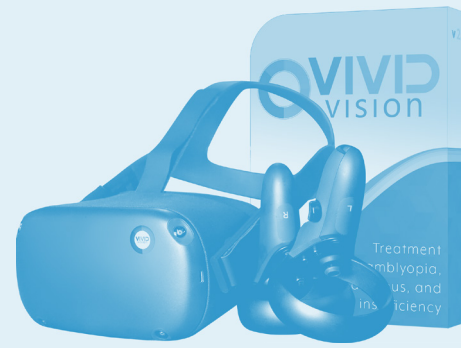




Home Patient Manual

Vivid Vision Home - Patient Manual v1.5
for Vivid Vision Home v20.1.0
10/12/2020



Vivid Vision Home Patient Manual

ACTIVATION CODE:

You are a candidate for Vivid Vision Home based on your doctor or eye care professional. This is great news! Vivid Vision Home is the most advanced Virtual Reality software to treat binocular vision disorders. Your eye care professional will choose the games and the settings. All that you have to do is play the games!

IMPORTANT! To run Vivid Vision Home, you will need:

- The activation code provided by your eye care professional
- A virtual reality headset that is supported by Vivid Vision (see Section 4)
- An internet connection
- Email capability

PRECAUTIONS

- Vivid Vision Home may only be used under the supervision of a trained eye care professional. Follow all instructions and guidelines set forth by your eye care professional.
- If you feel nausea, dizziness, or headaches take off the headset immediately and consult your doctor. Failing to do so may result in injury or/and exacerbation of your current disorder.
- Vision training may cause temporary symptoms of eye strain, which may include blurred vision, a tired sensation, dry, irritated, or watery eyes, and fatigue.
- Vivid Vision Home is being provided to you by your eye care professional as a supplemental method for treating binocular disorders. It does not replace other therapies your provider recommends, such as in-office exercises, at-home exercises, wearing an eye patch, or eye muscle surgery.
- Adult supervision required when using Vivid Vision.
- If using a corded headset, make sure that the cable connecting the VR hardware to a personal computer is safely positioned to avoid any tangling or tripping over it.
- Vivid Vision software requires the use of commercial off-the-shelf virtual reality hardware (see Section 4) recommended by Vivid Vision. Carefully read all instructions, limitations, and precautions in the Health, Safety, and Warranty Guide provided with the selected commercially available headset.

INDICATED USE

Vivid Vision is a computer-based application with data tracking and analysis tools. The device is intended to identify strabismus (eye muscle imbalance), to assess binocular vision (use of both eyes to see), to treat suppression and amblyopia (dimness of vision without any apparent disease of the eye), and to treat problems of vergence (inability to direct the two eyes at the same location).

INTENDED USER POPULATIONS

Vivid Vision Home is prescribed by an eye care professional to individuals to use in support of the individual's prescribed treatment rehabilitation program for binocular vision disorders.

INTENDED USE ENVIRONMENT

Vivid Vision Home is intended for use in a standard living or office environment with adult supervision.

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Answers to all of the most frequently asked questions

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Contact Information

If you need to get in touch with us for any reason, you can find out how to reach us here

Section 2: Terms and Definitions

Used in this manual

Eye and Vision Terms

Amblyopia - commonly known as lazy eye, reduced vision or dimness of vision without any apparent disease of the eye; may occur in one or both eyes due to unequal refractive error (glasses/lenses correction), eye turn, or both

Binocular vision - use of both eyes together to see; the highest level of binocular vision is stereo vision

Diplopia - also known as double vision; seeing two of a single object

Strabismus - commonly known as eye turn and sometimes lazy eye; an eye muscle imbalance where an eye deviates abnormally from straight-ahead; may be constant or intermittent

Suppression - a subconscious adaptation some patients use to eliminate double vision

Stereo vision / stereopsis - depth perception that relies on using both eyes together

Vergence - ability to move and direct the two eyes at the same location

Hardware and Software Terms

Headset - virtual reality head-mounted hardware

Personal computer (PC) - your own computer

Smartphone - cellular phone with internet capability

Virtual reality (VR) - immersive, three-dimensional environment used by games in Vivid Vision

VR-ready PC - a personal computer (laptop or desktop unit) that meets the minimum required specifications to operate a VR headset

Section 3: Getting Started

What is Vivid Vision?

Vivid Vision is a virtual reality (VR) software that uses separately obtained standard VR headsets to deliver games and activities that help patients improve their binocular vision. The Vivid Vision software is only available from an eye care professional, such as an optometrist or ophthalmologist. Your eye care professional determines (1) which Vivid Vision games and activities will be used for your specific treatment, (2) all settings, such as the difficulty and time of play for the games and activities, and (3) how often to re-evaluate your condition in the eye care professional's office.

This Section will provide you with the 5 steps to get started with Vivid Home. If you have any questions, would like an electronic copy of this guide, or have issues during the setup process, please **SeeVividly.com/home** and select **SUPPORT** to contact us.



Getting Started

An overview

1

Prescription

You are prescribed Vivid Vision Home by your Vivid Vision eye care professional.



Your eye care professional will determine if you are a candidate for Vivid Vision Home's virtual reality software for binocular vision disorders.

2

Doctor Activation

Your eye care professional will activate your Vivid Vision Home account.



Your eye care professional will activate Vivid Vision Home with the email address that you have provided to them.

3

Setup Your Hardware

Vivid Vision can be used with multiple different VR headsets.



Vivid Vision software can be used with multiple Vivid Vision recommended VR platforms. Select the platform that makes the most sense for you. Hardware must be purchased or owned by the patient. Most patients will use either a smartphone-based headset or an all-in-one headset. See section 4 for a comparison of supported headsets.

4

Patient Activation

Follow the link in your activation email.



Follow the link provided in the activation email that was sent when your eye care professional activated Vivid Vision Home. This link will walk you through the hardware supported by Vivid Vision Home, registering a Vivid Vision Home account, activating the Vivid Vision Home license, and installing/downloading Vivid Vision Home.

5

Begin!

Get ready to start your activities in virtual reality!



Put on the headset and play the games and activities! Your eyecare professional has already configured all the settings and games. How to play the specific games you were prescribed is described in Section 6.

Go to [SeeVividly.com/home](https://www.seevidly.com/home) to start setting up your account or to request support.



https://www.seevidly.com/home/set_up

ENGLISH HELP CENTER BLOG SETUP VIVID VISION HOME REGISTER LOGIN

VIVID VISION HOME FIND A PROVIDER FOR CLINICS CONTACT US LOGIN

Welcome to Vivid Vision Home

Configure your hardware and set up your Vivid Vision account.

Home Setup • Set Up

Set Up Supported Hardware Hardware Register Code Download Play

- 1 Choose Hardware
- 2 Register & Login
- 3 Add Code
- 4 Download & Install
- 5 Play

Vivid Vision Home is virtual reality (VR) software that uses standard VR headsets to deliver games and activities that help patients improve their binocular vision. Vivid Vision is only available from an eye care provider, such as an optometrist or ophthalmologist. Your eye care provider will customize your settings and how often to re-evaluate your condition in a clinic.

Ready? For Vivid Vision Home, you will need:

- ☒ The [activation code](#) provided by your eye care provider
- ☒ A virtual reality headset that is supported by Vivid Vision

If you have not been prescribed Vivid Vision Home and would like to start, please visit our [doctor locator](#) to find the nearest clinic.



Yes, I have a headset
You already have a compatible VR headset

No, I don't have a headset
You do not have a compatible VR headset

If you're not sure if you already have a compatible VR Device, take a look at our [supported hardware](#).

Please select an option above to continue

I need help I have a feature request or feedback I want to report a bug

The world's most advanced vision care platform.

