Unity Bootcamp (Day 2)

UCF CAP6121 Spring 2023 Mykola Maslych, Ryan Ghamandi (some slides borrowed from Dr. Kevin Pfeil)

Lectures Coverage

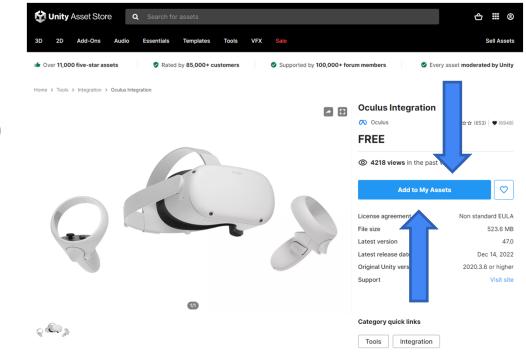
- Mon, Jan 23
 - Unity Setup with XR Interaction Toolkit (XRIT)
 - Scripting
 - Colliders and Triggers
- Wed, Jan 25
 - Advanced examples with Oculus VR (OVR)

Outline

- 1. Installing Oculus VR (OVR) Package
- 2. Basic OVR Rig Setup
- 3. Hand Tracking Implementation
- 4. Importing custom objects
- 5. Raycasting
- 6. OVR Samples Demo
- 7. Misc.

Downloading OVR Package

 Go to the unity asset store and download the OVR package (click "Add to My Assets")



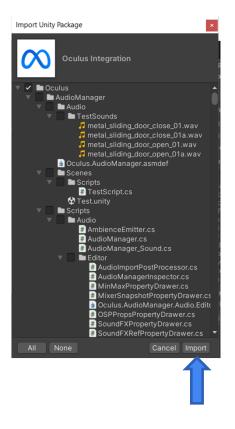
Viewing in Editor Package Manager

Window Help Go to Window > 🖬 Package Manager : 🗆 Panels > ۵ 🗱 ---- × Next Window Ctrl+Tab HQ Racing Car Model No.1203 **Oculus Integration** Package Manager Previous Window Ctrl+Shift+Tab 2.1 🛓 Version 47.0 - December 14, 2022 asset store Layouts 2.0.1 ↓ Search > Plastic SCM audio, and Avatars development support for Oculus VR devices and some Open VR supported devices. The Oculus Integration contains the Download and Collaborate Asset Store Images & Videos **Import Package** Package Manager 1.0 🛓 Asset Management > 1.0 <u>+</u> Text > 71.0.0 🛓 47.0 🖿 Oculus Integration **TextMeshPro** > 1.2 🕹 General > Supported Unity Versions 1.0 🛓 Rendering > Animation 1.3.2 🛓 Audio > 1.105 🛓 **Purchased Date** Sequencing > July 10, 2022 2.50 🕹 Analysis **Release Details** 1.0 <u>¥</u> AI XR UI Toolkit Import Re-Download Visual Scripting



Importing OVR

• Select all files and click "Import"



Before we Demo...

- Check out Dilmer Valecillos on YouTube for tutorials on everything for OVR
- https://www.youtube.com/@dilmerv

Demo Time!