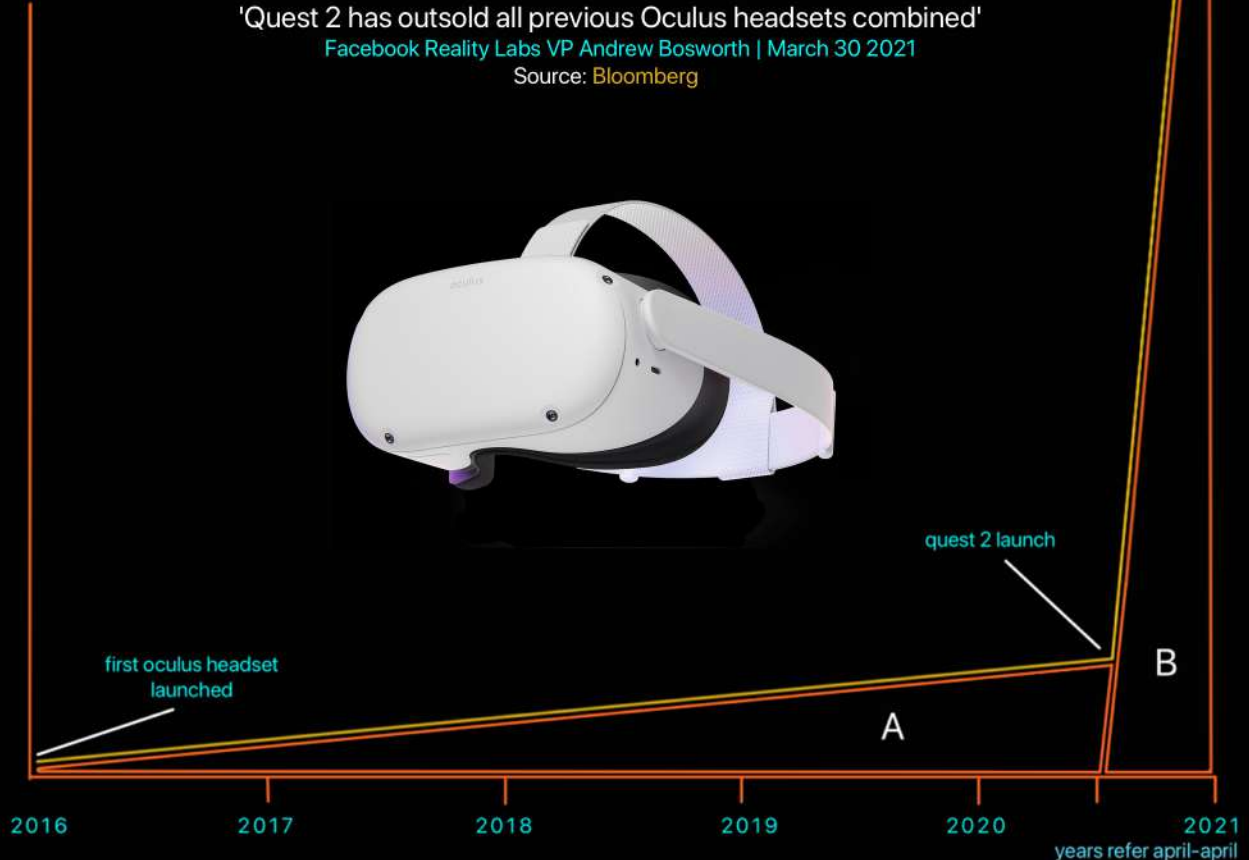
sales in millions
(figures not released)

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

gear vr cardboard
phone hmds



standalone 5G glasses

2025?



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



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 now 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, for example through the oculus link cable **air link** or wireless through a network **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 & ... **AR** augmented reality **XP** experience **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** subgenre of shoot 'em ups where it rains projectiles **non-euclidean geometry** in hyperbolic space, everything moves! **virtual beings** AI artificial people **roguelike** derived from the seminal 1980 video game Rogue. According to the International Roguelike Development Conference in Berlin in 2008 it is turn-based, uses 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 **SBM** skill-based matchmaking (for multiplayer fairness)

PRIVACY: BIOMETRICS, ANTI-TRUST LAWS AND YOUR DATA

As you know, the Quest 2 **requires a facebook account**. This is currently being challenged in the courts in Germany for violating antitrust laws. See [here](#).

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

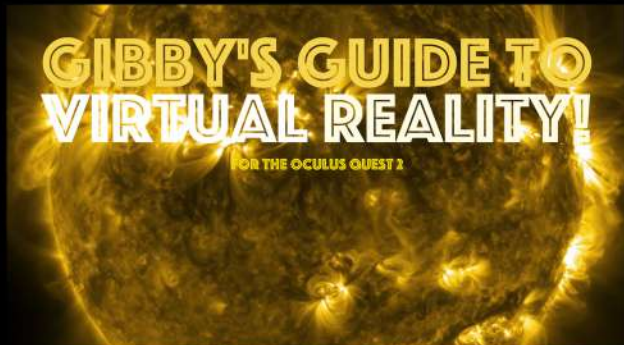
Facebook also **collects biometric data on your physical features** like your height and hand size; your voice (if not disabled) and your location. For more information, see the Oculus legal documents [here](#).

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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- A FREE GUIDE TO THE OCULUS QUEST 2!
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APP LAB SPECIAL!



VIRTUAL OLYMPICS!



CHALLENGE CUP!



FITNESS!



HAND TRACKING!



MAKING MUSIC!



LAUNCH ISSUE!



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

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



MADE IN BRAZIL