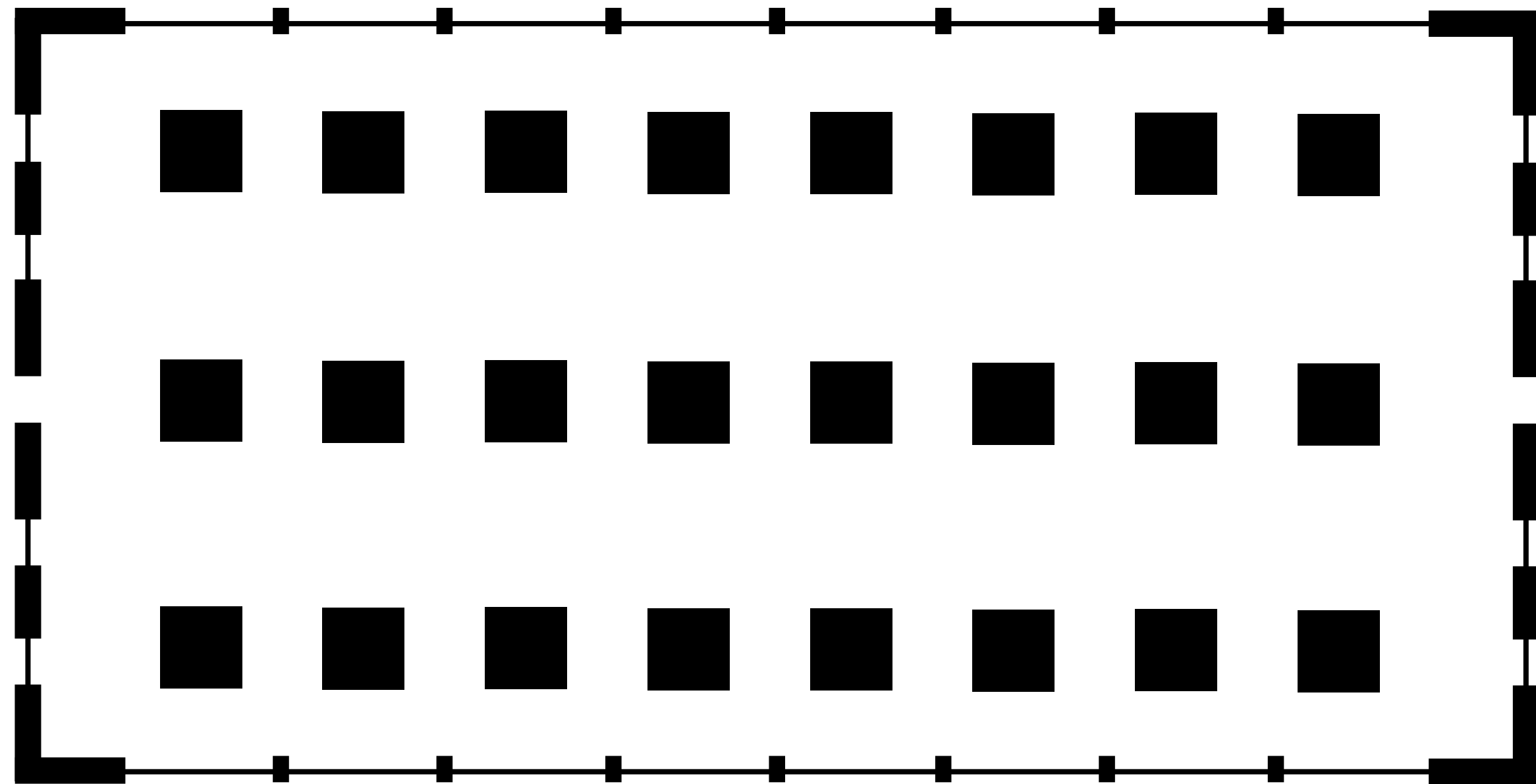