525 York St.
San Francisco, CA 94110
contact@seevidly.com

LATEST NEWS

When will Vivid Vision come to my country?
November 15, 2018

Section 179 Promotion
November 12, 2018

EXPLORE

- > Home
- > About Us
- > Image Gallery
- > Blog

KEEP IN TOUCH

Find us on social media.

f t g+ in

Section 4: Supported Hardware

Visit SeeVividly.com/home for instructions on configuring your device

VR-Ready Phone Headsets	All-in-One Headsets	PC Headsets
<i>GearVR / Daydream</i>	<i>Oculus Go / Oculus Quest / Pico Goblin</i>	<i>Rift/Rift S/Vive/Vive Pro/Windows MR</i>
		
<ul style="list-style-type: none">· Android-based mobile headset· Portable / wireless headset· VR-ready phone required (see the latest GearVR- and Daydream supported devices on the website)	<ul style="list-style-type: none">· Android-based mobile headset· Portable / wireless headset· Most affordable· No phone or computer required	<ul style="list-style-type: none">· Better gaming experience than the mobile headsets· Requires a computer system per manufacturer's specifications

Additional Hardware Required

GearVR / Daydream Remote
(Recommended) or SteelSeries
Stratus XL (discontinuing support
January 2019)

Additional Hardware Included with Headset

Pico / Go remote
or
Touch controllers

Additional Hardware Required

VR Ready PC
Visit SeeVividly.com/home for the
minimum necessary PC specs

Section 5: How to Play the Games & Activities



The games and activities of Vivid Vision help train the brain to use both eyes together. Your eye care professional sets the sequence of games and activities available on your Home device and will instruct you on how often to use Vivid Vision.

To start a session, launch Vivid Vision through the Vivid Vision application on your smartphone, all-in-one headset, or PC. Log in and begin playing the games!

HOOPIE

Ready for some basketball action?

Let's shoot some hoops! Catch basketballs in your hoop as they float towards you by moving your head up, down, left, and right.



CATCH BASKETBALLS

Basketballs will be shot from the hoop on the other side of the court. Move your head left and right and up and down to catch them into the basket.



AVOID X'S

If a ball is marked with a large white X, dodge it.



CATCH O'S

If a ball is marked with a large white O, catch it.



Head Tracking Control

Move your head to control the basket



Moving in VR

Moving your head will move the hoop.



Catching Basketballs

As the ball approaches the hoop, catch it by matching your head's position with the ball's trajectory.



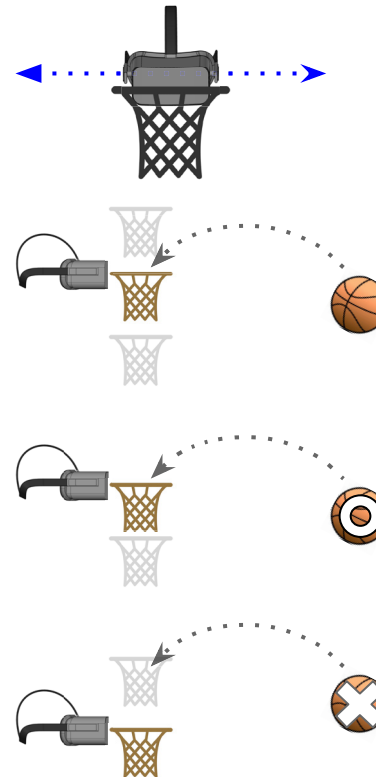
O Basketballs

If the ball has an O marker, catch it by aligning your head position with the ball's trajectory.



X Basketballs

If the ball has an X marker, avoid catching it by moving your head left or right.



RING RUNNER

Calling all captains! Help fly a spaceship through the rings over Saturn and collect as many upgrades as possible while dodging asteroids.



FLY THROUGH BOOST RINGS

Navigate your ship through the boost rings with blue arrows and avoid the slow rings with red arrows.



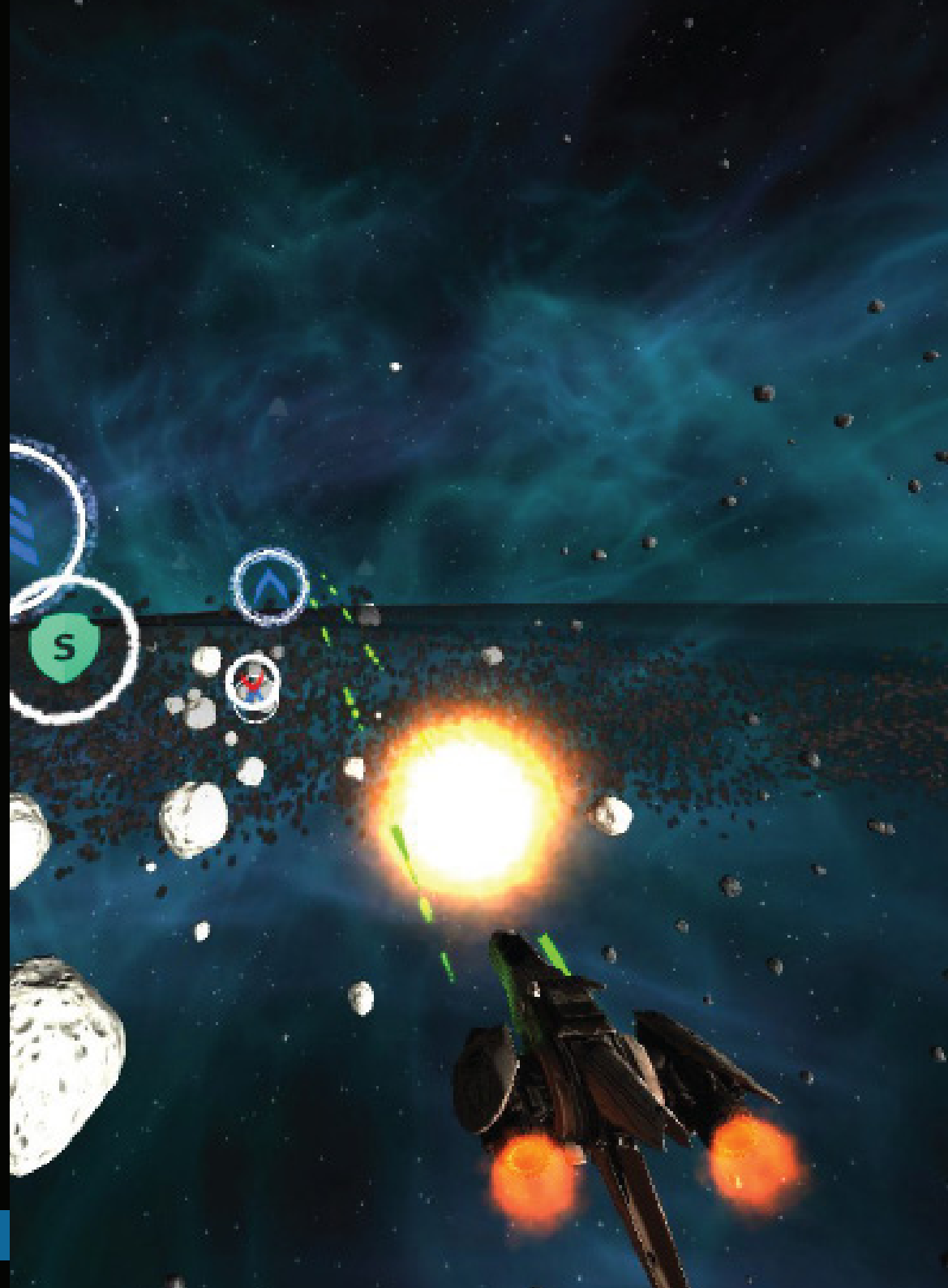
BLOW UP ASTEROIDS







Three triangles follow where your head is pointed. Point your head at an asteroid to lock on it and fire your ship's lasers to collect additional powerups.

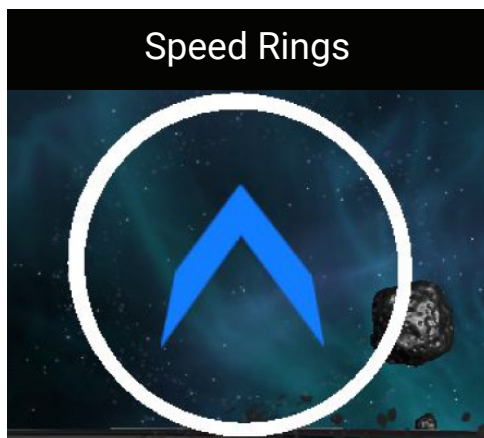


REACH YOUR TOP SPEED

Rings with red arrows and asteroids slow you down! Collect only rings with powerups or blue symbols to reach your top speed.



