



Virtual Experience Rooms – Getting Started Guide

DVCon Europe 2020 will bring you a true virtual experience by introducing **Virtual Experience Rooms!** These virtual rooms rendered in 3D are well known in the gaming industry, but not very popular yet to run conferences. These Virtual Experience Rooms will be used for the poster session and to enable interaction, collaboration and networking during the ‘coffee breaks’ and encourage ‘chatting’ and discussing topics amongst the conference participants outside of the presentation sessions.

System requirements

The Virtual Experience Rooms will run in your web browser. The preferred browser is **Firefox** or **Chrome**, which will show you the 3D world on your 2D screen. For an ultimate 3D experience, we encourage you to use a VR headset, but this is not required. As part of the login procedure into the virtual environment, you might need to give explicit permission to stream audio from your microphone. Webcam is not required.

Create your own Avatar

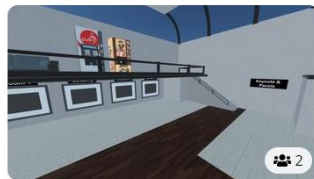


Before entering the Virtual Experience Rooms, we encourage participants create or customize their own avatar. As an easy start you can use our [Avatar Customizer](#). Select your hair type, colour, shirt logo, etc. and download the model as "glb" file. We will use this file later to upload your own avatar.

Advanced users can create their [own avatar](#) including your face on the avatar. When creating your own avatar, it is highly recommended to keep the number of vertices and resolution low, to avoid 3D rendering issues in the virtual environment, especially when there are many attendees.

Access to the Virtual Experience Rooms

Registered DVCon Europe 2020 attendees will receive more information by email how to get access to the Conference system and the Virtual Experience Rooms. After clicking the URL to access the system, you will start entering one of the lobby's, as shown below.



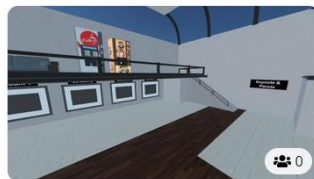
Lobby 3



Lobby 1



Lobby 2




Lobby 4



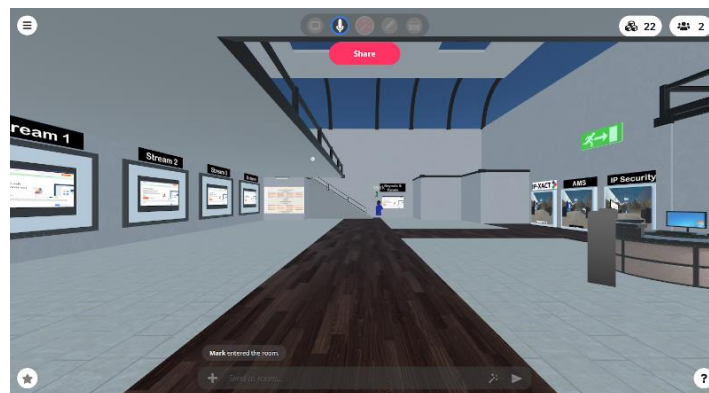
Lobby 5




Lobby 6

Each lobby gives access to the Virtual Experience Rooms (see floorplan in one of the next sections). Each room has a maximum capacity of **25 people** to ensure performance across devices. In case the room reaches maximum capacity, others can watch but not enter the room. Select a room with sufficient capacity. The number of visitors in the room is shown in the upper right corner: 

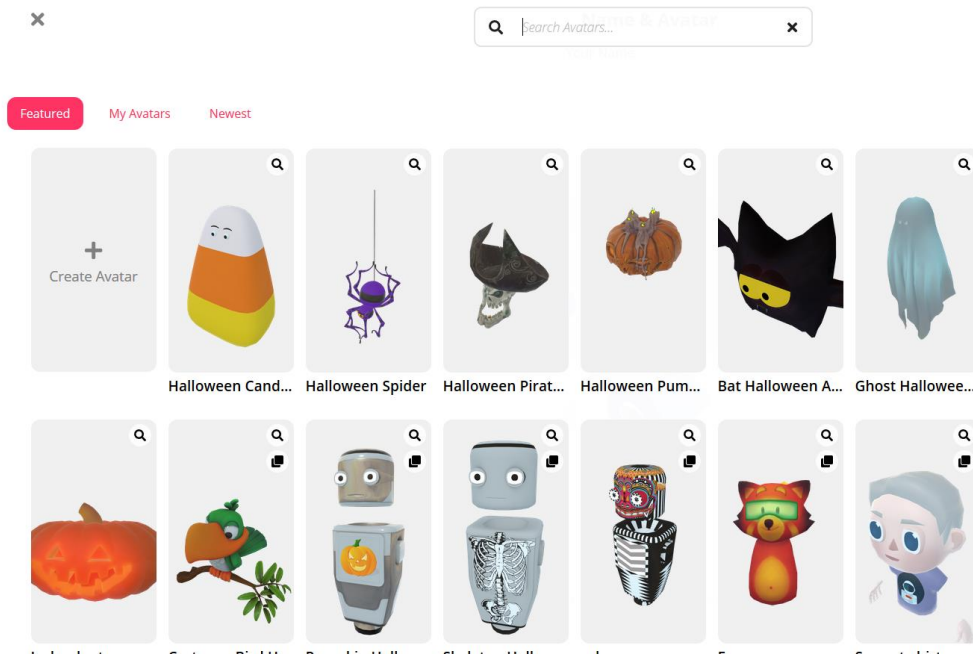
After selecting one of the lobby's you will enter it, see picture below. You need to enable access to your microphone to be able to chat with others in the same room.



