



Grant Hinkson

Artist | Technologist

Websites

granthinkson.com
fr0gg3r.com

Social

instagram.com/the.fr0gg3r

Contact

me@granthinkson.com



Project Hydra: Iterations is an immersive VR art experience from the creator of **CONNECTOME** and **CONSTELLATIONS**, created to supplement physical installations. Walk through a sequence of interconnected rooms, each presenting a different expression of the Hydra algorithm — a generative system of Bézier curves drawn across grid-based layouts. From spindly, reduced-point compositions to a towering, multi-story Complete Cycle set to undulating ambient music, and finally, into an alternative version of the Complete Cycle that changes the mood completely.

Supported Devices

This experience is currently available for the Meta Quest headset. A Quest 2 or later is supported, though it has only been tested on a Quest 3 device.

Getting Access

Access is currently gated behind a Private Release Channel on the Meta Horizon Store. Use the link below to join and you'll be auto-approved. You must be signed in with the same account that will be used on test/demo devices.

Join the Private Release Channel: <https://www.meta.com/s/7FjMM4fzj>

Setup, Space Requirements, and Guidance

This is primarily a stationary experience, however you may turn in full 360 degrees to see objects around you.

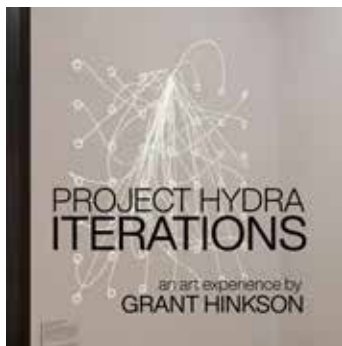
- A standard minimum playtest area of 6x6 feet is sufficient.
- This is a hands-only experience, though interaction is minimal. Use either left hand or right hand to select hotspots and pinch to either teleport or go through doors.
- In a loud/noisy environment, headphones are recommended

Launching the Experience

Once you've joined the private channel, **Project Hydra: Iterations** should appear in the library on your headset. There are no settings or additional app-specific setup required.

Additional Information

<https://www.granthinkson.com/art/project-hydra-iterations/> (trailing slash required)



Onboarding Guidance/Script

Hi. This is an immersive art experience called Project Hydra: Iterations.

It's created by an artist and game designer/creator named Grant Hinkson. Grant's first experience called CONNECTOME (pronounced Kə neck tohm) was published for Meta Quest in May 2025 (last year). It's a hands-only room based experience anchored in the concept of connect the dots. One of the first things you learn to do in that experience is create a door - four points to complete a rectangle - then a door opens.

Once you've created the first door, you move into a new room. This process repeats itself over the course of 20 various rooms. (sidenote: Grant also launched a follow up project called CONSTELLATIONS that brings the CONNECTOME concept to the night sky).

Project Hydra: Iterations is built on the foundation of CONNECTOME, but there is no connecting of dots or interacting required. You just use your hands to teleport and go through doors.

Grant created this VR experience as a supplement and further exploration of digital art he's been creating and presenting using projectors and other digital frames (tablet based, holographic). He calls the base algorithm used in these the "Hydra algorithm".

Have you used hand tracking before?

no: no problem - it's easy. When you put the headset on, extend your hands in front of you until you see them tracking. Let me know when you see them.

both yes and no:

all you need to do is face the palm of your hand towards points on the floor or the point of a door. A line will emerge from your hand and connect to the target point.

Pinch your thumb and forefinger together to either teleport or go through the door.

Resetting

All participants should start in the first room and be facing the first door. You can either do this by closing and relaunching the app, or by navigating back to the opening room if the participant takes the headset off before visiting all rooms.

If the experience becomes sluggish or there are other issues, just quit and relaunch by using the Meta menu (turn your palm to face you, pinch your thumb and forefinger together).

Grant Hinkson

Artist | Technologist

Websites

granthinkson.com
fr0gg3r.com

Social

instagram.com/the.fr0gg3r

Contact

me@granthinkson.com

