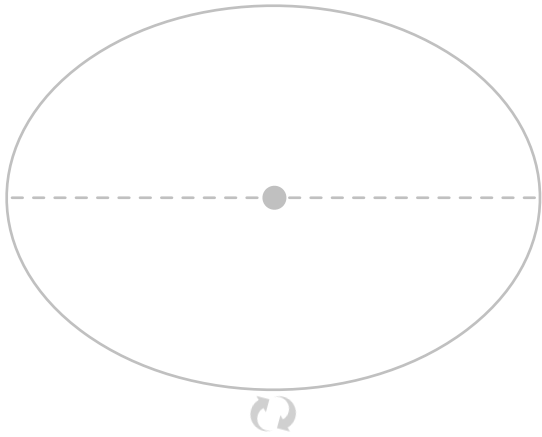
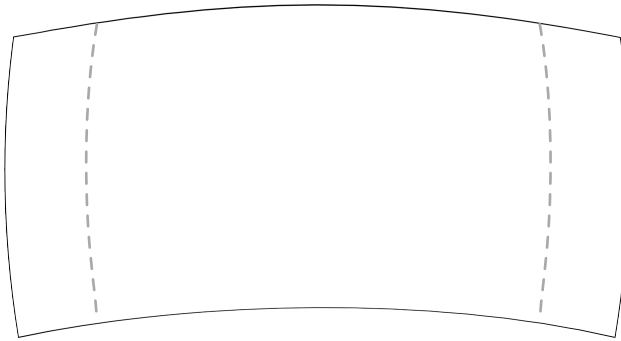


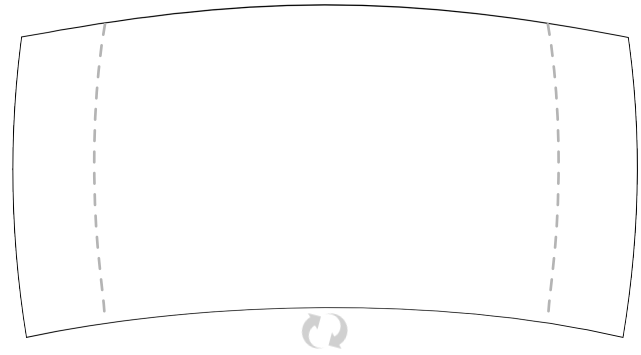
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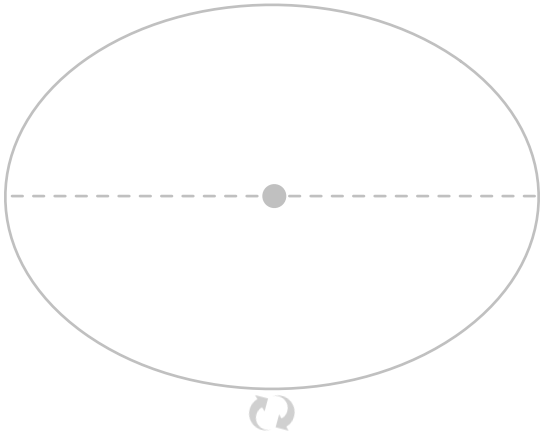
Director

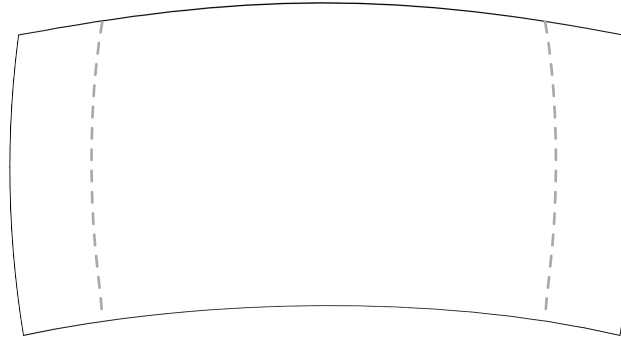
Platform(s)