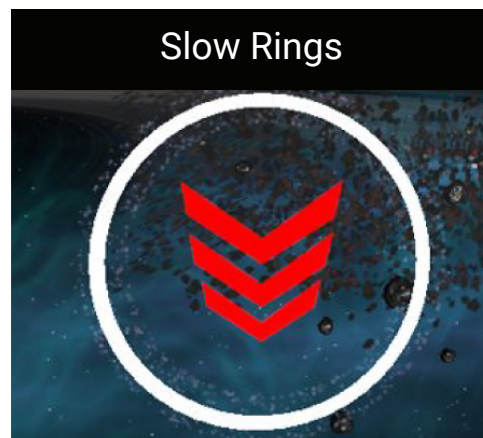
Gamepad	Remotes	VR Controllers
Control the ship with the joystick.	Control the ship with the remote.	Point the VR controller to control the ship.
		
 Joystick <i>Move ship</i>	Move Remote <i>Move ship</i>	Hand Controller <i>Move ship</i>
 A Button <i>Fire Lasers</i>	Hold Down Touchpad or (-) Button <i>Settings</i>	Hand Trigger <i>Fire lasers</i>
 X Button <i>Shield</i>	Trigger/ Click Touchpad <i>Fire lasers</i>	Opposite Hand Trigger <i>Shield</i>
	Click Touchpad/ (-) Button <i>Shield</i>	



Speed Rings

Fly Through Blue Arrows

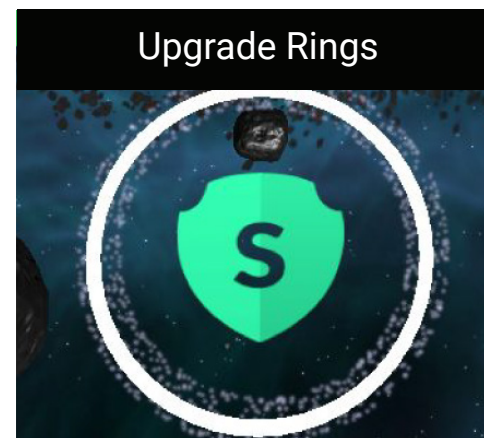
Blue arrows speed up the ship. The more arrows in a ring, the faster your ship will fly.



Slow Rings

Avoid Red Down Arrows

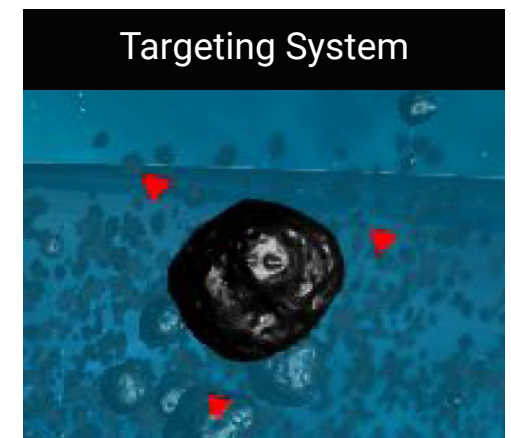
Red markers slow you down—make sure to pilot your ship away from them!



Upgrade Rings

Power Up Your Ship

Powerups will make your ship stronger. You can improve your laser or targeting system, or get a shield that protects you from asteroids.



Targeting System

Destroy Asteroids

Use your head to point and lock on an asteroid or crystal so you can destroy it with your laser!

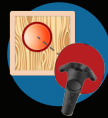
BREAKER

Ready for some brick-breaking action? Bounce the ball off of your paddle to destroy bricks on the opposite side of the arena.



DON'T LET THE BALL GET PAST YOU

To start, hit the red ball with one of your paddles. Move the paddle to block the red ball. You will lose a life if the ball gets past you!



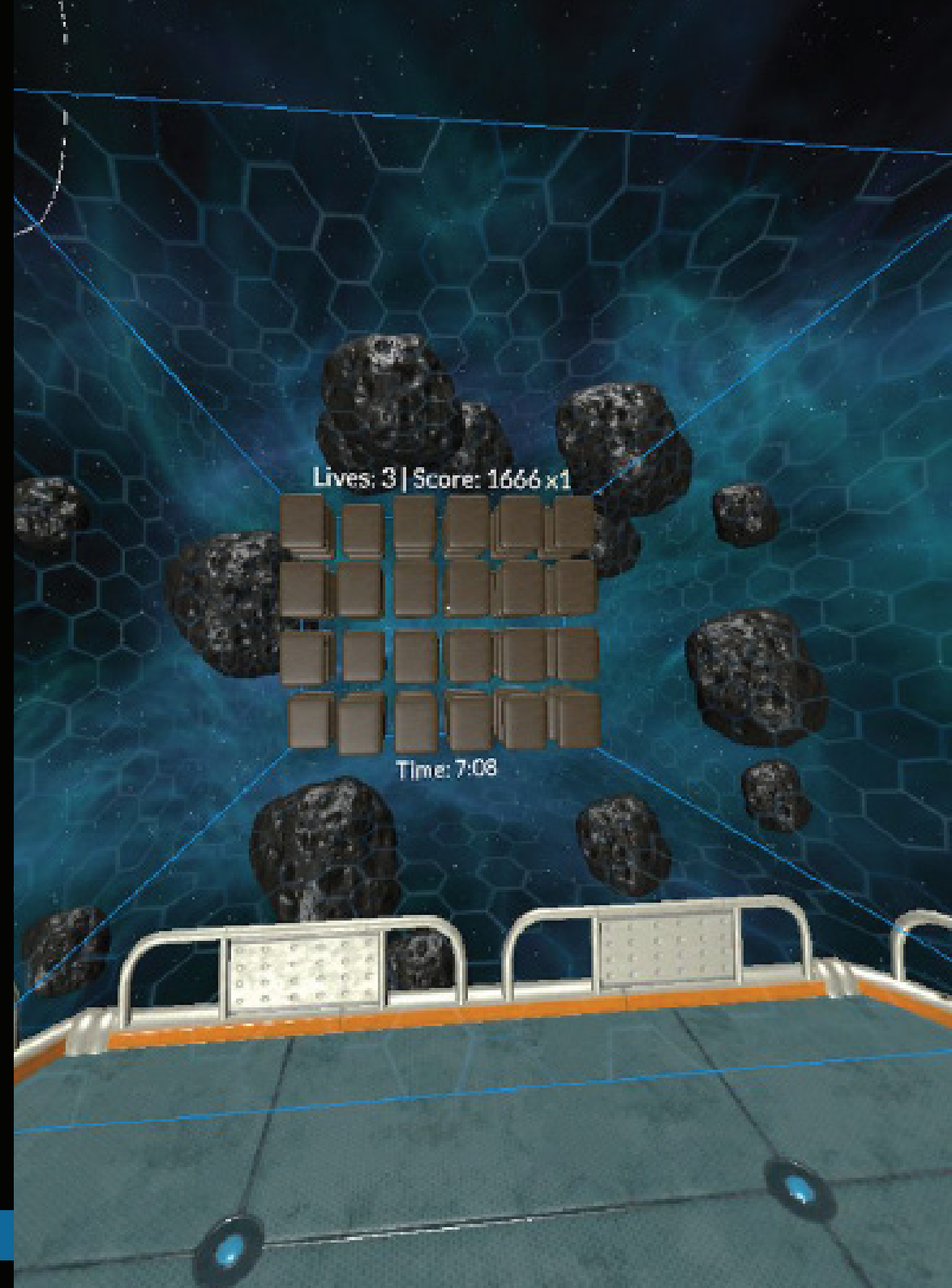
DESTROY THE BRICKS






Destroy all the bricks on the opposite side of the arena to continue to the next level. Higher levels mean stronger bricks! If you lose all of your lives, you'll be reset to level 1.



COLLECT BONUSES

Destroy tiles to spawn bonuses. Collect the bonuses to increase your lives, score, or active balls. Avoid red markers, which cost you lives!

