# OVR
WALKOVR

What is WalkOVR ?

The WalkOVR is a motion suit that features built-in motion sensors and sophisticated motion capture algorithms and track gamers' movements in real time. While many virtual reality games are designed to be played with a controller, WalkOVR provides users the ability to control their digital counterparts with natural movements. WalkOVR users can fully experience virtual reality games the way they were supposed to be experienced without the disconnect of full body movements being singularly controlled by the user's hands.
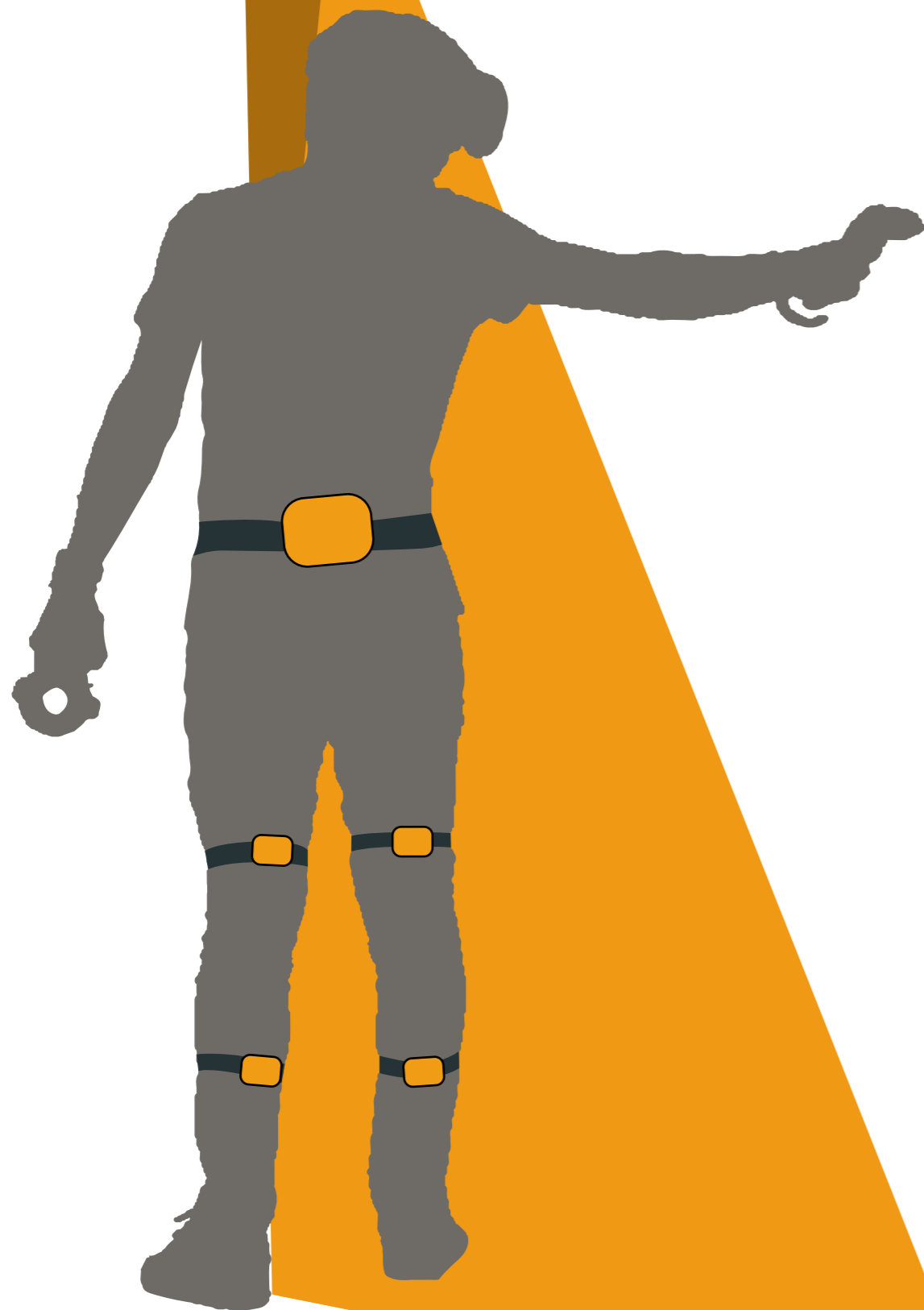
WalkOVR's suit is lightweight and is noticeably easy to take on and off. Rather than relying on bulky tights or heavy suits, this motion suit features nodes that are strapped onto the user's knees, ankles and torso, making general locomotion more fluid and natural.

One of the most significant benefits of the WalkOVR is that it helps keep VR gamers physically active. With WalkOVR, gamers can avoid being confined to the couch. Instead, they can move in place while playing their favorite games.

Application Areas
&
Compatibility

WalkOVR is compatible with more than fifteen AAA SteamVR titles such as Fallout 4, Doom VFR and Skyrim VR and with the top VR HDMs: HTC Vive and Occulus Rift.