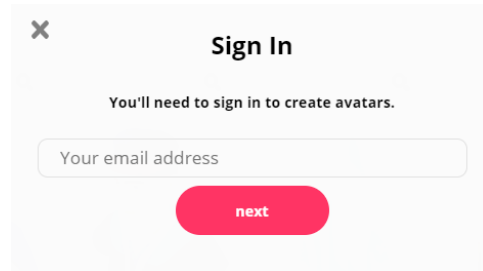
After entering the lobby, you can visit one of the 8 Virtual Experience Rooms, see next section. Before starting, you have the option to select or upload your own an avatar. For this, click on the menu button in the upper right corner  and select **Set Name & Avatar**



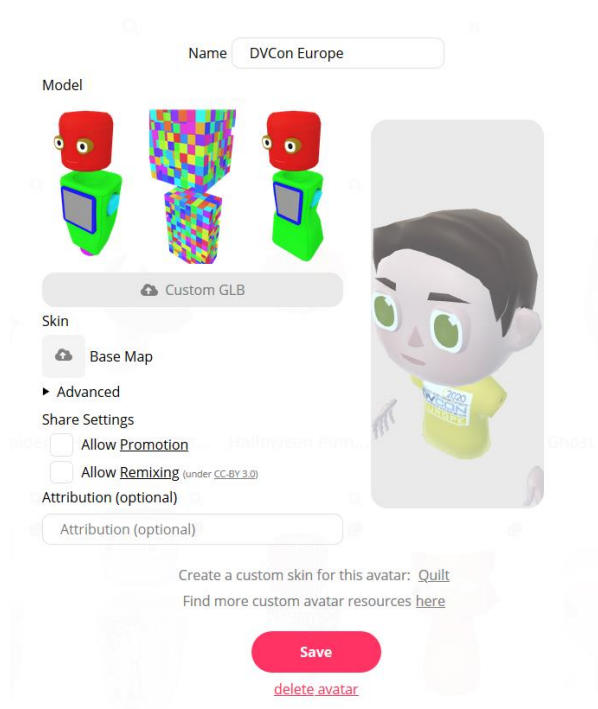
Add your **Name** at the top of the screen and select **Browse Avatars** to upload or customize your own avatar. You will see the following screen



Click **Create Avatar** to customize or upload your own avatar. Note that you need to sign in with your (personal) email address to create your own avatar, see image below. Confirm your sign in by clicking on the link in the email you've received.



After sign in, you are able to upload your avatar in the following screen:



Select **Custom GLB** and select your local glb file which you created using the Avatar Customizer (previous section). Also the name of the avatar template (e.g. DVCon Europe) at the top of the screen and click **Save**.

From the list select your new avatar. Check the name at the top of the screen and click **Accept**.

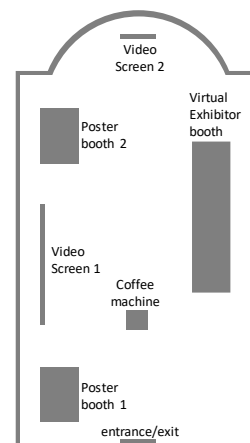
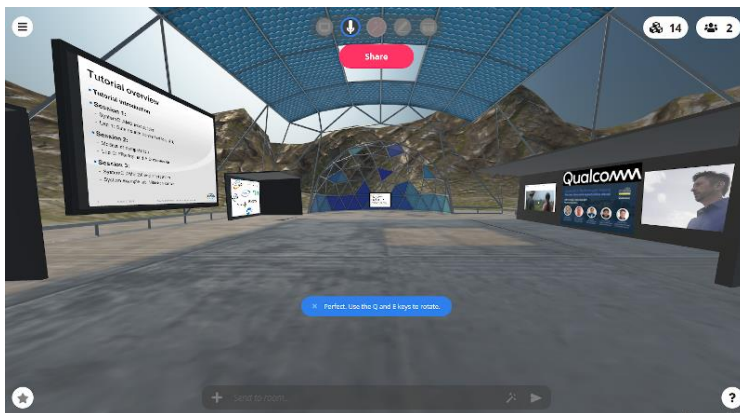
Entering the Virtual Experience Rooms