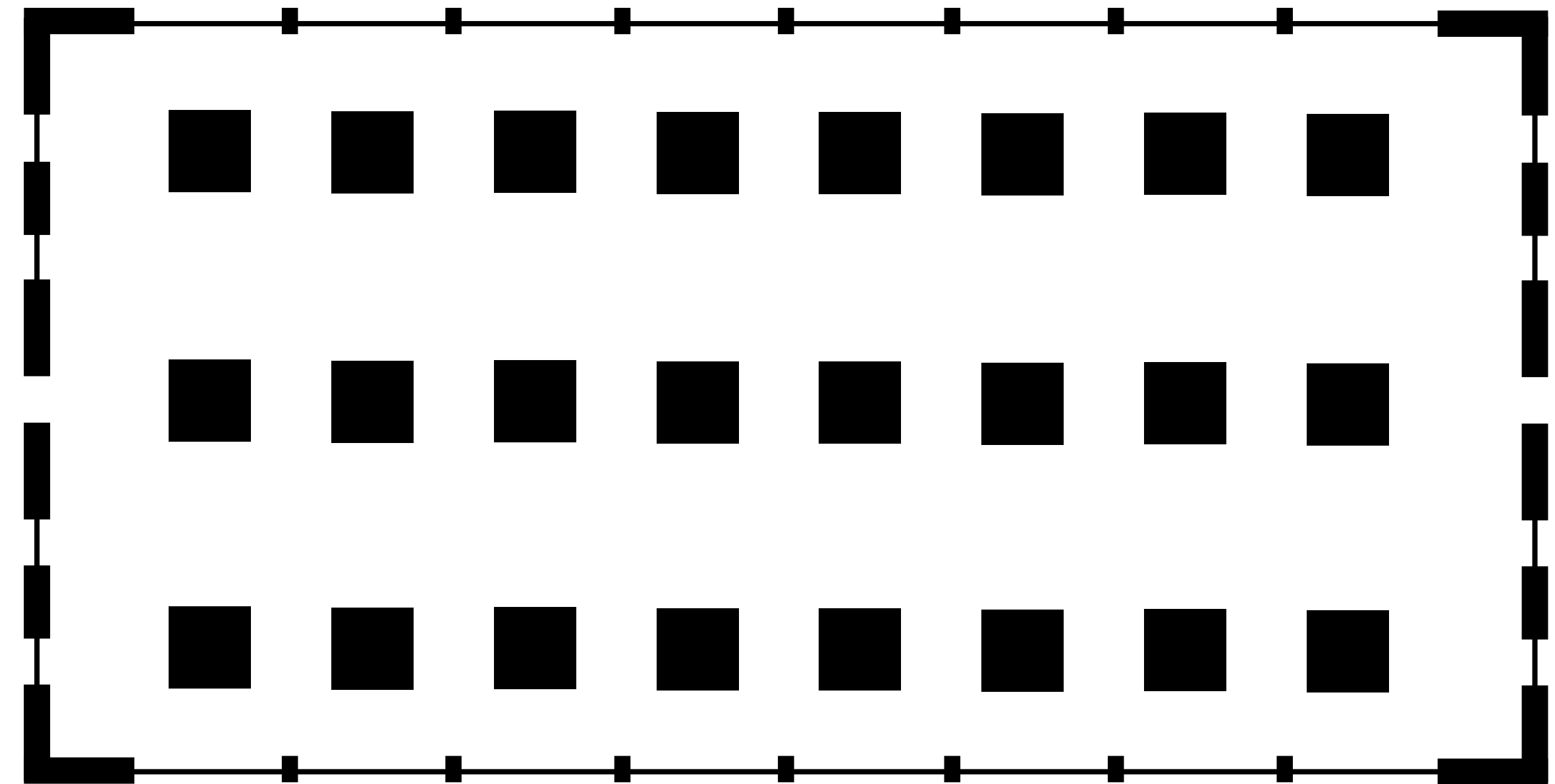