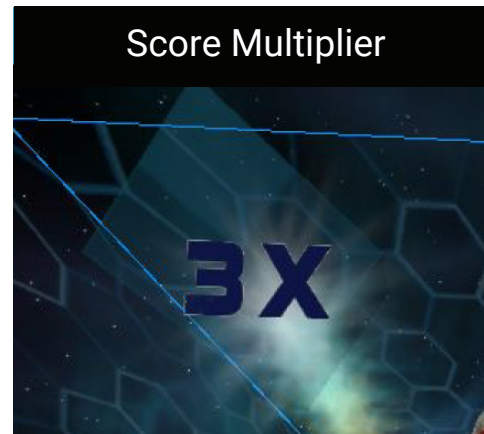


Gamepad	Remotes	VR Controllers
Control the paddle with the joystick.	Control the paddle with the remote.	Left and right hands move independently.
		
 Joystick <i>Move paddle</i>	 Paddle <i>Looks like this</i>	
	Move Remote <i>Move paddle</i> Hold Down Touchpad or (-) Button <i>Settings</i>	Right Hand Controller <i>Move paddle</i> Left Hand Controller <i>Move paddle</i>



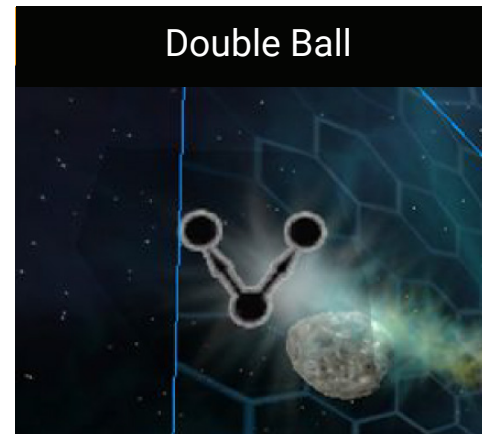
Store Extra Lives

Increase your extra lives by the number inside the powerup. When you lose your last life, you'll be back at level 1!



Beat Your Top Score

Score multipliers help increase your score for the current round. They keep stacking up as long as you don't lose a life!



Double Up

Double ball powerups make a copy of every ball currently in the arena. They can make quick work of any level!



Avoid These!

Minus life penalties steal between 1 and 5 lives when collected. Avoid them as best you can!

PEPPER PICKER

Let's spend some time in the garden! You planted a nice garden full of peppers—time to pick them! Search around yourself for a ripe pepper matching the current order and drop it into your basket.



GET A NEW ORDER

Get your order from the order list displayed on the wood sign. Find all of the peppers on the list to complete the round. Don't pick fruits or peppers not on the list!



FIND THE PEPPERS

Some peppers may be hard to find until they ripen. Be gentle! If you are too rough the pepper will fall to the ground before you grab it.



DROP IT INTO THE BASKET

Once you have the right pepper in your hand, turn and drop it into the basket. Once you have found all of the peppers in the order, you'll get a new order!



Gamepad

Hands move together and follow the head.



Joystick
Move hands



A Button
Close hands

Remotes

Hands move together and follow the head.



Rotate Remote Vertical and Horizontal

Move hand forward or backward

Hold Down Touchpad or (-) Button
Settings

Trigger / Click Touchpad

VR Controllers

Left and right hands move independently.



Right Hand Controller

Move right hand

Left Hand Controller

Move left hand

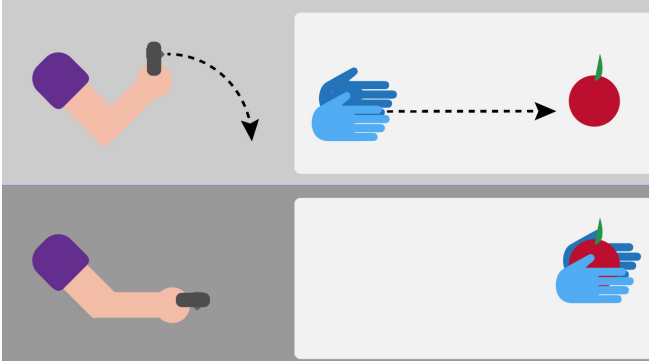
Right Hand Trigger

Close right hand

Left Hand Trigger

Close left hand

Picking Peppers with the Remote



Move the hands by rotating the remote forwards or backwards. The hands are closest to you when the remote is vertical, and farthest away when it is horizontal.

Drop Them in the Basket



Move your hands over the basket and then release the pepper so it falls in. Find your next order on the order list!

White Flag



Drop the white flag in the basket if you can't find a pepper to reset the scene at a lower level.

BUBBLES

POP POP POP! Let's pop some bubbles!
Use the pointer to pop the bubbles closest to your face.
The better you do, the more bubbles you can pop.



POP THE CLOSEST BUBBLE

A group of bubbles will appear at different distances. One bubble will be in front. Pop the closest bubble!



KEEP ON POPPIN'

Once you pop the bubble closest to you, pop the next closest, and the next. If there is only one bubble left, pop that one too!



SPEED AND ACCURACY

Get points for both speed and accuracy. The faster you pop them in the correct order, the better your score! A green + means you were correct!



Gamepad

Control the pointer with the joystick.



Joystick

Move pointer



A Button

Pop bubble

Remotes

Use the remote to control the pointer.



Touchpad

Move remote

Hold Down Touchpad or (-) Button

Settings

Click Touchpad

Pop bubble

VR Controllers

Left and right hands move independently.



Right Hand Controller

Move right hand

Left Hand Controller

Move left hand

Pop Bubbles with the Gamepad



Use the joystick to move the pointer towards the closest and smallest bubble and press **A** to pop it.

Pop Bubbles with the Remote



Move your remote to move the pointer, then click the touchpad/trigger to pop the bubble.

Pop Bubbles with your hands



Use your left or right hand controller to pop the bubbles in order from closest to farthest.

BULLSEYE

The carnival has come to town—hit the closest target with only stereo vision cues.



STEP RIGHT UP!

Shoot distant targets with your water gun to win a prize at the carnival.



SHOOT THE CLOSEST TARGET

For each trial, shoot the one target that looks closer than the others.



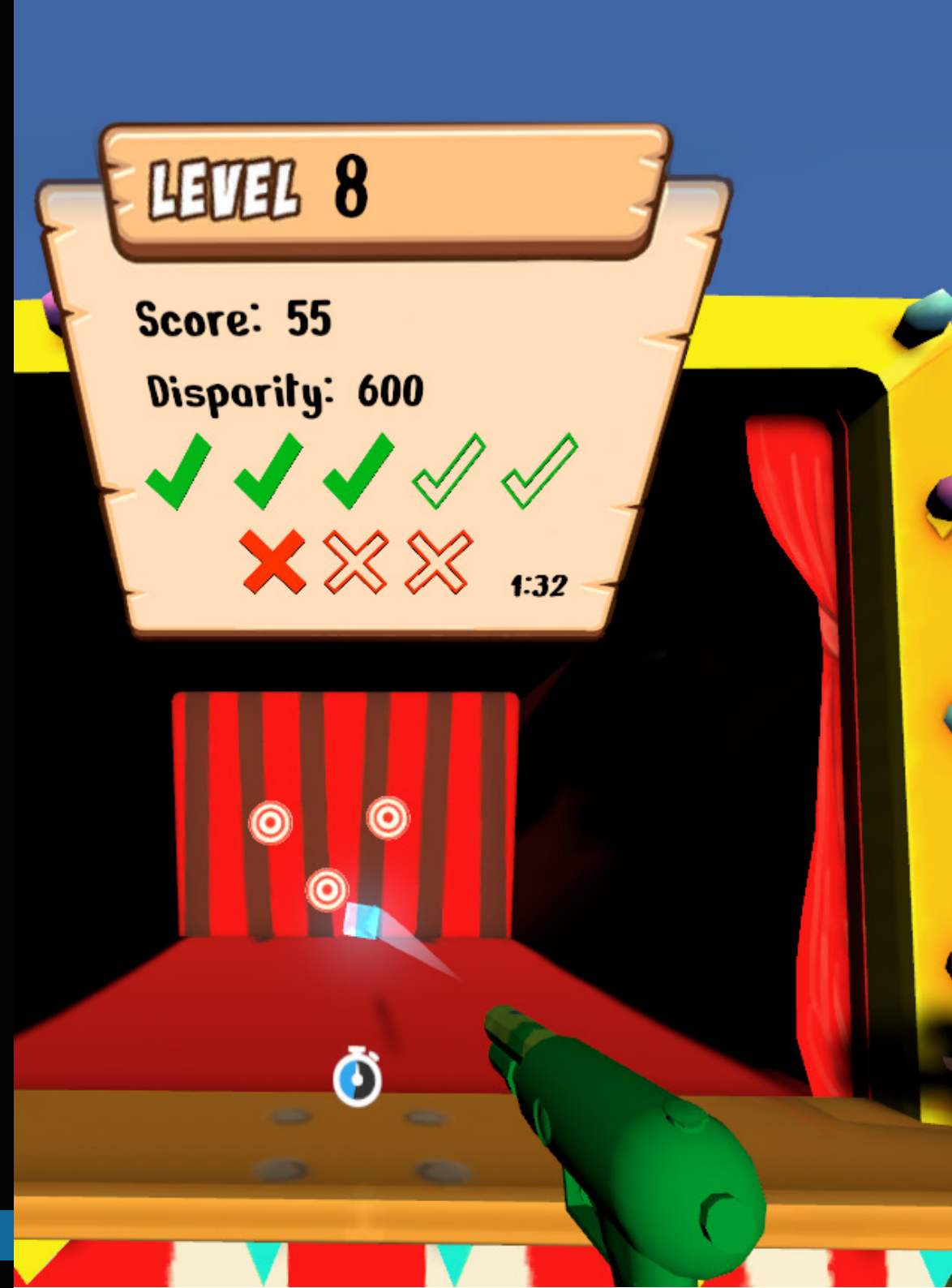
GETTING HARDER...

