Unity Bootcamp (Day 2)

UCF CAP6121
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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
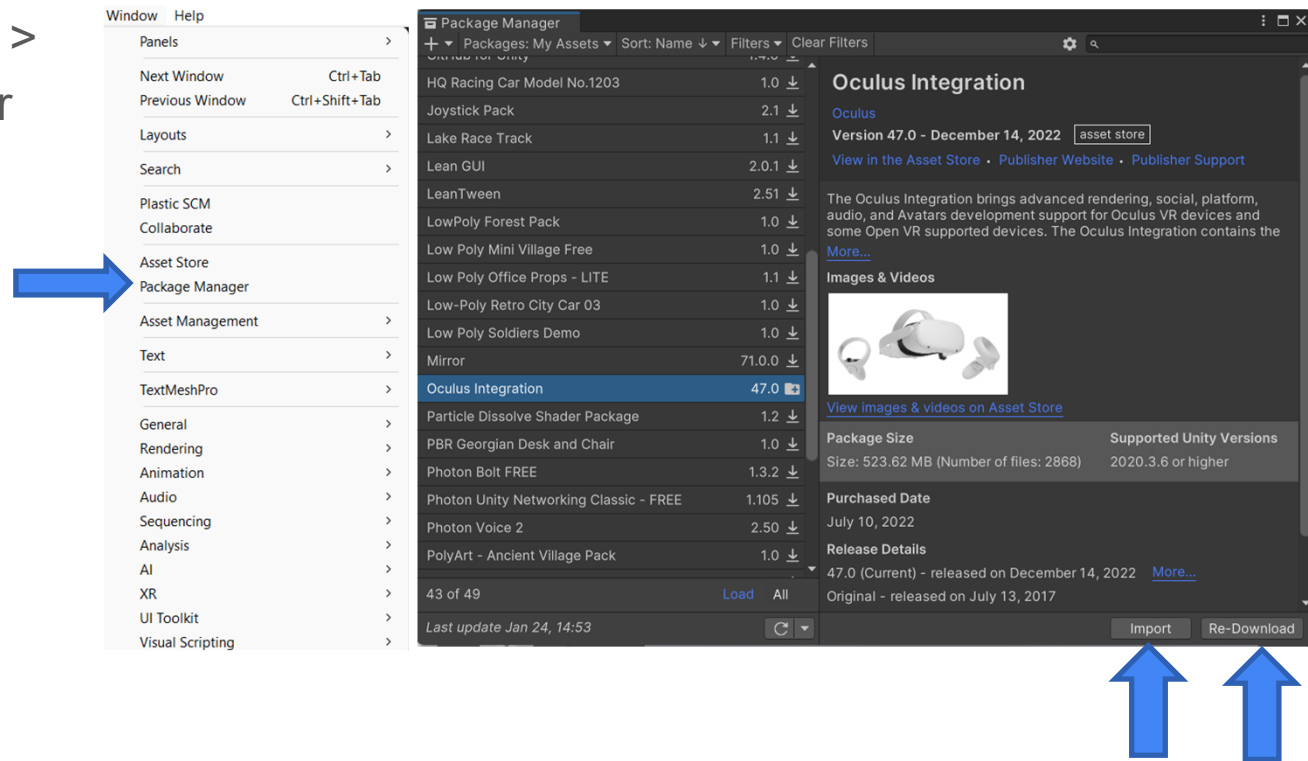6. OVR Samples Demo
7. Misc.

Downloading OVR Package

- Go to the unity asset store and download the OVR package
(click "Add to My Assets")
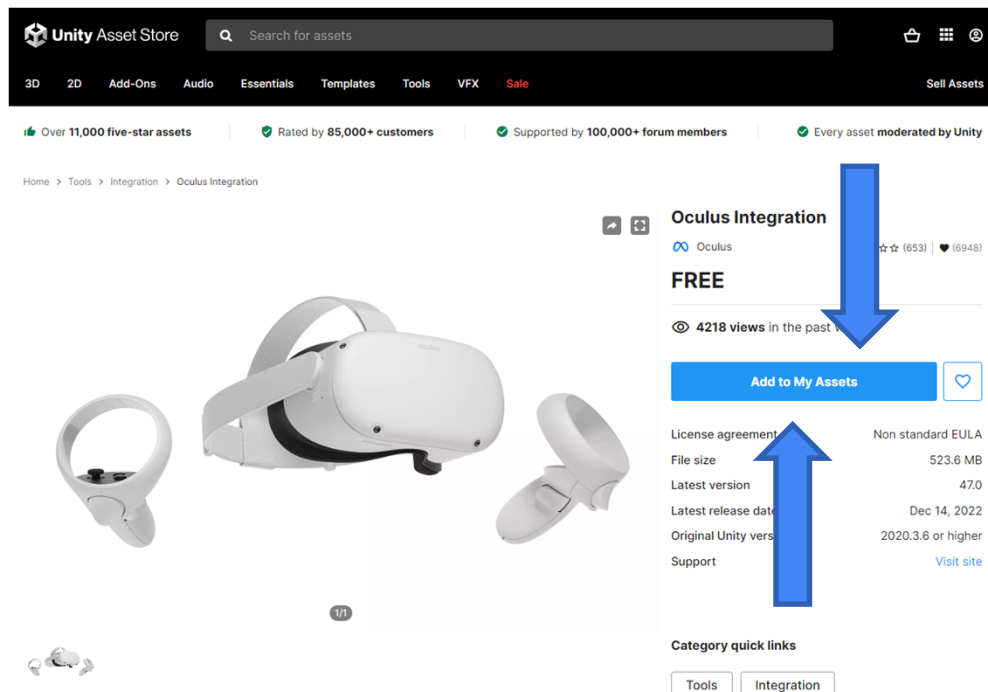
Viewing in Editor Package Manager

- Go to Window > Package Manager

- Download and Import Package

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!