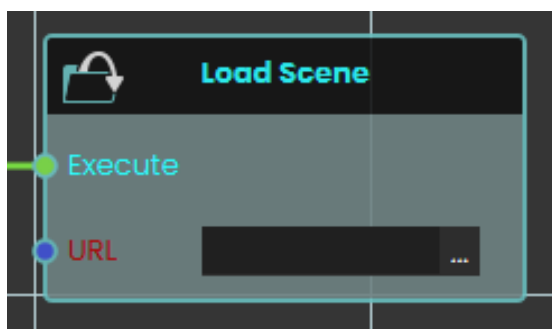


Scene

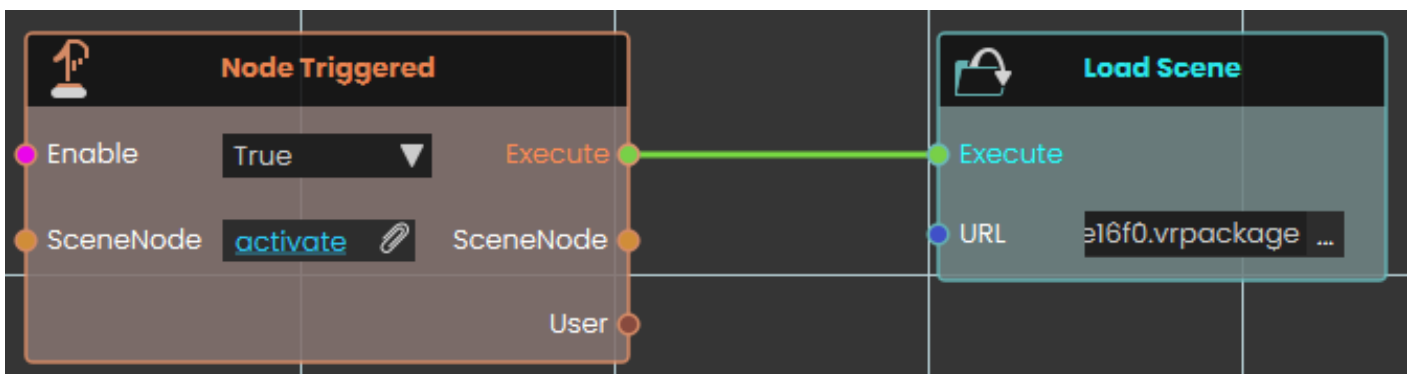
Load Scene



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



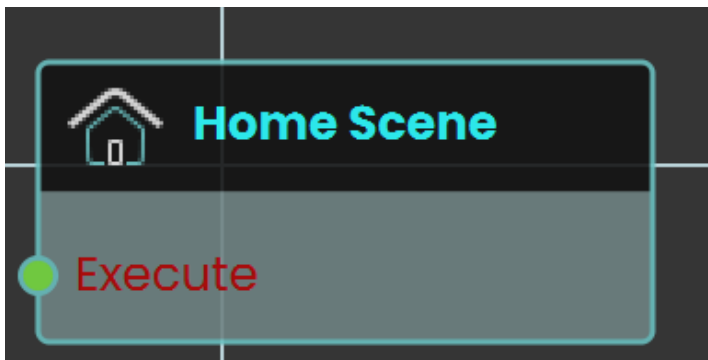
In this example, the **Load Scene Node** is used to transition the user from one scene to another. This node facilitates changing scenes, allowing for a dynamic experience as users navigate through different environments within the VR application.



