



Target Tracking

Module tutorial



Table of contents

1.	GENERAL	3
1.1.	Description	3
1.2.	Required accessories.....	3
1.3.	Patient setup	3
2.	Settings	3
2.1.	Session settings	3
2.1.1.	Presets	4
2.1.2.	Insect	5
2.1.3.	Settings	6
2.1.4.	Spawning areas.....	8
3.	Module.....	8
3.1.	Session	8
3.2.	Shortcuts	9
3.3.	Results.....	10
3.3.1.	Summarized results	10
3.3.2.	Graphs and report	10



1. GENERAL

1.1. Description

TARGET TRACKING software is an immersive 3D simulation based on virtual reality technology, which immerses a person in a digitally created artificial world.

Target Tracking is a software program for the rehabilitation of the cervical spine, balance, vestibular system and upper limb. It can be used in neurology (hemineglect, Parkinson's disease, etc.) or in orthopedics for the rehabilitation of various symptoms.

1.2. Required accessories

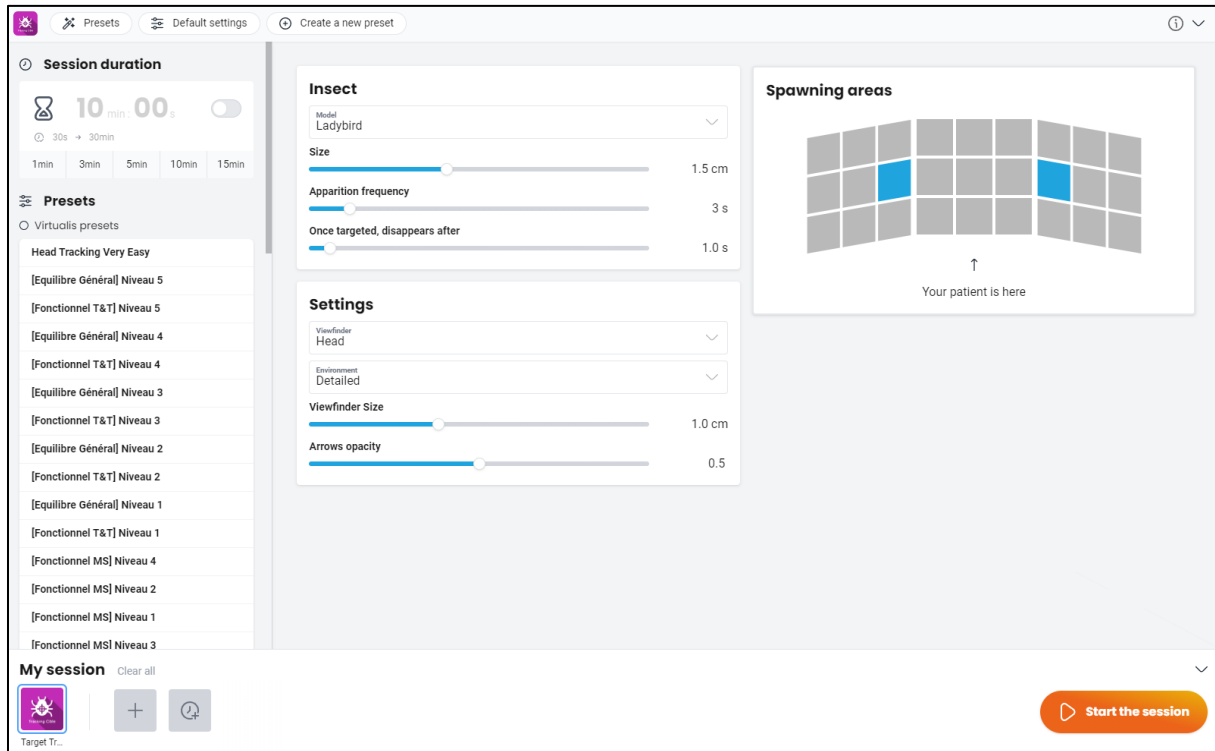
VR headset. Optional HTC Vive controller.

1.3. Patient setup

The patient can be seated or standing.

2. Settings

2.1. Session settings



2.1.1. Presets

Several different protocols are available. The presets show you exercises with different levels that may correspond to therapeutic objectives. They are given as examples and can be modified.



Presets

☐ Virtualis presets

Head Tracking Very Easy
[Equilibre Général] Niveau 5
[Fonctionnel T&T] Niveau 5
[Equilibre Général] Niveau 4
[Fonctionnel T&T] Niveau 4
[Equilibre Général] Niveau 3
[Fonctionnel T&T] Niveau 3
[Equilibre Général] Niveau 2
[Fonctionnel T&T] Niveau 2
[Equilibre Général] Niveau 1
[Fonctionnel T&T] Niveau 1
[Fonctionnel MS] Niveau 4
[Fonctionnel MS] Niveau 2
[Fonctionnel MS] Niveau 1

2.1.2. Insect

Insect

Model
Ladybird

Size
1.5 cm

Apparition frequency
3 s

Once targeted, disappears after
1.0 s

Model:

Several target tracking models are available: fly (3D); beetle; bumblebee; stipule; dragonfly; fly; cleg; glow-worm; ladybird; mosquito; moth; asilide; wasp.

