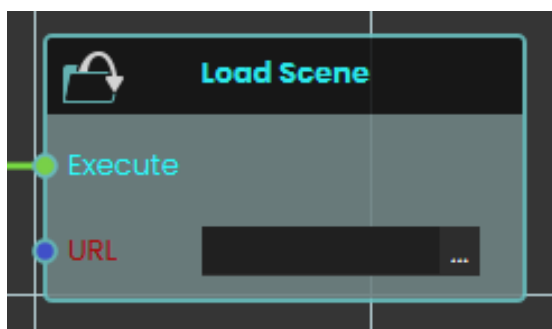


Scene

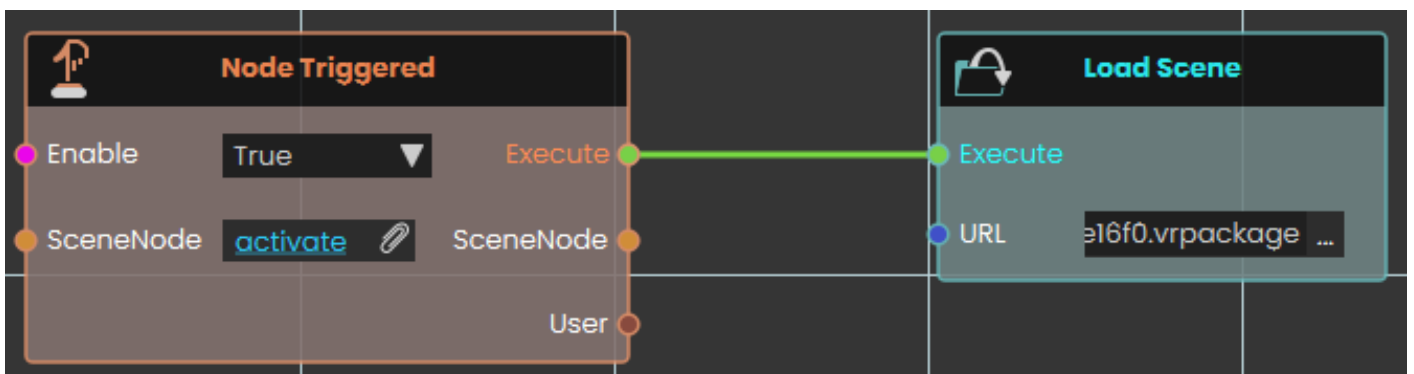
Load Scene



The **Load Scene node** is used to teleport between

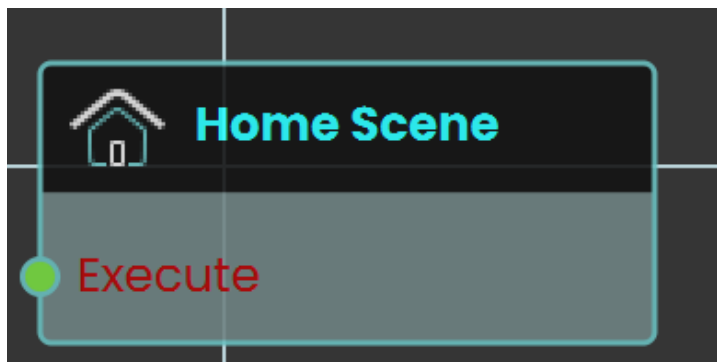
different scenes within your VR experience. Enhancing the overall immersion and interactivity of the experience.

Example



In this example, the **Load Scene Node** is used to transition the user from one scene to another. This node facilitates changing scenes, allowing for a dynamic experience as users navigate through different environments within the VR application.

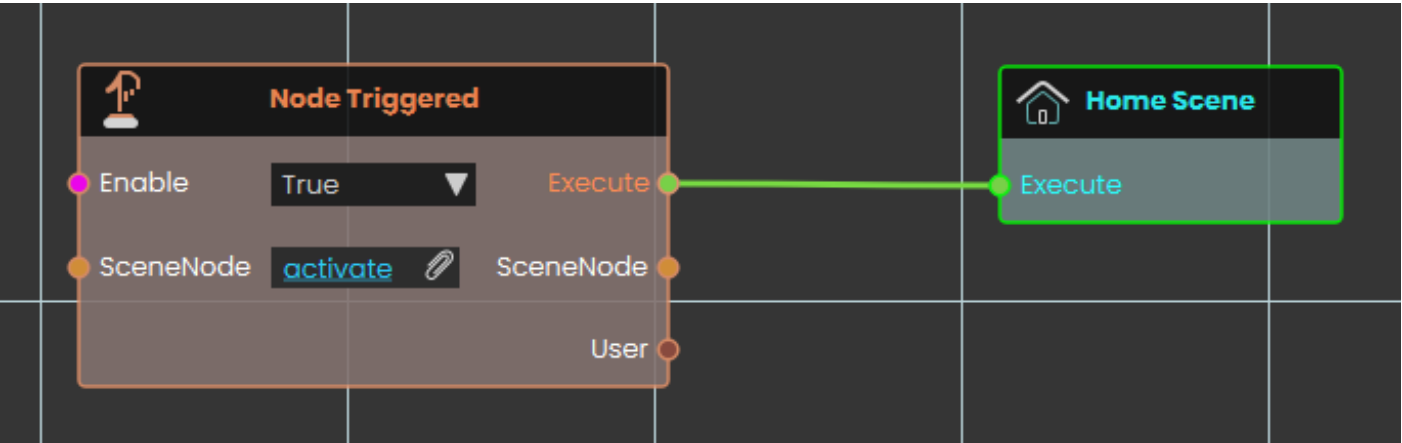
Home Scene



The **Home Scene node** enables users to

return to the initial scene of the VR experience. This node provides a straightforward way for users to reset the VR experience to the starting point, ensuring a user-friendly navigation experience.

Example



In this example, the **Home Scene Node** is used to return the user to the main scene when the trigger event occurs. This allows you to teleport back to the primary environment, enhancing the user experience by providing a clear and intuitive way to return to the starting point.

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