Each level becomes slightly harder. The better you do, the more prizes you'll win for the session!



CHALLENGE YOURSELF

Go for speed and accuracy!



Gamepad

Control the pointer with the joystick.



Joystick

Move pointer



A Button

Shoot water gun

Remotes

Use the remote to control the pointer.



Move Remote

Move pointer

Trigger / Click Touchpad

Shoot water gun

Hold Down Touchpad / Hold Down

(-) Button

Settings

VR Controllers

Switch hands by pulling the trigger.



Move Controller

Aim water gun

Right Trigger

Shoot water gun (right hand)

Left Trigger

Shoot water gun (left hand)

Shoot Distant Targets



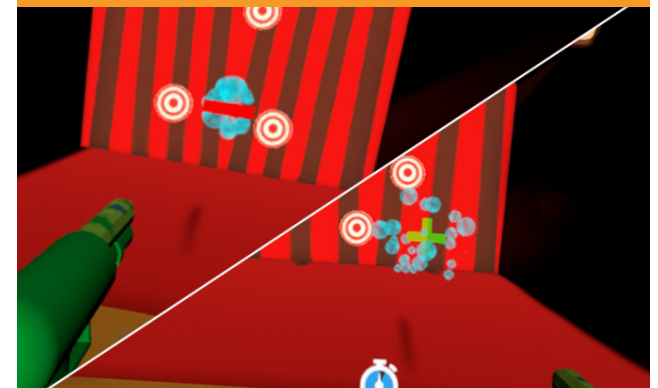
Use the water gun to shoot targets in the carnival booth.

Accuracy!



Get 5 correct and move to the next level! Miss 3 and you'll go down a level!

Correct and Incorrect



A green + indicates the correct target was shot. A red - means the selection was incorrect.

FLASH MATCH

LOOK CLOSELY! Flash Match is a game designed to challenge visual processing skills. Your clinician will assign you different visual processing modules. Modules may include:



VISUAL DISCRIMINATION

Find the floating target that matches the image in the scene.



VISUAL MEMORY

An image is displayed for a short period of time. Find the floating target that matches the flashed image.



SEQUENTIAL MEMORY

A series of images is displayed for a short period of time. Find the floating target that matches the flashed images and select them in the order they were displayed.



SPATIAL RELATIONSHIPS

Find the one target that looks different from all the others in the scene.

Pay **careful attention** to the instructions in the game and use your laser pointer to zap the floating targets!

Gamepad, Remote, and VR controllers are supported



Gamepad

Control the pointer with the joystick.



Joystick

Move pointer



A Button

Shoot laser

Remotes

Use the remote to control the pointer.



Move Remote

Move pointer

Hold Down Touchpad or (-) Button

Settings

Click Touchpad/Trigger

Shoot laser

VR Controllers

Left and right hands
move independently.



Right Hand Controller

Move right hand laser pointer

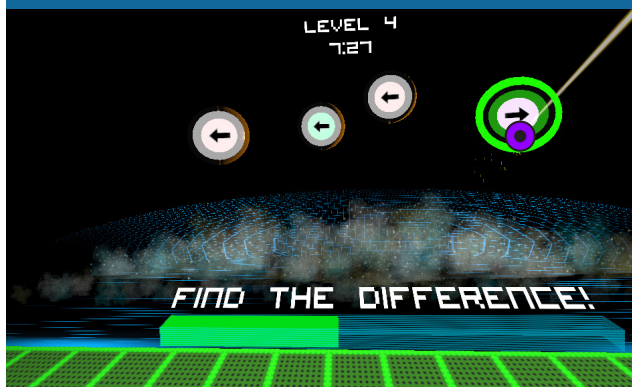
Left Hand Controller

Move left hand laser pointer

Trigger

Shoot lasers

Zap Targets with the Gamepad



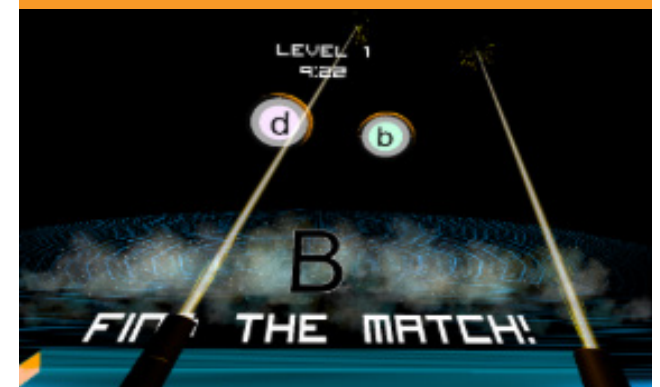
Use the joystick to move the pointer towards the floating target and press **A** to fire your laser.

Zap Targets with the Remote



Move your remote to move the pointer, then click the touchpad/trigger to fire your laser.

Zap Targets with Your Hands



Use your left or right hand controller to move the laser pointers and the trigger to fire your laser.

TURBO

Speed and accuracy are critical. Tap or select floating targets as quickly and accurately as possible. Your clinician will assign you different modules to challenge oculomotor, processing, and reaction skills.



CONTRAST MODULE

Targets light up. Quickly select the lit up target.



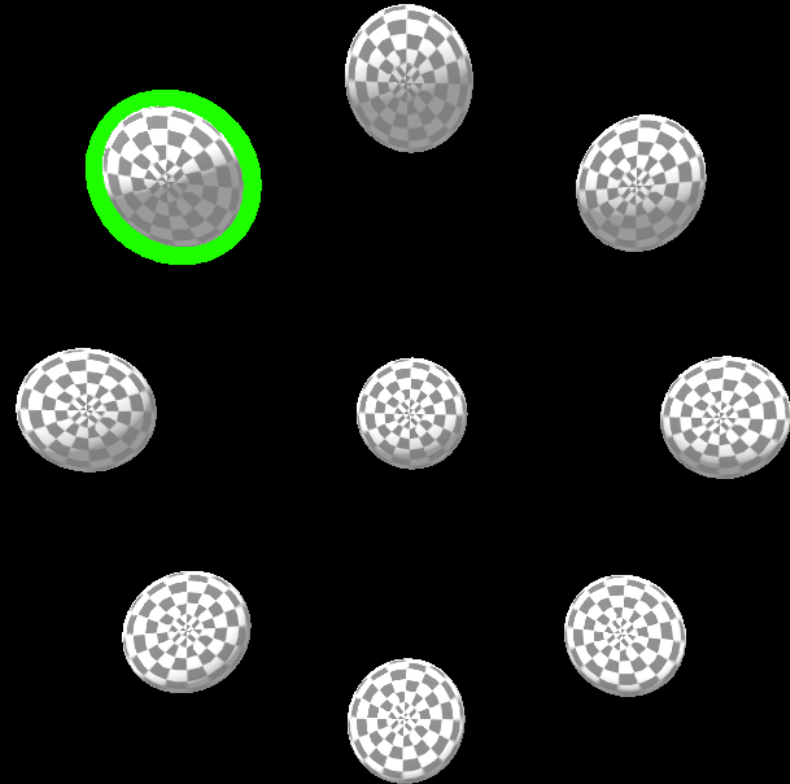
STEREO MODULE




A bit of a challenge! Look for the target that appears to pop out of the scene.