But it is not all, since smartglasses and VR headsets are used in a wide range of fields WalkOVR also looks forward to support more experiences from various industries outside of gaming such as medical, health, movies, sports, real estate, fitness, education.

Currently WalkOVR SDK is being developed and it will be shared with game developers as well as with industry leaders to develop specific contents outside the gaming area.

How Does It Work?

WalkOVR uses a set of motion nodes that continuously track users' lower body movement in 3D space. Then, in just a few milliseconds, these nodes transmit their calculated and filtered positional data to the main processor unit. Onboard motion capture algorithms determine the positional movement and tag the nodes with equivalent vector information almost in real time. Once this information is transmitted to the client through the Bluetooth communication, our OVR Portal application starts processing the incoming data.

Then users start actively moving in VR games and environments, while OVR portal processes the incoming data and converts it to equivalent motion. WalkOVR integrates with SteamVR, and is compatible with most of the HMDs that work with SteamVR*.
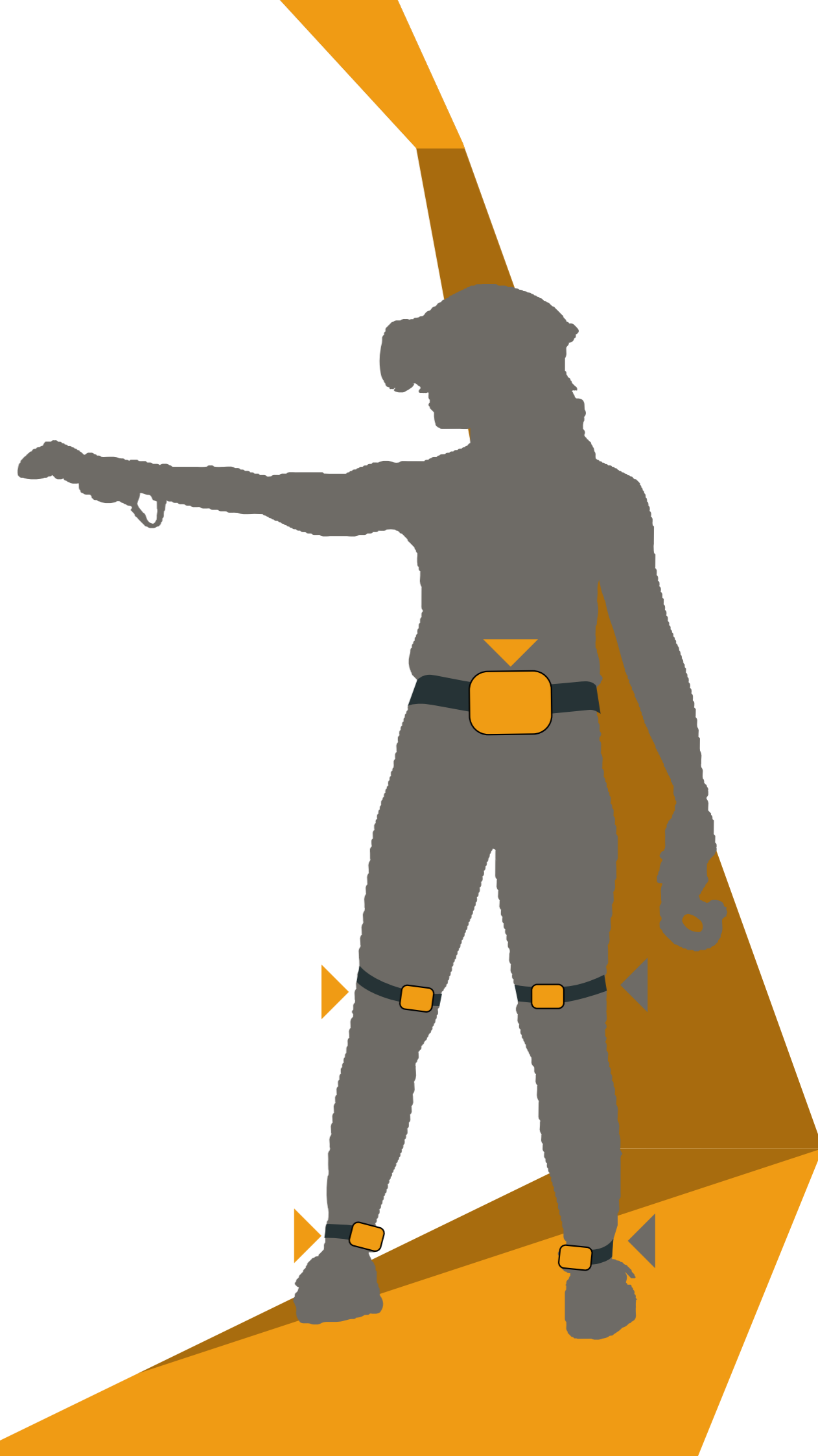
* Still testing the compatibility with specific HMDs other than HTC Vive and Oculus Rift.

