

RELAXATION PACK

2025.1

| | |
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WHAT IS NEEDED?

Please make sure the PC where you want this module to be active have VAST.Rehab Patient Panel installed and that the following hardware requirements are met:

- Meta Quest 3
- Meta Quest 3s

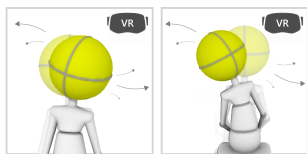


FUNCTIONAL MOVEMENTS

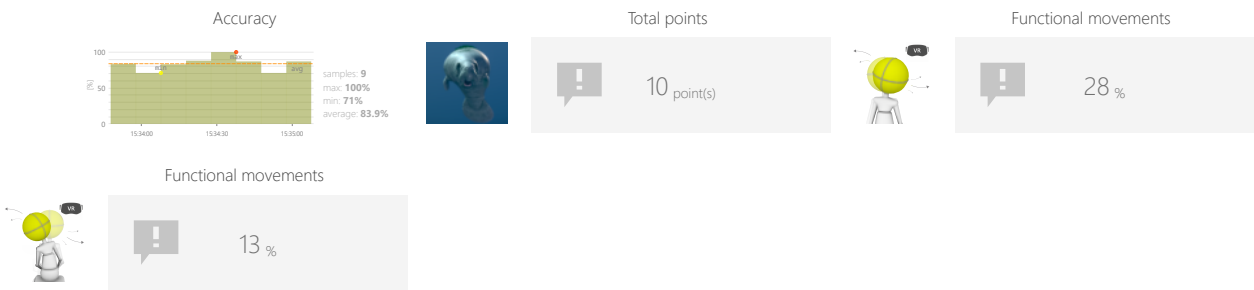
SEA CREATURES

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration

OBJECTIVES

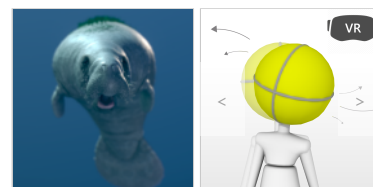
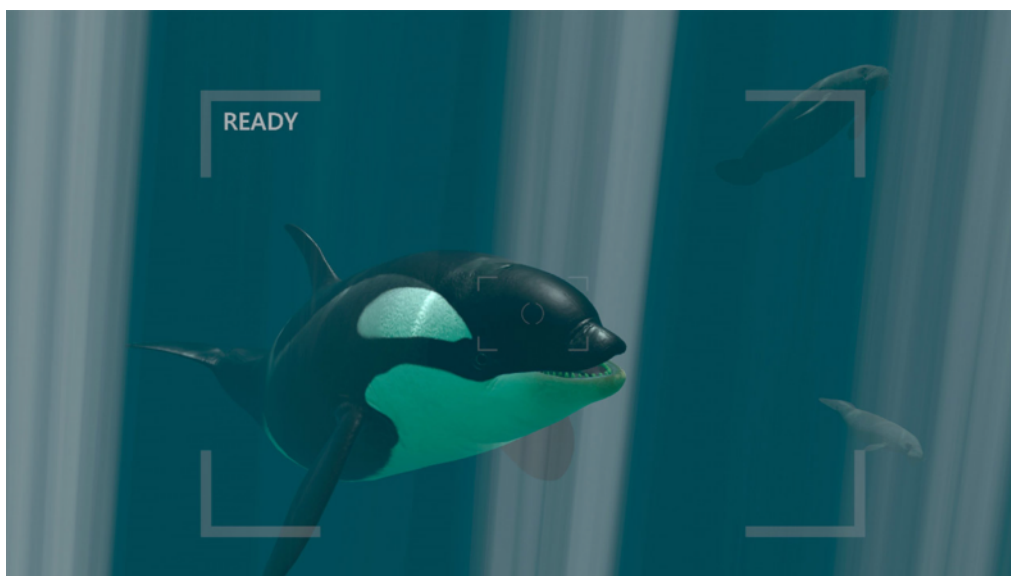
- Perceptivity
- Relaxation
- Visual motor coordination
- Spatial Awareness

INSTRUCTION FOR PATIENT

Feel the experience of swimming in the deep sea surrounded by friendly sea creatures. Capture photos to make them react and swim closer. Aim well for a higher photo score! Using controllers: press the primary index trigger or A/X button. Using hand tracking: bend your index finger, or touch your thumb to your index or middle finger to take a photo.