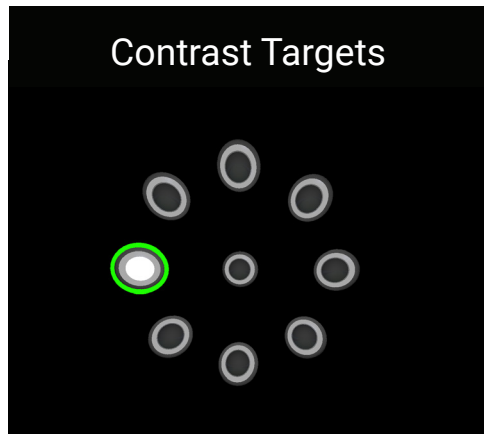


MEMORY MODULE

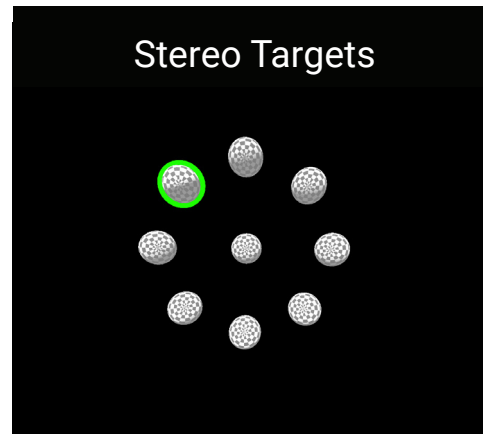
Memorize and recall the series of numbers. Select the numbers in the order they were displayed.



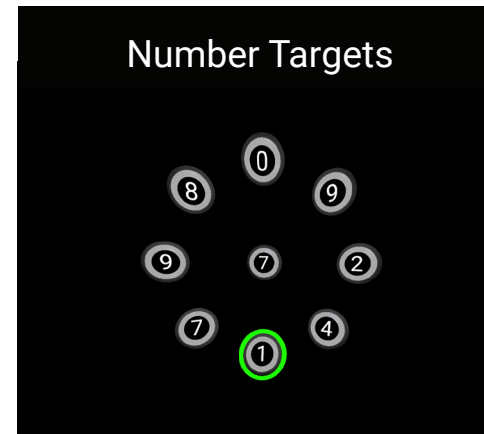
Gamepad	Remotes	VR Controllers
Not available	Use the remote to control the pointer.	Left and right hands move independently.
		
	<p>Move Remote <i>Move pointer</i></p> <p>Hold Down Touchpad or (-) Button <i>Settings</i></p> <p>Click Touchpad/Trigger <i>Select target</i></p>	<p>Right Hand Controller <i>Move right hand</i></p> <p>Left Hand Controller <i>Move left hand</i></p>



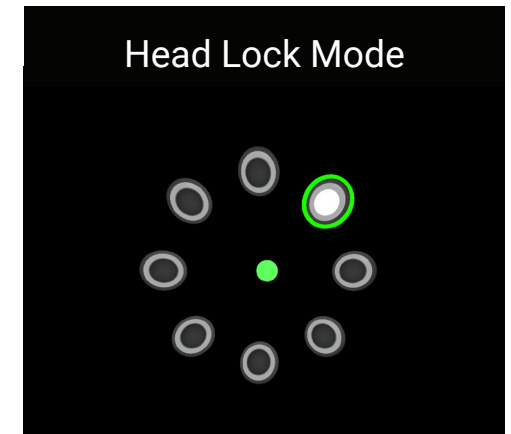
Select the lit-up target as quickly and accurately as possible.



Select the target that appears to pop out as quickly and accurately as possible.



Memorize the order of the numbers and select the targets in order



Keep your head pointed straight at the circle. Use your eyes and hands to find the correct target.

BARNYARD BOUNCE

Your barn is hoppin'! Help your animal hop up the platforms and collect powerups along the way! Your clinician sets the game to convergence or divergence - you just need to keep on climbing!



UNLOCK ANIMALS

Unlock animals as you play. Each animal has a special ability to help you hop through the world



COLLECT GOLD STARS

The higher you hop, the more gold stars you'll find!



FLY TO GATHER EGGS

Move your animal left and right during the golden egg event. Try to line your animal up as precisely as possible during each egg event.



MAMA CHICKEN
Flaps her wings to float



SHEEP
Double jump








PIG
Fattens up and jumps easier



COW
Says Moo!



BABY CHICK
Can fly

Gamepad	Remotes	VR Controllers
Control the animal with the joystick.	Move the remote to move the animal.	Move the controller to move the animal.
		
 Joystick <i>Move animal</i>	 A Button <i>Special ability</i>	
	Move Remote <i>Move animal</i> Hold Down Touchpad or (-) Button <i>Settings</i> Click Touchpad/Trigger <i>Special ability</i>	Right Hand Controller <i>Move animal with right hand</i> Left Hand Controller <i>Move animal with left hand</i> Trigger <i>Special ability</i>



Jump Higher!

Red powerups give you a boost - double your jumping ability for 10 seconds!



Energy!

Refill your energy bar to the max with a blue powerup.



Fly!

Soar to new levels with a gust of wind!



Accuracy!

Line your animal up with the eggs during the golden egg event!

VERGENCE & JUMP DUCATION

Let's work out those eye muscles! Vergence and jump duction are designed to improve eye teamwork. Work on fusing images over a wide range.



FIND THE CLOSEST BUBBLE

Bubbles will appear at different distances away from you. Select the one that is closest to you. Only one is closer than the others.



SELECT A BUBBLE

Use the buttons on your gamepad, remote, or controller to select the bubble that looks closest and different to you compared to the other three.



IF YOU SEE DOUBLE, TRY FUSING

Sometimes the image may look double. That's ok! Try to focus and make it a single image. When this gets too hard, the program will make it easier.

Vergence: 0.00

Step Size: 1

Ball Spacing: 0

Ball Size: 5

Time Left: 03:41

Correct: 0/0



Gamepad

Use buttons to select a bubble.



Buttons
Select bubble

Remotes

Move remote and use touchpad/trigger to select a bubble.



Move Remote
Move pointer

Click Touchpad/Trigger
Select bubble

VR Controllers

Move controller then pull trigger to select a bubble.



Move Controller
Move pointer towards a bubble

Trigger
Select bubble

Click Touchpad (Vive)
Select bubble

ANGLES TEST

Let's run a test. The Angles Test is designed to estimate your eye position using the VR headset.



LINE UP THE TARGETS

Move the targets and try to place the white circle in the center of the black ring. The goal is for the colored arrows to line up.



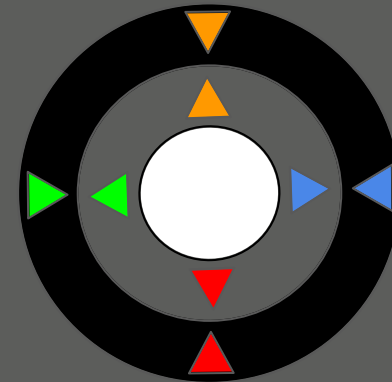
ROTATE THE TARGETS








If the white circle is tilted with respect to the black ring, rotate it until the tips of the colored triangles are lined up as best you can!