OVR Portal

OVR Portal is our client software that handles the integration of our system with SteamVR. It recognizes compatible games in your steam library, lists them and automatically adjusts the main configuration parameters of your game profile for each game. As a gamer, all you need to do is adjust the sensitivity levels and calibrate the body-related parameters for your needs. With its incorporated self-learning capacity, OVR Portal even modifies some parameters based on your in-game experience*.

OVR Portal also lets you track your activity. You can monitor your active time, how many miles you walked or ran, and even how many calories you burned during your gameplay.

* development in progress.
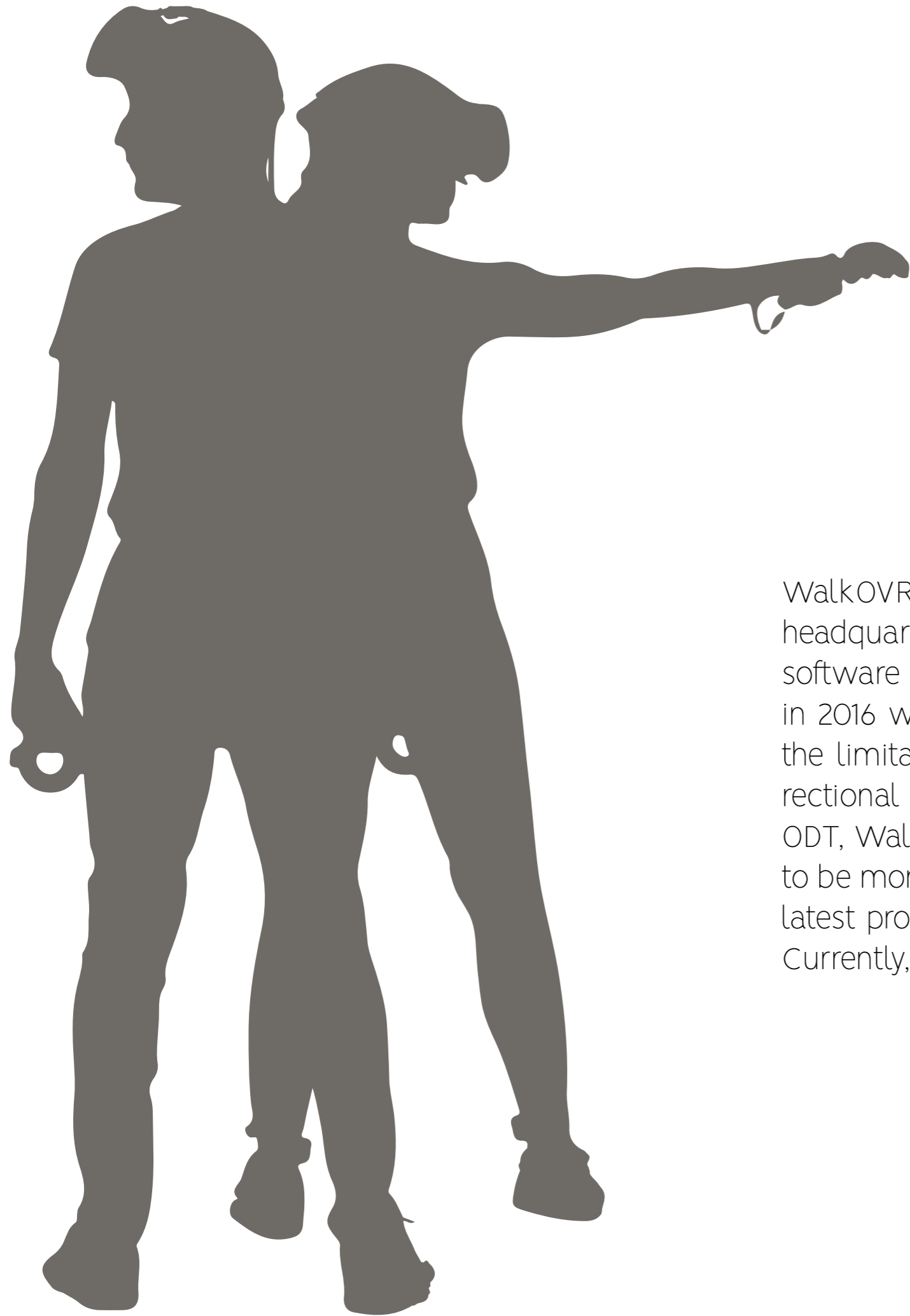
About Us

WalkOVR is a young company founded in Istanbul/Europe with headquarters in San Francisco. The team of electronic engineers, software developers, graphic and product designers was formed in 2016 with a shared dream of free VR movement unhindered by the limitations of controllers. Their first product was an omnidirectional treadmill (ODT). After seeing the positive response to the ODT, WalkOVR shifted its focus to wearable technology-designed to be more functional, practical and affordable. They designed their latest product, as a direct response to the feedback they received. Currently, WalkOVR has several tech-forward projects underway, such as their own hand controllers.