Area map

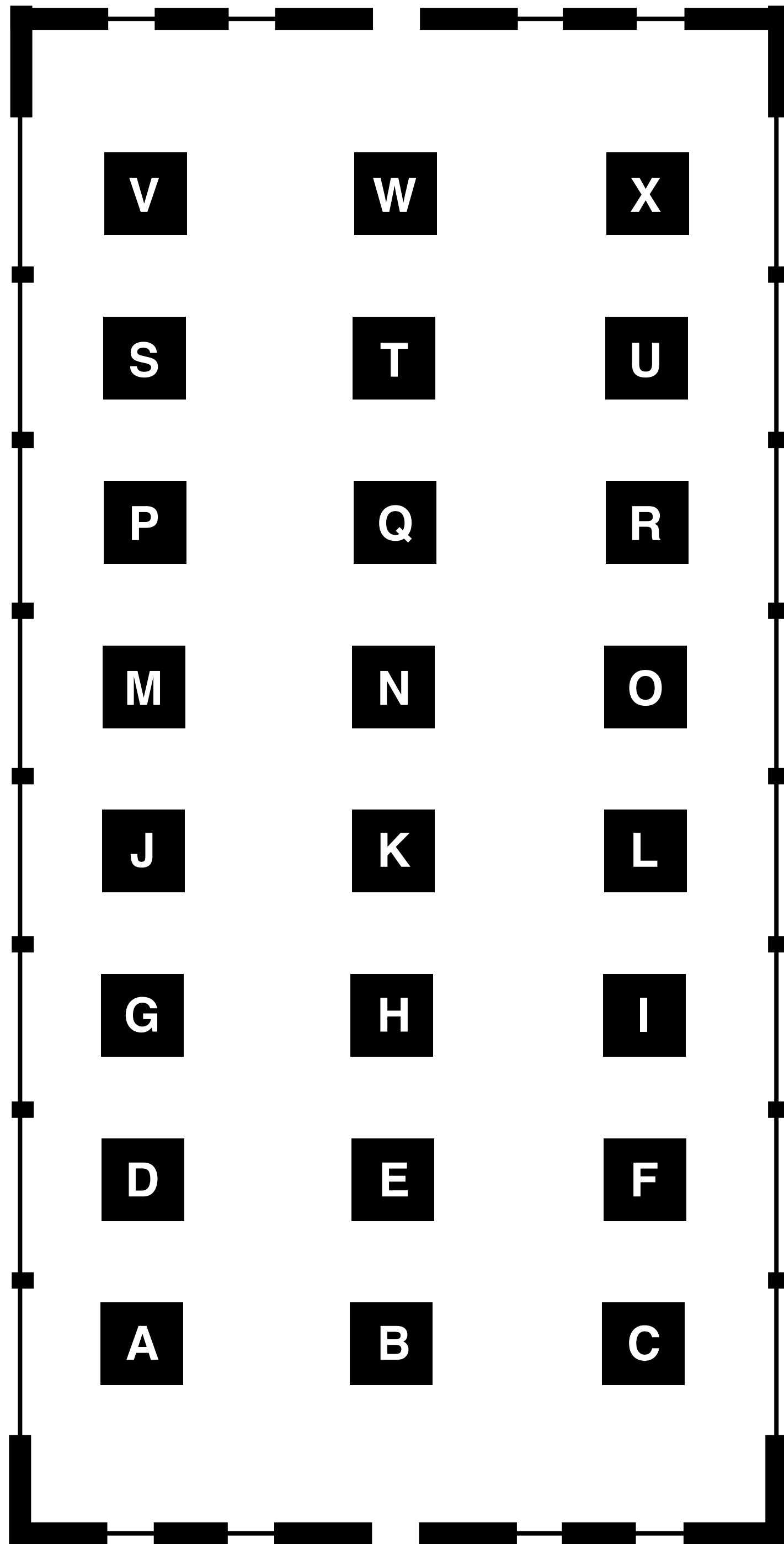
Building A



Building B



Building A – with webcam active



A Untitled (Cube in default material containing a duplicate cube scaled to 75%)

B Untitled (Cube in default material containing a light turning on and off six times per minute)

