

Create and manage VR Environments

1. Where to start?

Watch this **tutorial video** on how to create VR Environments on the XR Platform and add data.

Tutorial video before 4.0



- Go to the Passerelle XR Platform.

Note

Make sure you have the **Designer or Administrator** role. You can change roles by clicking on them and switch to another one in the list.

- Press **Design** and **VR Environments**

The screenshot shows the Passerelle XR Platform dashboard. On the left is a dark navigation sidebar with the Passerelle logo at the top. Below the logo is a dropdown menu currently set to 'Designer'. Underneath is a blue 'Dashboard' button. The sidebar is organized into sections: 'PLANNING' with a right-pointing arrow, 'DESIGN' with a downward-pointing arrow and a red box around it, and 'XR Environments' with a red box around it. At the bottom of the sidebar is 'XR Procedures' with an upward-pointing arrow. The main content area on the right is titled 'Dashboard Teach' and 'XR Procedures'. It contains a table with a search bar and a 'Title' column with a sort icon. The table lists three items: 'Test_ErrorFlow', 'Test_Questions_Audio', and 'Test_Unhappy_Flow', each with a checkbox and a play button icon.

<input type="checkbox"/>	Title ↓↑
<input type="checkbox"/>	<input type="checkbox"/> ▶ Test_ErrorFlow
<input type="checkbox"/>	<input type="checkbox"/> ▶ Test_Questions_Audio
<input type="checkbox"/>	<input type="checkbox"/> ▶ Test_Unhappy_Flow