



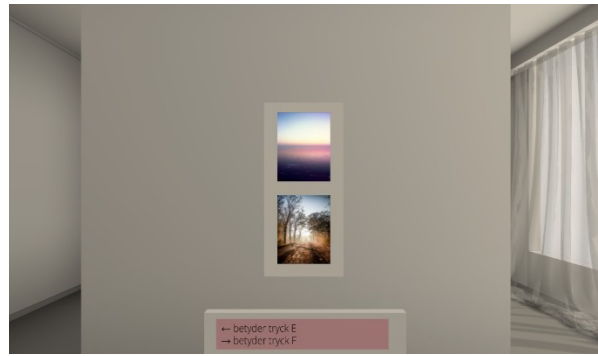
(a) VR environment



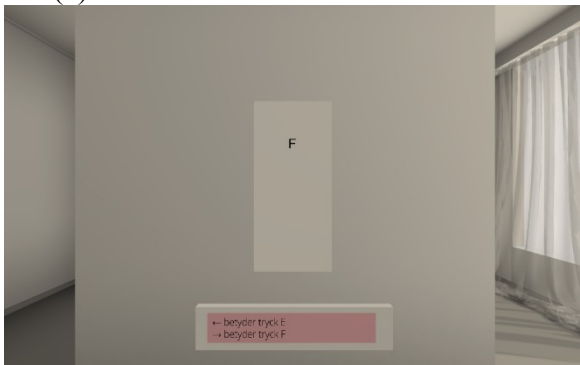
(b) Snellen chart for visual acuity check



(c) Fixation cross



(d) Stimuli presentation



(e) Probe presentation



(f) Response feedback (tutorial only)