The selection is made from a drop-down menu.



Size:

Size

1.5 cm

Adjust the difficulty of the exercise by increasing or decreasing the target's size.

Value: 0.5 to 3.0 cm.

Apparition frequency:

Apparition frequency

3 s

Adjust the difficulty of the exercise by increasing or decreasing the target appearance's frequency.

Value: 1 to 20 s.

Disappearance:

Once targeted, disappears after

1.0 s

Modifies the time it takes for insects to disappear after being targeted.

Value: 0,1 to 2,5 s.

2.1.3. Settings

A screenshot of the 'Settings' menu. It has a title 'Settings' at the top. Below it are two dropdown menus: 'Viewfinder' with 'Head' selected, and 'Environment' with 'Detailed' selected. At the bottom are two sliders: 'Viewfinder Size' with a value of '1.0 cm' and 'Arrows opacity' with a value of '0.5'.

Settings

Viewfinder
Head

Environment
Detailed

Viewfinder Size
1.0 cm

Arrows opacity
0.5

Viewfinder:

The target aiming mode can be executed in two ways: either using the patient's head movements (with the VR headset) or using upper limb movements (with a controller). The type of aiming device is selected from the drop-down menu.

A screenshot of the 'Viewfinder' selection menu. It has a title 'Settings' at the top. Below it is a dropdown menu with 'Viewfinder' and 'Head' selected. Below the dropdown are two options: 'Head' (highlighted in blue) and 'HTC Vive controller' (greyed out).

Settings

Viewfinder
Head

Head

HTC Vive controller

Environment:

Sets the environment's level of detail.

A screenshot of the 'Environment' selection menu. It has a title 'Settings' at the top. Below it is a dropdown menu with 'Environment' and 'Detailed' selected. Below the dropdown are two options: 'Detailed' (highlighted in blue) and 'Simple' (greyed out).

Settings

Environment
Detailed

Detailed

Simple

Viewfinder size:A screenshot of the 'Viewfinder Size' slider. It has a title 'Viewfinder Size' at the top. Below it is a slider bar with a white knob. To the right of the slider is the value '1.0 cm'.

Viewfinder Size

1.0 cm

Value: 0.1 to 2.5 cm.

More accuracy is required if the viewfinder is small.



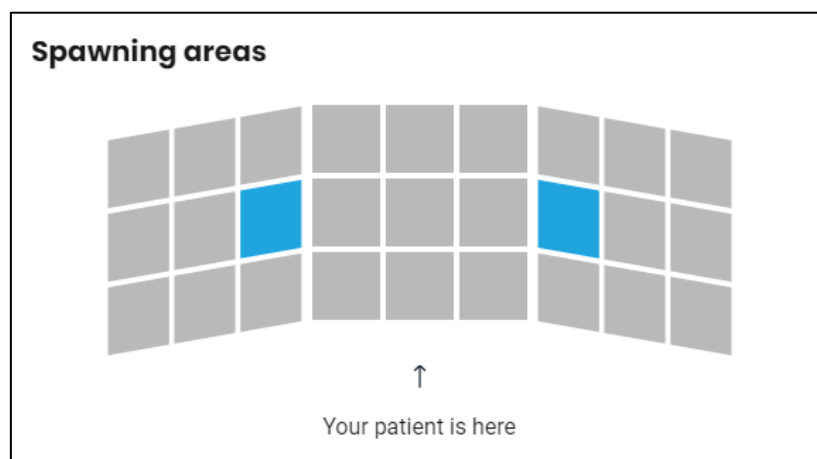
Arrow opacity:



Value: 0.0 to 1.0. From very see-through to very opaque.