C Untitled (Cube in default material containing a model of a horse)

D Untitled (Cube in default material containing a fountain of glowing particles)

E Untitled (Cube in default material containing a wind zone)

F Untitled (Cube in default material containing a slider that controls the brightness of the sun)

G Untitled (Cube in default material containing a floating capsule unaffected by gravity)

H Untitled (Cube in default material containing an image of the wireframe model of this building)

I Untitled (Cube in default material containing the sound of rain)

J Untitled (Cube in default material containing the trunk from the game *vr 1* by Pippin Barr)

K Untitled (Cube in default material containing a sphere surrounded by a halo)

L Untitled (Cube in default material containing a constant force of zero in all directions)

M Untitled (Cube in default material containing a landscape)

N Untitled (Cube in default material containing an avatar controlled by your inputs)

O Untitled (Cube in default material containing the input from your webcam)

P Untitled (Cube in default material containing a button that turns the sky black)

Q Untitled (Cube in default material containing the default tree)

R Untitled (Cube in default material containing a 13-word sentence)

S Untitled (Cube in default material containing a reflection probe)

T Untitled (Cube in default material containing a cube that vanishes when you are within 2 meters)

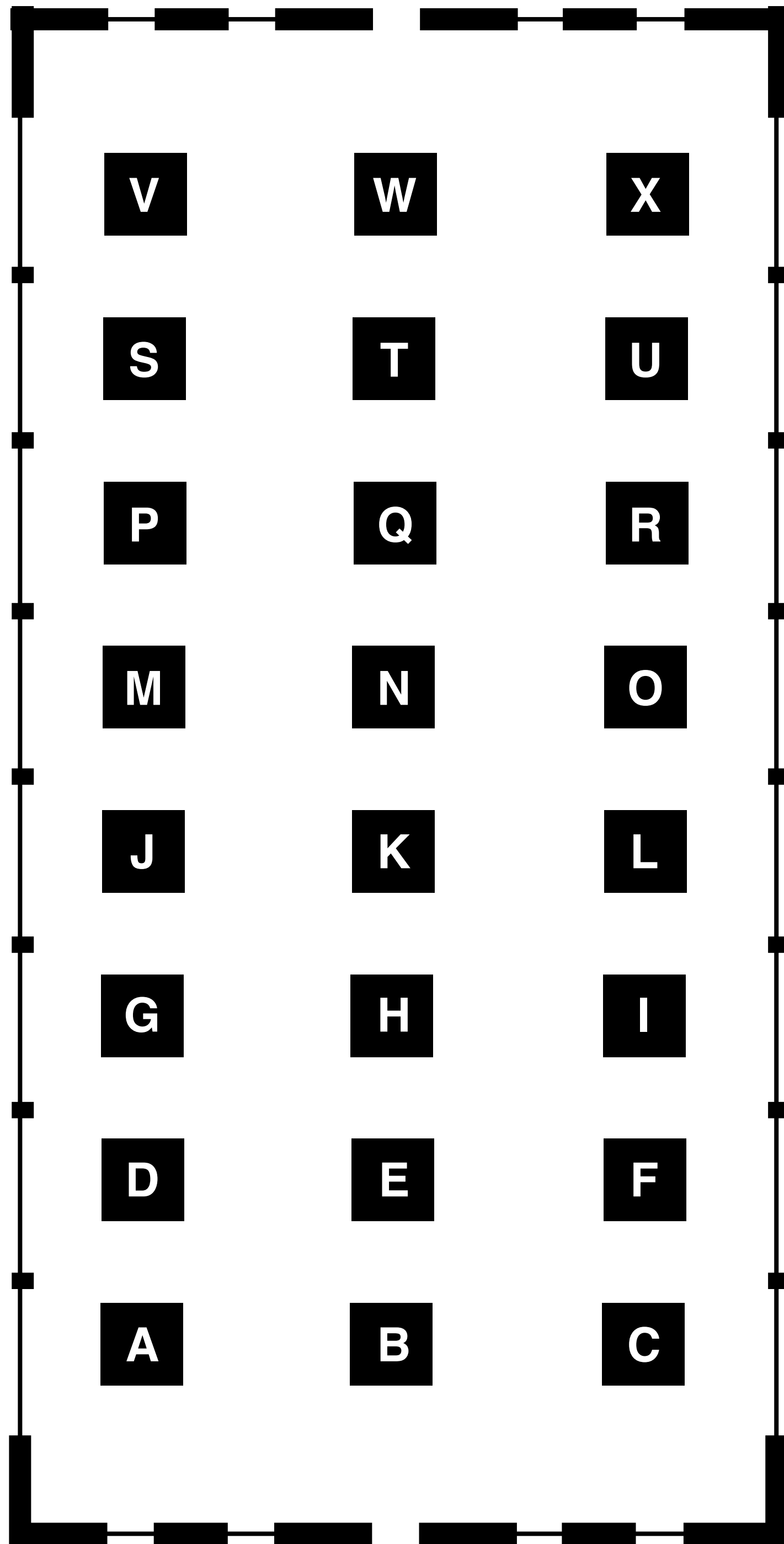
U Untitled (Cube in default material containing a cylinder rotating on its z-axis once per second)

