



**PROTON**  **SPHERE**®

# First Visit Quick Start Guide

Rev. Date 7-06-10  
Copyright 2010 ProtonMedia Inc.

## Introduction

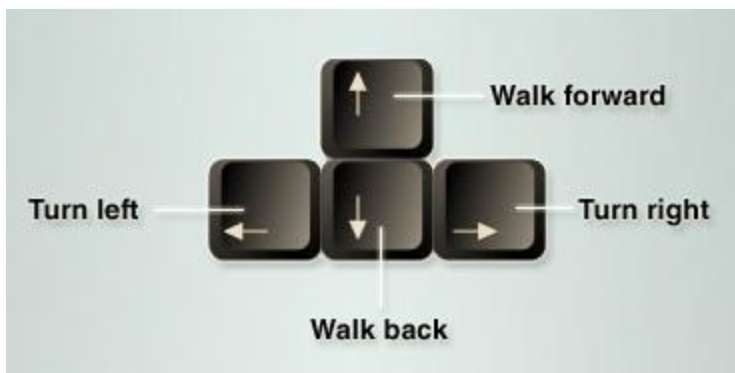
Welcome to the ProtoSphere Immersive Environment! Use the various spaces for virtual classes, collaboration events, new hire orientations, team meetings, and live presentations. You can also utilize the social networking feature to build your project and team profiles or network with your fellow colleagues.

## Create your avatar (your virtual image)

- Everyone in the environment has an avatar – that's you!
- Go to **Tools > Avatars** to change or customize an avatar.
- Design your own avatar by clicking the **Avatar Designer** tab or select a pre-designed avatar from the **Avatar Chooser** tab.

## To move around

- To walk: Use the arrow keys on your computer keyboard.



- To run: Use the Shift key + arrow keys
- To jump: Press the spacebar.
- To teleport to one of the available spaces:
  - Go to **Locations** and select the a space
  - Click on chairs to sit down
  - Click on any doors to move in and out of the spaces

## View modes

- The default camera view when first entering ProtoSphere is the 3rd person view, also known as the ChaseCam. In this view your camera is situated just behind and above your avatar. The 1st Person view places the camera at your avatar's head, in effect giving you a view of the environment through your avatar's eyes. You can toggle between these two views and a third, the mirror view, by hitting the V key on your keyboard. The view modes are also accessible from the Tools menu.
- To look around the environment, move your mouse around while holding down the right-click button. Doing this will tilt the camera up and down and allow you to rotate it left or right. Letting go of the right-click button will keep your camera at that position. To reset your view to its original position hit the ESC key on your keyboard. You can also leave this mode by using any of your arrow keys or the spacebar.
- To zoom in on content in the environment, click once on the surface. Use the control panel that appears to change the view or exit this mode.

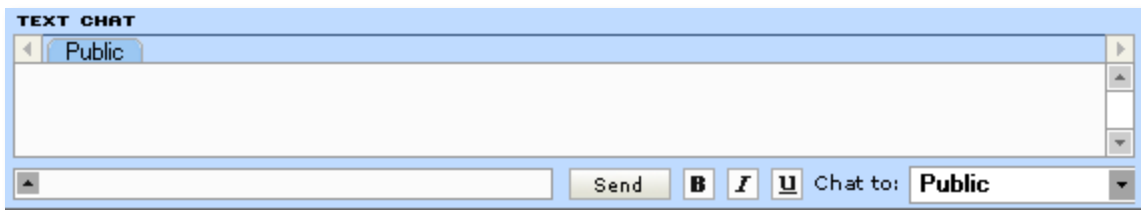
## To speak

- Press and hold the **Speak** button. Or, press and hold the **F12** key on your keyboard.
- You can also click the **Lock** button located in the Communication Panel to speak without having to hold the Speak button. Both buttons turn white while in the lock mode.
- A headset and microphone are highly recommended – **if you are using a USB headset, be sure to have it plugged in before launching ProtoSphere.**
- You can speak privately with other users by right-clicking on their name in the Users panel and selecting Invite to private chat.



## To chat

- Enter text into the input field of the chat portion of the Communication Panel. Click the Send button or simply hit Enter on your keyboard to send the chat message. All users in your current zone will see your chat text.
- You can chat privately with other users in your zone by individually selecting them from the "Chat to" pull down menu.
- While in a private voip subzone, you can also use the "Chat to" pull down menu to select the subzone and have a private chat with the users in that private zone.



## Create your user profile

- Go to **Tools > Social Network**.
- Select **User Profile** on the left menu.
- Click **Edit** to enter your information for each section of the user profile.
- To view the profile of another user while in world, right-click on their avatar and choose **Get User Profile**.

## Other useful information

- Private VoIP zones appear throughout the environment and are designated by the Private Zone signs and the blue circles on the floor. When you walk into one of these areas, or sit at a chair within these areas, you can have a private VoIP conversation with any other user who is in the same private area as you.
- You can see who else is in the environment with you by using the Users panel (**Tools > Users**). People listed under the **VoIP** tab are in the same zone as you and are available to communicate with. Other people in the environment can be found under the **Online Users** tab.
- You can interact with many different objects in the environment. Interactive objects highlight when your mouse cursor is placed over top of them.

