

# INTRODUCTION TO VR 1/23

---

23 JANUARY 2018 / 5:30 PM / Makerspace / Instructor: Bijan Samiee

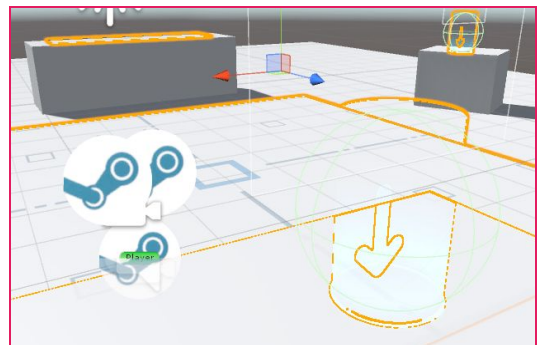
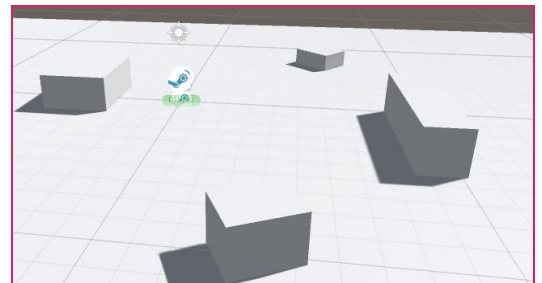
## LESSON NOTES

### Creating a New Project

1. Press 'New' in project menu
  - a. Or File>New Project...
2. Import SteamVR asset from Asset Store. (search SteamVR in asset store)
3. Create *Player* object in scene (Assets>SteamVR>InteractionSystem>Core>Prefabs), and then add 'Plane' 3D object as floor.

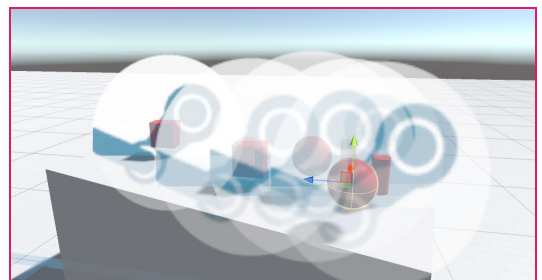
### Environment Interaction

1. Create several interactable objects to your scene (Cubes, spheres, etc.)
  - a. Resize/rotate objects, place around scene, create test area.
2. Place *Teleporting* Game Object into scene (Assets>SteamVR>InteractionSystem>Teleport>Prefabs), and place *TeleportPoint*'s in different locations.
3. Create throwable objects by applying the *Throwable* script to any object.



## NOTES

- **Sign into Unity:** In order to use Unity's personal edition, and download assets from the asset store, you must first create a Unity account.



## RECOMMENDED RESOURCES

- **Basic Unity Tutorial:** (Google: Unity Roll a Ball)  
<https://unity3d.com/learn/tutorials/s/roll-ball-tutorial>
- **Game Dev Tutorials (more complex):** (Google: Brackeys)  
<https://www.youtube.com/user/Brackeys>
- **Free Assets (from tutorials):**  
<http://brackeys.com/>
- **Setting up VR in Unity:**  
<https://www.youtube.com/watch?v=RVXG6Dme8aw>