V Untitled (Cube in default material containing a camera that follows your movements)

W Untitled (Cube in default material containing a horizontal scrollbar)

X Untitled (Cube in default material containing a video of the trailer for this game)

Building A – with no webcam active



A Untitled (Cube in default material containing a duplicate cube scaled to 75%)

B Untitled (Cube in default material containing a light turning on and off six times per minute)

C Untitled (Cube in default material containing a model of a horse)

D Untitled (Cube in default material containing a fountain of glowing particles)

E Untitled (Cube in default material containing a wind zone)

F Untitled (Cube in default material containing a slider that controls the brightness of the sun)

G Untitled (Cube in default material containing a floating capsule unaffected by gravity)

H Untitled (Cube in default material containing an image of the wireframe model of this building)

I Untitled (Cube in default material containing the sound of rain)

J Untitled (Cube in default material containing the trunk from the game *vr 1* by Pippin Barr)

K Untitled (Cube in default material containing a sphere surrounded by a halo)

L Untitled (Cube in default material containing a constant force of zero in all directions)

M Untitled (Cube in default material containing a landscape)

N Untitled (Cube in default material containing an avatar controlled by your inputs)

O Untitled (Cube in default material that would have contained the input from your webcam)

P Untitled (Cube in default material containing a button that turns the sky black)

Q Untitled (Cube in default material containing the default tree)

R Untitled (Cube in default material containing a 13-word sentence)

S Untitled (Cube in default material containing a reflection probe)

T Untitled (Cube in default material containing a cube that vanishes when you are within 2 meters)