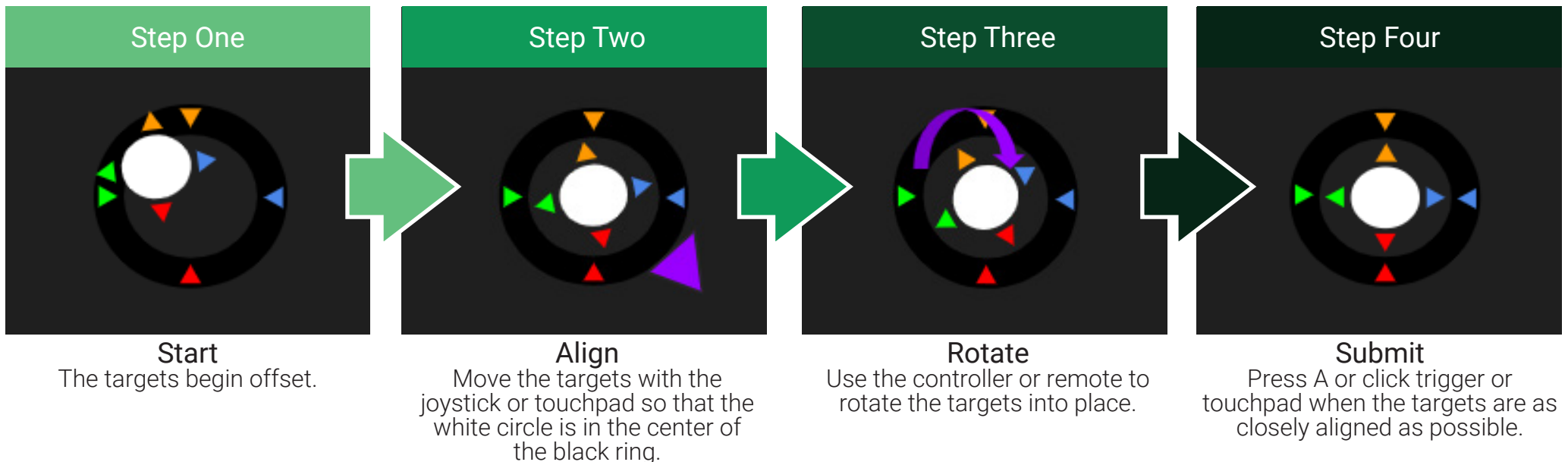


REPEAT

Once the white circle and the black ring are aligned with all triangles pointing to their matching color, confirm. You will repeat the process a number of times, so don't worry if it's not perfect.

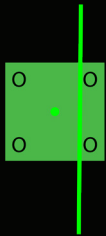


Gamepad	Remotes	VR Controllers
Use joystick, triggers, and A button.	Move remote to move and rotate targets. Requires both Mode 1 and Mode 2.	Move controller to move and rotate targets. Requires both Mode 1 and Mode 2.
		
 Joystick Move white circle	 Touchpad / Controller Mode 1: Move targets by moving remote Rotate target left/right by moving remote	 Click Joystick / Touchpad Change modes
 A Button Continue to next step	Trigger / Click Touchpad Continue to next step	Move Controller Mode 1: Move targets Mode 2: Rotate target left/right
Left Trigger Rotate left		Trigger Continue to next step
Right Trigger Rotate right		



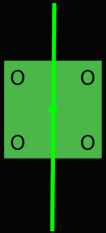
DEVIATION TEST

The Deviation Test is designed to estimate your eye position using the VR headset.



MOVE THE LINE

The test will turn the environment green in just one eye. The line will appear offset and flash green and black.



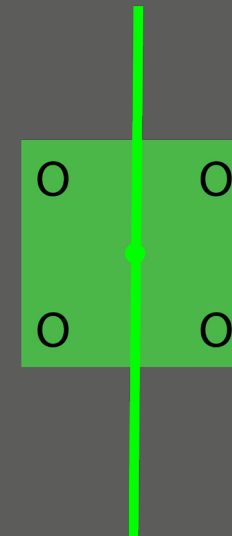
LINE UP WITH THE DOT








While focused on the dot, try to make the line go through the center of the dot. When it appears aligned,

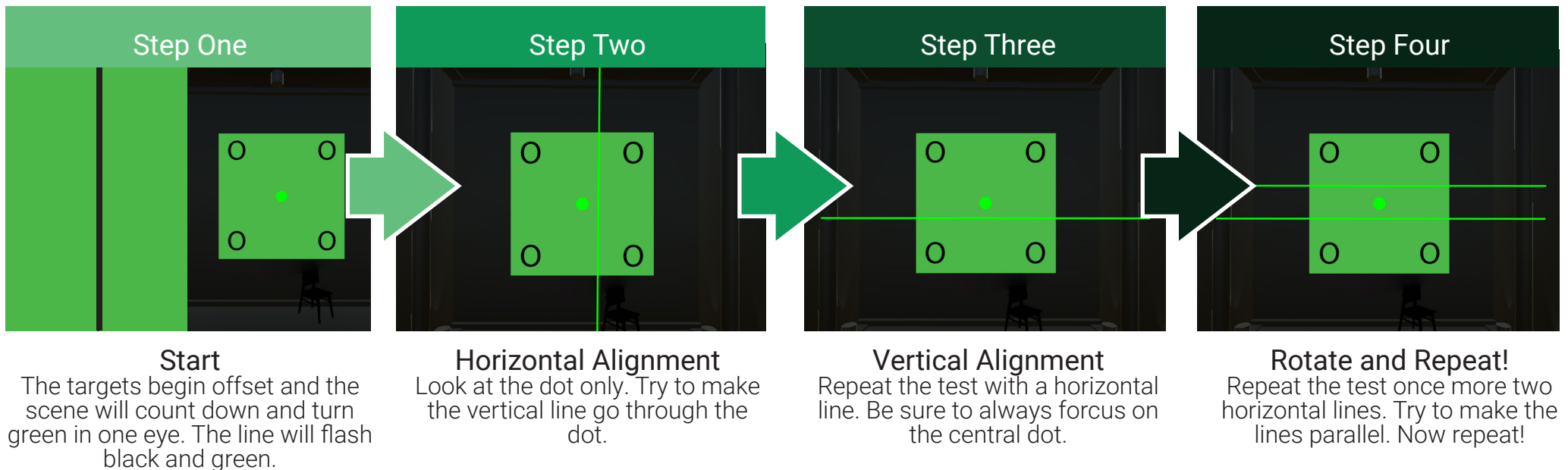


REPEAT!

Don't worry if it's not perfect! The test is repeated with a horizontal, vertical, and double horizontal lines at different distances. Do your best each time and always remember to focus on the dot!



Gamepad	Remotes	VR Controllers
Move the joystick to move and rotate the lines(s).	Move remote to move and rotate the line(s).	Move controller to move and rotate the line(s).
		
 Joystick Move line(s)	 Move Remote Move line(s)	 Move Controller Move line(s)
 A Button Continue to next step	Trigger / Click Touchpad Continue to next step	Trigger Continue to next step



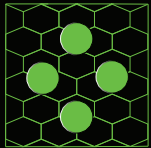
STEREOACUITY TEST

The Stereoacuity Test is designed to estimate your depth perception ability.



MOVE THE POINTER

Use your controller to move the pointer.



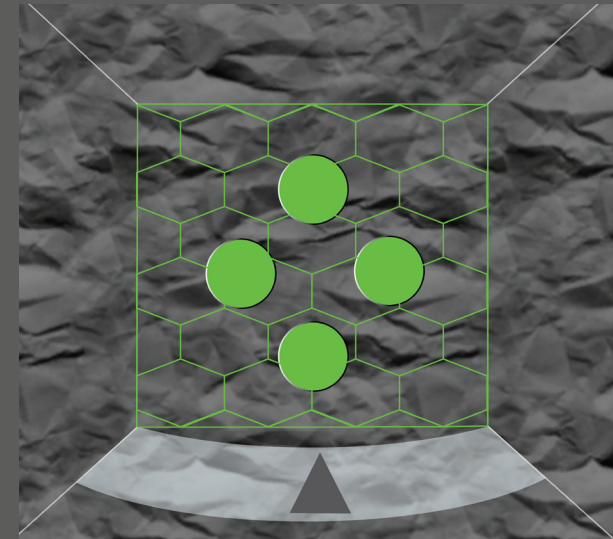
FLOATING TARGET





Carefully evaluate the target set and select the one target that appears to be floating off the background. You can look directly at the dots or look at the center of the green square to try to find the floating target.