Tutorial is available on SimLab VR Discord server



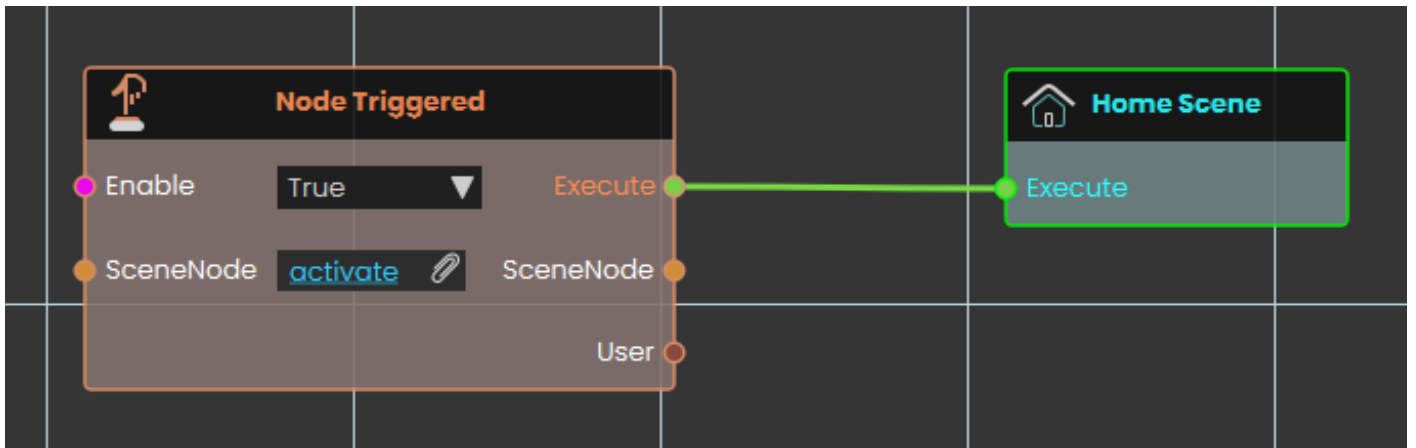
Home Scene



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.



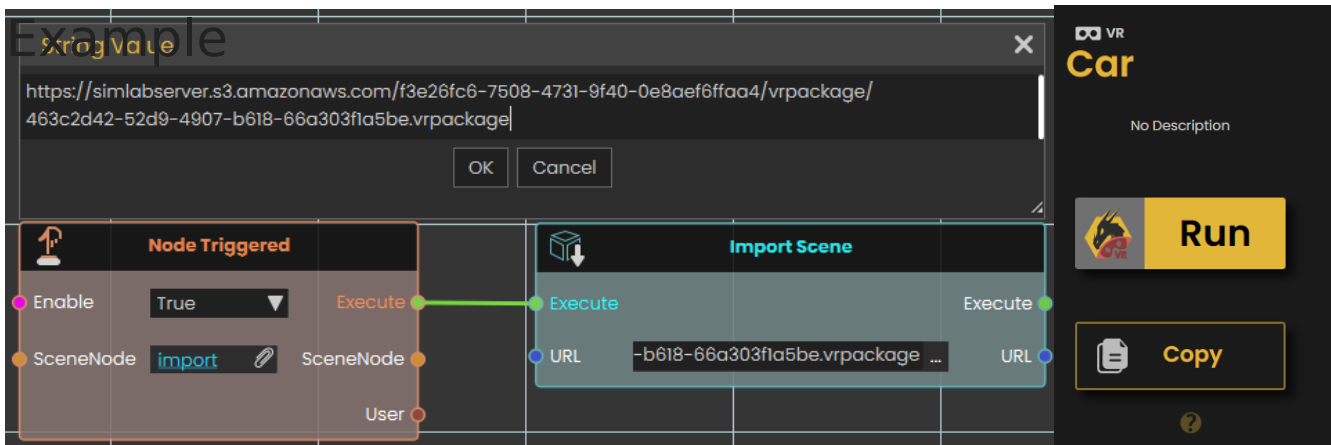
Tutorial is available on SimLab VR Discord server

Import Scene



The **Import Scene** node is used to

load an external scene into the current VR experience. This allows users to dynamically bring in additional environments, objects, or elements as needed during runtime.



In this example, the **Import Scene node** is used to load a car model into the scene when the "Import" object is triggered. The Node Triggered event detects user interaction and executes the Import Scene node, which then loads the specified car model from an external VR package file. This allows the car to appear dynamically within the VR environment.

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