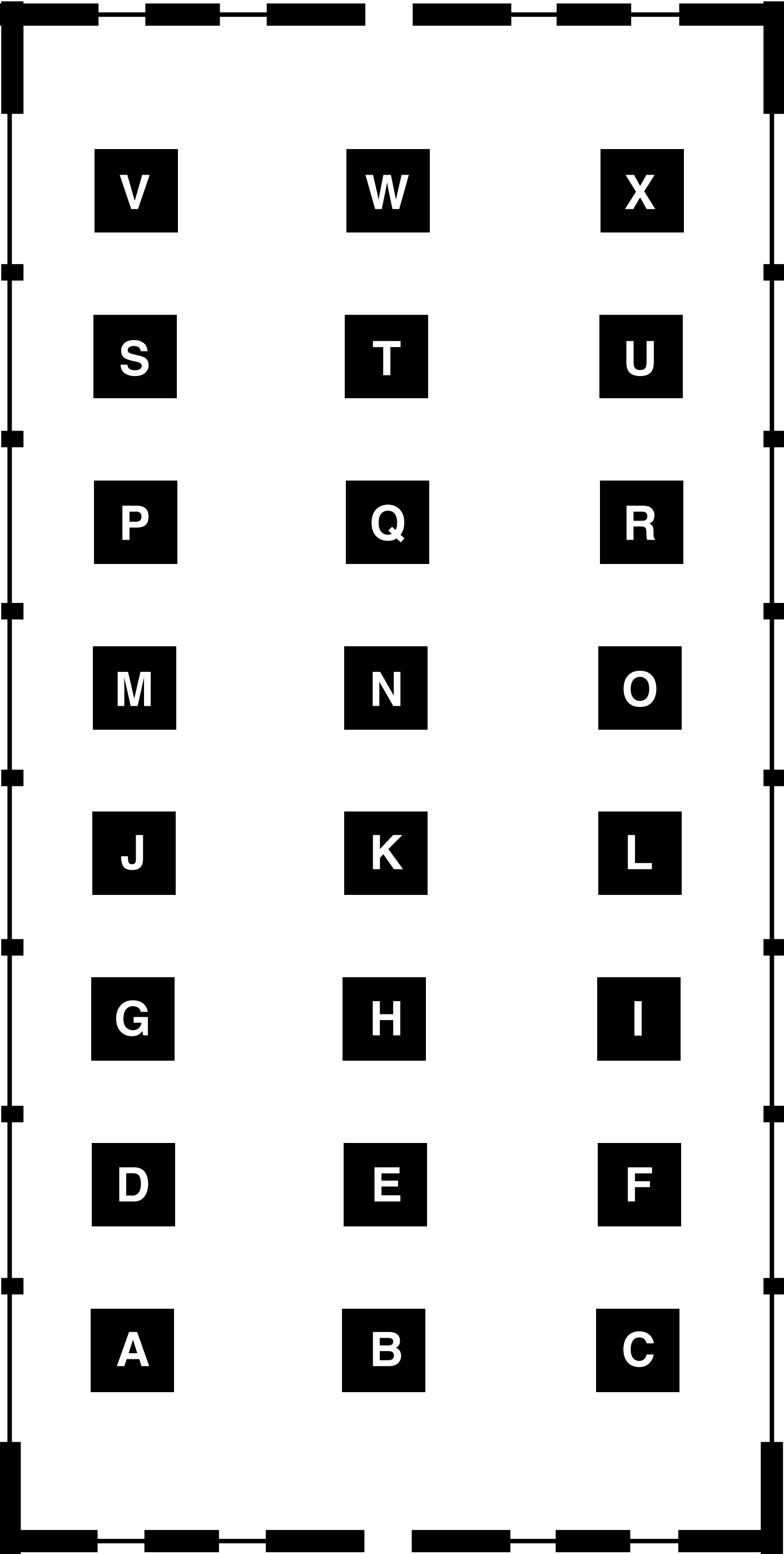
U Untitled (Cube in default material containing a cylinder rotating on its z-axis once per second)

V Untitled (Cube in default material containing a camera that follows your movements)

W Untitled (Cube in default material containing a horizontal scrollbar)

X Untitled (Cube in default material containing a video of the trailer for this game)

Building B



- A** Untitled (Cube in default material)
- B** Untitled (Cube in default material)
- C** Untitled (Cube in default material)
- D** Untitled (Cube in default material)
- E** Untitled (Cube in default material)
- F** Untitled (Cube in default material)
- G** Untitled (Cube in default material)
- H** Untitled (Cube in default material)
- I** Untitled (Cube in default material)
- J** Untitled (Cube in default material)

- K** Untitled (Cube in default material)
- L** Untitled (Cube in default material)
- M** Untitled (Cube in default material)
- N** Untitled (Cube in default material)
- O** Untitled (Cube in default material)
- P** Untitled (Cube in default material)
- Q** Untitled (Cube in default material)
- R** Untitled (Cube in default material)
- S** Untitled (Cube in default material)
- T** Untitled (Cube in default material)

- U** Untitled (Cube in default material)
- V** Untitled (Cube in default material)
- W** Untitled (Cube in default material)
- X** Untitled (Cube in default material)