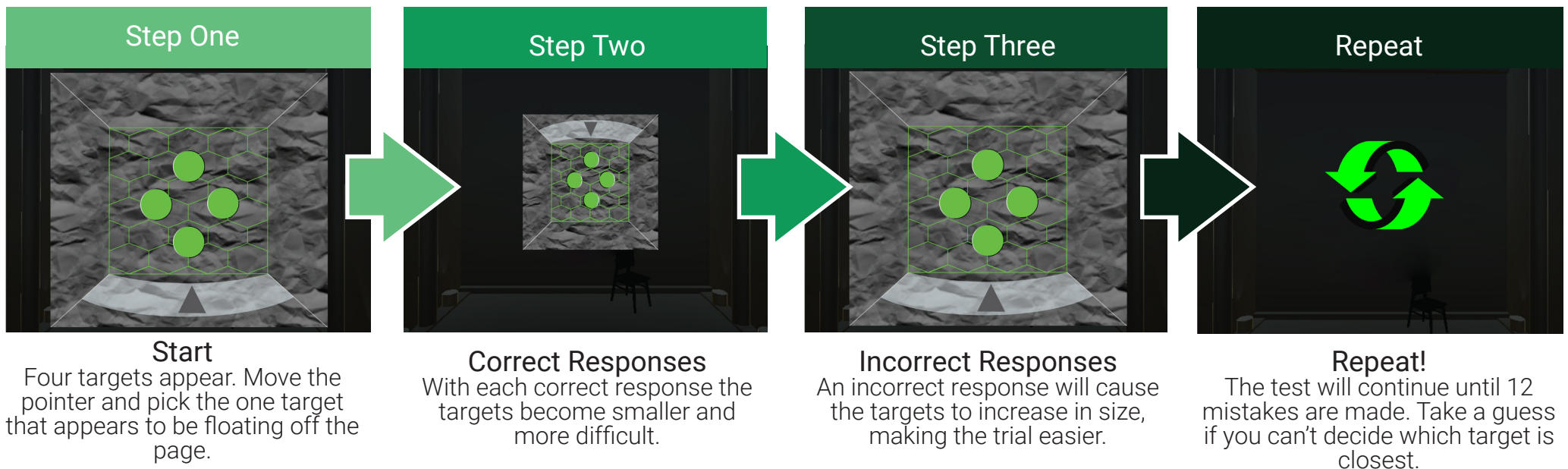


GUESS!

It's ok if you make a mistake! The test will repeat an number of times - try to input a response within five (5) seconds of seeing the group of targets for each trial.



Gamepad	Remotes	VR Controllers
Buttons select a target.	Move remote to move the pointer.	Move controller to move the pointer.
		
	Move Remote <i>Move pointer</i>	Move Controller <i>Move pointer</i>
Buttons <i>Select bubble</i>	Trigger / Click Touchpad <i>Select target</i>	Trigger <i>Select target</i>



FOUR DOT TEST

The Four Dot test is an estimation of how well you use both eyes together.



TESTING FUSION

Using both eyes, look at the colored targets in each trial of the test. The test will give you five (5) seconds to study the targets.



QUESTION 1: HOW MANY DOTS

For each trial, count the TOTAL number of dots you see. This is the first question of the test.



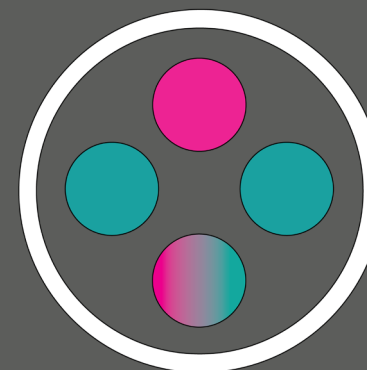
QUESTION 2: BOTTOM DOTS




Sometimes you will be asked about the bottom dots. Carefully evaluate the appearance of the bottom dots.

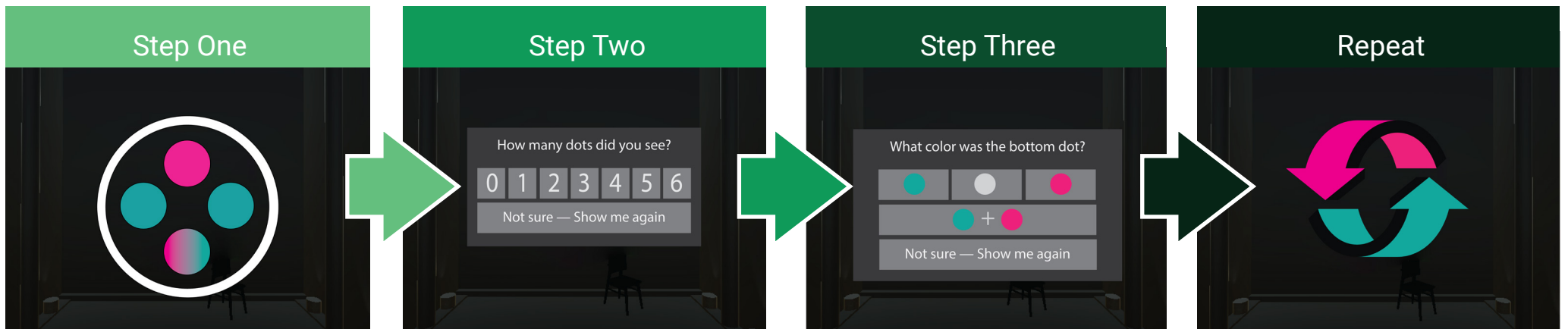


REPEAT!

The test is repeated multiple times at different distances. If you need to see the targets again, use the Not Sure option in the question step.



Gamepad	Remotes	VR Controllers
Move head to move the pointer.	Move remote to move the pointer.	Move controller to move the pointer.
		
Move Head <i>Move pointer</i>	Move Remote <i>Move pointer</i>	Move Controller <i>Move pointer</i>
A Button <i>Input selection</i>	Trigger / Click Touchpad <i>Input selection</i>	Trigger <i>Input selection</i>



Start
 The uses two different sets of dot targets. Magenta dots are shown to the right eye and cyan dots to the left eye.

How Many Dots?
 Study the targets and remember how many total dots you see in the headset. Input your answer.

What Do They Look Like?
 Sometimes you will be asked a question about the bottom dots. If you need to see the dots again, choose "Not Sure".

Repeat!
 The test will change distances and repeat the same sets of questions.

Section 6: Frequently Asked Questions

Should I be wearing my glasses or contact lenses?

You should be wearing the glasses or prescription contact lenses prescribed by your eye care professional, unless instructed otherwise by your eye care professional.

What should I do if I feel nausea or sick when playing?

Immediately stop playing and consult with your eye care professional. Virtual reality can cause motion sickness in some individuals.

What devices can I use for Vivid Vision Home?

Please visit www.SeeVividly.com/home for an up-to-date list of supported devices.

Should I be sitting or standing when playing the games?

For mobile headsets it is recommended to sit. For computer-based headsets with a positional sensor, you can stand and move in the game.

Can I use Vivid Vision Home without a doctor?

Since Vivid Vision Home is used to treat a medical condition, it must be used under the supervision of an optometrist or ophthalmologist.

How long and how often should I play?

Your eye care professional will develop a customized treatment plan for you regarding game and activity length.

What if I have questions about my treatment?

Only a trained eye care professional can answer questions about your health and your treatment using Vivid Vision Home. Please direct these questions to your Vivid Vision professional.

HAVE AN ISSUE WITH SOFTWARE OR NEED HELP WITH HARDWARE SETUP?

Visit SeeVividly.com/home for help!

CONTACT US

Share your feedback!



We want to hear about your
experience with Vivid Vision Home.
To let us know your story, send an email to
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