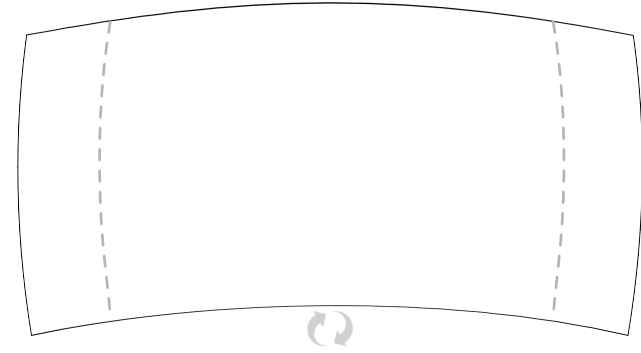


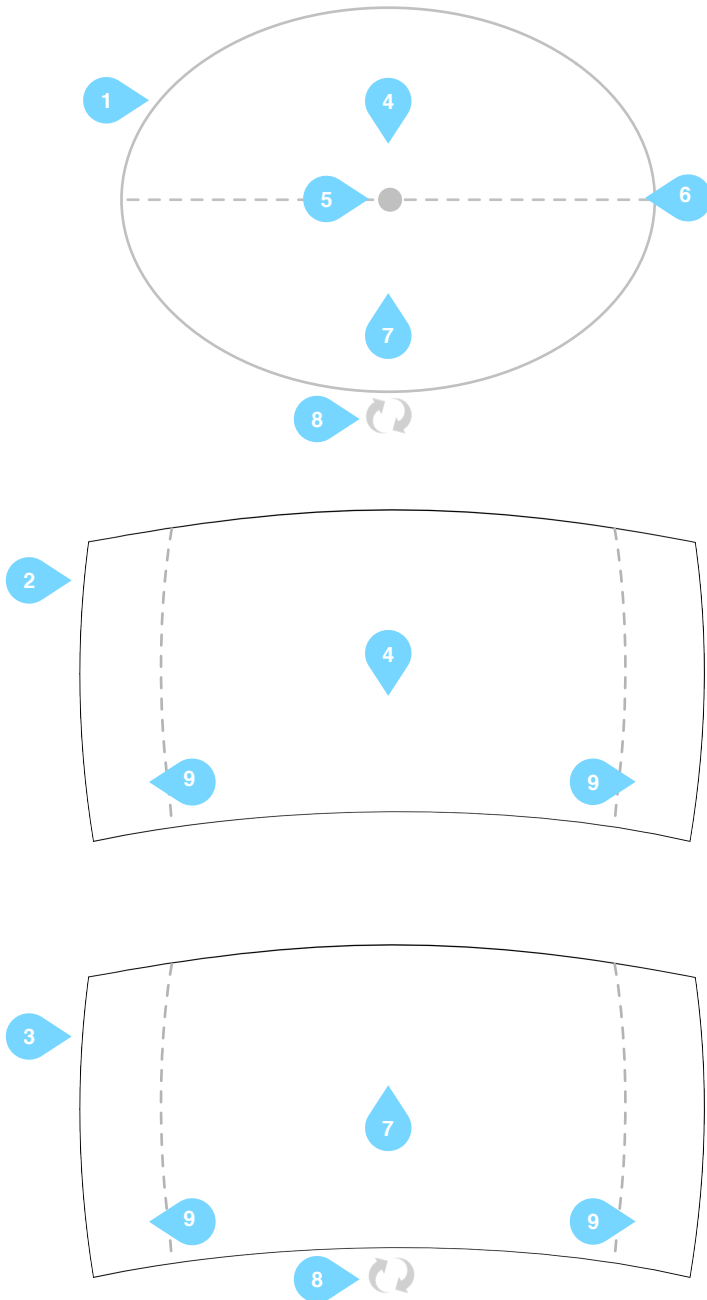












Annotations

- 1 **God's Eye View**
Top-down view of whole world
- 2 **First Person POV**
Front-facing view inside HMD
- 3 **First Person POV (180° Rotation)**
Rear-facing view inside HMD
- 4 **Main Content Zone ***
Field of view ~94°
- 5 **Camera Position**
Dot indicates camera placement, centered in world
- 6 **Dividing Line**
Dotted line separates Main Content & Curiosity Zones
- 7 **Curiosity Zone ***
Rear-facing view in God's Eye View & inside HMD
- 8 **180° Rotation**
Arrows indicate rotation to Curiosity Zones
- 9 **Peripheral Zone ***
Field of view ~102° (~204° with maximum head turn)

* UI nomenclature courtesy of Mike Alger – <http://bit.ly/1LumodA>