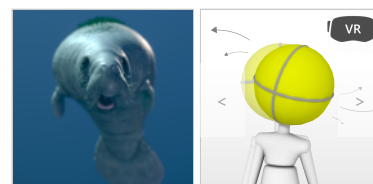
SAMPLE SETTINGS



Duration

< >

90s



Duration

< >

90s

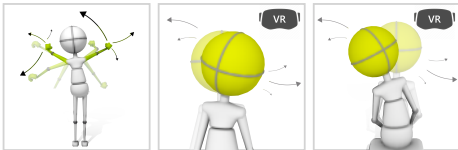


FUNCTIONAL MOVEMENTS

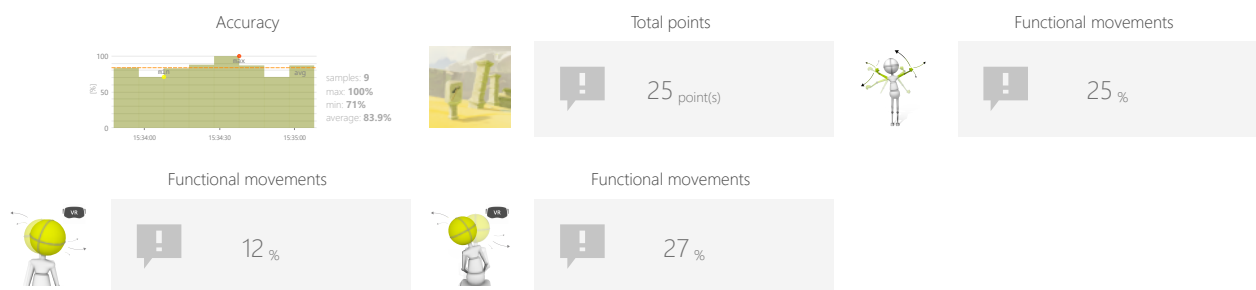
ARCHEOLOGY

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Stone hardness
- Hand

OBJECTIVES

- Focusing
- Repetitive movements
- Relaxation
- Both hands grabbing

INSTRUCTION FOR PATIENT

Position the chisel atop the stone, then strike it using the hammer. This action will break apart the stone, unveiling the hidden artifact within.



SAMPLE SETTINGS



| | |
|----------------|-------|
| | |
| Difficulty | 1/3 |
| Duration | 90s |
| Stone hardness | 50% |
| Hand | Right |



| | |
|----------------|-------|
| | |
| Difficulty | 1/3 |
| Duration | 90s |
| Stone hardness | 50% |
| Hand | Right |

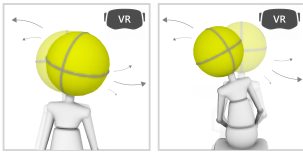


FUNCTIONAL MOVEMENTS

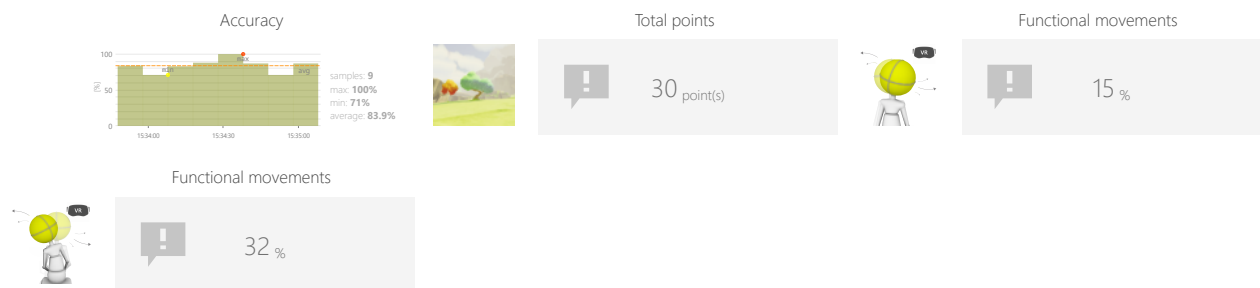
PLANTING TREES

Measure and train individual's skills to perform movements based on real-world situational biomechanics. They usually involve multi-planar, multi-joint movements which place demand on the body's core musculature and innervation.

CONTROL MODES



RESULTS



ADJUSTMENTS

- Task duration
- Hand

OBJECTIVES

- Predicting the trajectory of objects in 3D space
- Movement precision
- Focusing
- Relaxation
- Both hands grabbing

INSTRUCTION FOR PATIENT

Launch seeds using a slingshot at the targets highlighted by flying objects. Use your controller's joystick to choose from a variety of tree colors.