Each lobby gives access to 4 Virtual Experience Rooms. You can walk to the adjacent lobby to visit 4 other Virtual Experience Rooms. Each Virtual Experience Room is focusing on a specific theme, related to Accellera standardization topics. The following themed rooms are available:

- **SystemC** Virtual Experience Room
- **UVM** Virtual Experience Room
- **Portable Stimulus** Virtual Experience Room
- **Functional Safety** Virtual Experience Room
- **IP-XACT** Virtual Experience Room
- **Analog-Mixed-Signal** Virtual Experience Room
- **IP Security Assurance** Virtual Experience Room
- **SystemVerilog** Virtual Experience Room

Each themed Virtual Experience Room will contain the following features:

- 1 big video screen presenting a tutorial, panel or video presentation related to the theme of that room
- 1 small video screen (at the end of the room) with another video presentation
- A poster booth (at left side of the entrance)
- A virtual exhibitor booth (at right side of the entrance)
- A virtual coffee machine
- An example of such Virtual Experience Room and its floorplan is shown below



Audio and conversations

In order to start a conversation with other avatar, you should stay together, like in real life. If you increase the distance, the voice volume will be lower. In this way, different conversations can occur in the same room.

Conversations are also localized per booth. To follow a conversation in a booth, you need to enter the booth.

To listen to the audio of one of the video presentations, you should stay close to the video screen.

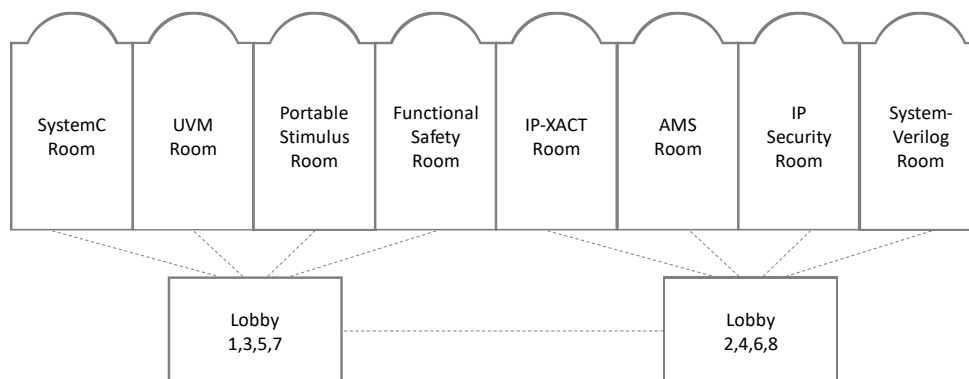
Navigation

In case you do not have a joystick to move around in the Virtual Experience Rooms, below a list of commonly used keyboard shortcuts

- Move: Arrow or W, A, S, D keys
- Turn: Q and E or left mouse button
- Toggle microphone mute: M

Floorplan and capacity

Each lobby gives access to 4 Virtual Experience Rooms as shown below. There is a corridor between Lobby 1-2, 3-4, 5-6 and 7-8. When entering the Virtual Experience Rooms, you will always start in one of the Lobby's.



Each Virtual Experience Room has a capacity of 25 people. The total capacity is 400 people. In case a room reaches maximum capacity, others can watch but not enter the room. In such case, select another lobby to try to access another Virtual Experience Room, or try again later.

Troubleshooting or technical issues

Below a list of commonly observed issues and possible solutions.

Getting stuck on loading screen

Loading of the 3D rooms takes longer on less powerful devices. Worst case, loading can take **2-4 minutes**. If it takes longer, your device might not be capable of rendering the rooms. If you are getting stuck on the loading screen, try refreshing the page or loading the scene on another browser or device.

I see the virtual room but cannot enter it

Each room has a maximum capacity of 25 people to ensure performance across devices. In case the room reaches maximum capacity, others can watch but not enter the room. Try again later or select another lobby from the list.

Audio sounds choppy

Choppy sounding audio could indicate that your device/network is having trouble with the complexity of the room. This could be because of the complexity of objects in the scene, or the number of other room members present. If you are on a mobile phone, you may find audio quality and performance improves if you enter the room from a more powerful device, such as a computer.

I can't hear someone / someone can't hear me

Like in the real world, you can only talk to people if you are close to them. If you do not hear voices, you might need to move closer to another avatar or group of avatars.

A connectivity issue may result in one person in the room being unable to hear one or more other participants in a space. We first recommend that you confirm that you can hear other sounds in the room (for example, the sound an object makes when you add it to the room, a video in the room, or the chat sound) and that your Hubs audio preferences aren't set to 0 volume. Also confirm that you are not muted and that you have allowed microphone permissions for Hubs. If you aren't getting any audio at all, try reconnecting to the room with a different audio output device. If you are willing, we also ask that you fill out this form with network connectivity logs, which will help us diagnose system issues related to audio and connectivity.

For other issues, visit the Mozilla Hubs [troubleshooting](#) page.