2.1.4. Spawning areas

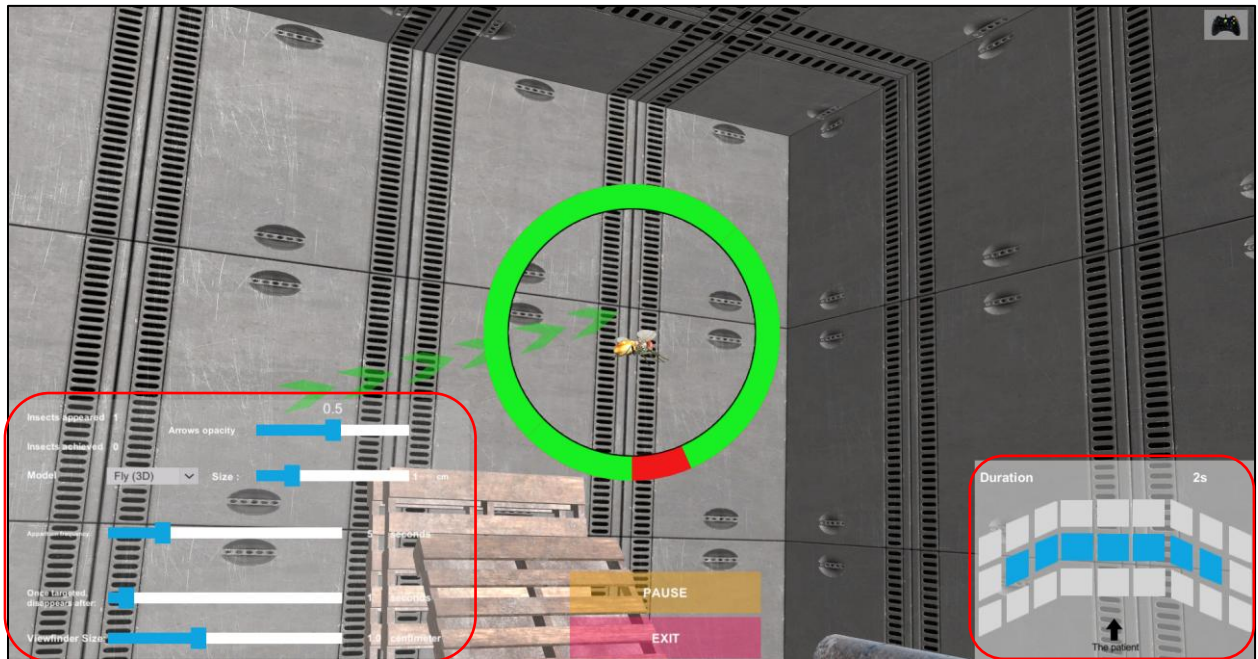
Insect spawning zones can be selected. The selection is made by simply clicking the required areas. At least two zones must be activated. When a zone is activated, it turns blue.



3. Module

3.1. Session

Once the presets have been selected, click on "**Start the session**" in the bottom right corner of the screen.

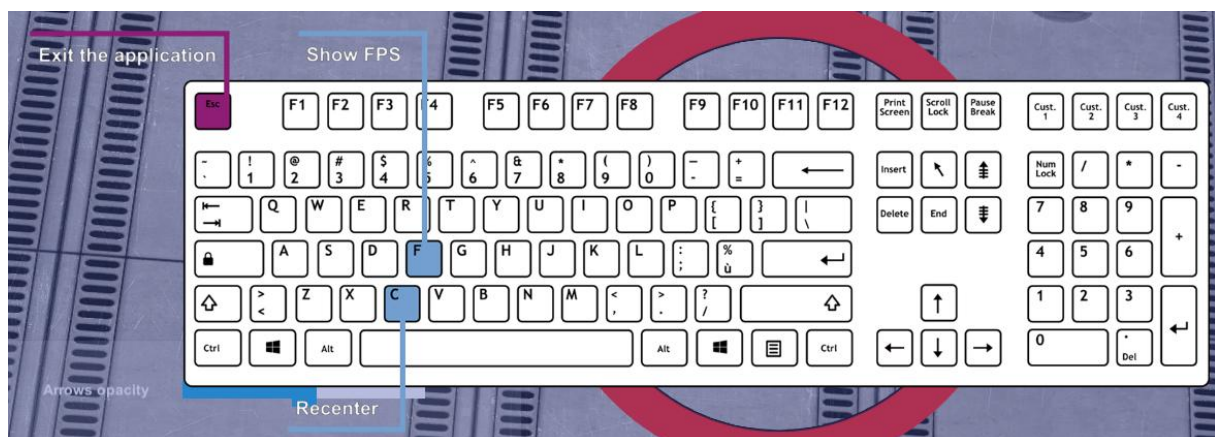


During the session, the user can modify the parameters from the **left-hand side of the screen**. They are not visible to the patient.

In the bottom right corner of the screen, the user can modify the spawning areas.

3.2. Shortcuts

During the session, the shortcut list is found by clicking on the Xbox controller icon in the upper right corner of the screen.





3.3. Results

Once the session is over, you can view the results.

3.3.1. Summarized results

By default, the results are as follows:

- Spawned bugs
- Touched bugs
- Score.

3.3.2. Graphs and report

Click on the histogram icon to access detailed results and the session report.



Session details
08/02/2025 14:33

Target Tracking (Simple)

Parameters

Results

Notes