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