**FOR IMMEDIATE RELEASE**

**Ether One now fully supported by Oculus Rift**

Manchester, UK, 15/04/2013.

**Ether One and the Oculus.**

We got the Oculus rift delivered later last week by our friend David Hothersall who has been talking to Palmer Luckey quite frequently about the VR headsets (and even trading their models with each other). We were a bit sceptical at first about the Rift and using it in Ether One. We wanted to test it out before we made any announcement to use it. Once we had it working though it was a non-argument, we *had* to put Ether One on the rift. With a game that relies so heavily on immersion and storytelling, the Rift was a perfect partner to the game. Since we use Unreal Technology by Epic, it was super easy to plug and play, and from opening the box to actually walking around in Ether, it must have taken around 15minutes. Of course there are lots of tweaks and optimisations to do, but as far as the Rift goes, it’s a great piece of kit. We were also impressed with how professional the packaging was; A solid case with lots of foamed compartments and lots of little things to make adjustments with such as lenses and extra cables. Developers should definitely be excited to use this kit.

As far as Ether One goes, we’re hoping to take it to the next level and include Razer Hydra support (<http://www.razerzone.com/minisite/hydra>). We’ve not actually used it yet but it seems like the perfect counterpart to the Rift. We’re very wary of not including things just to be gimmicky but we really believe this will add another level of immersion for Ether One.

I’m sure lots of people will be asking about implementation and whether they’ll lose any of the experience if they don’t have the Oculus Rift. We’ll hopefully talk a little more about that stuff when we’ve actually had time to sit down and discuss how best to tackle it, but we don’t think at this point any users will lose out on any of the experience. I think it’s mainly just a nice way to show off a great piece of tech, and demonstrate where the games industry is heading.

We’re hoping to show off Ether One at a few events in the UK such as Rezzed and Develop Conf over the summer, but if anyone is interested in the more tech-heavy side of things, then there’s a discussion going on over on the MTBS3DI forums too: <http://www.mtbs3d.com/phpbb/viewtopic.php?f=140&t=16947&p=117862#p117862>

For more information on White Paper Games or Ether One please visit our press pack page at [**http://www.whitepapergames.com/promo/**](http://www.whitepapergames.com/promo/)where download links to our trailers, screenshots, press releases and logos can be found. Alternatively you can also gain information via the key links below.

**Key sites**

**Game site:** [**www.ether-game.com**](http://www.ether-game.com)

**Company site:** [**http://www.whitepapergames.com/site/**](http://www.whitepapergames.com/site/)

**Steam Greenlight:** [**http://steamcommunity.com/sharedfiles/filedetails/?id=96424148**](http://steamcommunity.com/sharedfiles/filedetails/?id=96424148)

**Facebook:** [**https://www.facebook.com/whitepapergames**](https://www.facebook.com/whitepapergames)

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