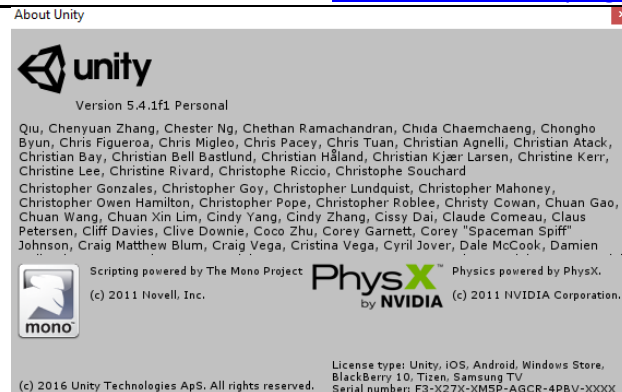


VR image toolkit

1. GENERAL INFORMATION

DATE OF DOCUMENT	08/11/2016
NAME OF THE PROJECT	VR image toolkit
AUTHOR	Michael Soler
UNITY VERSION	5.4.1.F1 PERSONAL
CONTACT	michael.soler.beatty@gmail.com



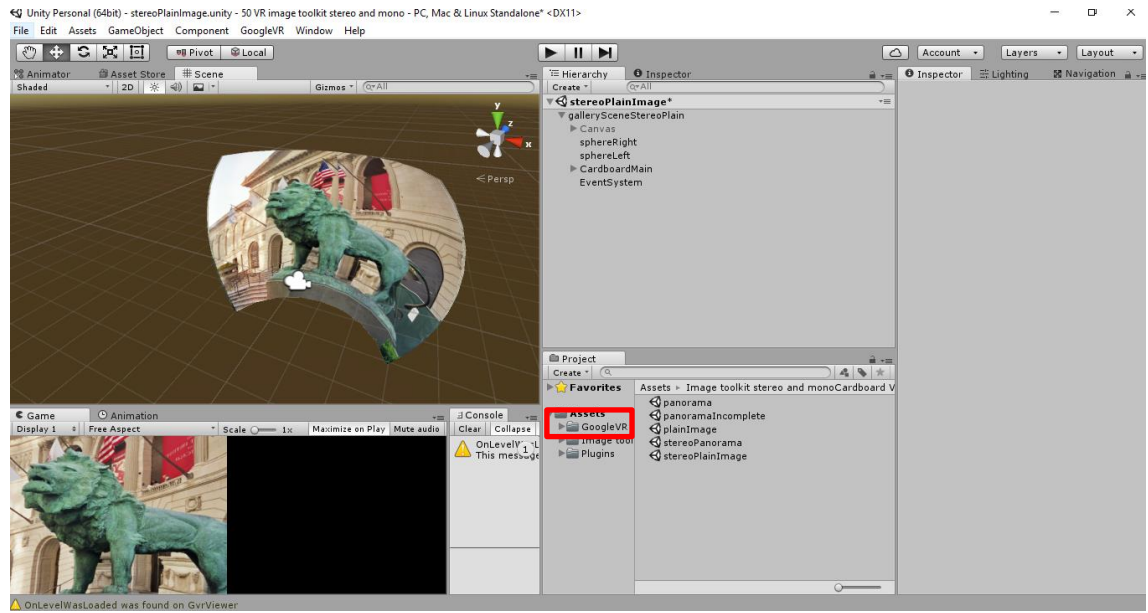
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2. IMPORTING INFORMATION

This package needs googleVR SDK 0.8. It can be downloaded from:

<https://drive.google.com/file/d/0B5VocdPbQPqVbTJoRHN5Mmxvams/view?usp=sharing>



3. PROJECT DESCRIPTION

This is a VR toolkit that will allow you to show your images (regular ones, panoramas and stereo images) in your application.

This package contains the following:

- A demo scene to show a regular image in VR with immersion.
- A demo scene to show a panorama image.
- A demo scene to show an incomplete panorama image (those without sky or ground).
- A demo scene to show a plain stereoscopic image.
- A demo scene to show a panorama stereoscopic image.

-Complete documentation/video tutorial to understand the principles of each package and full email support at: michael.soler.beatty@gmail.com.

This package needs the following

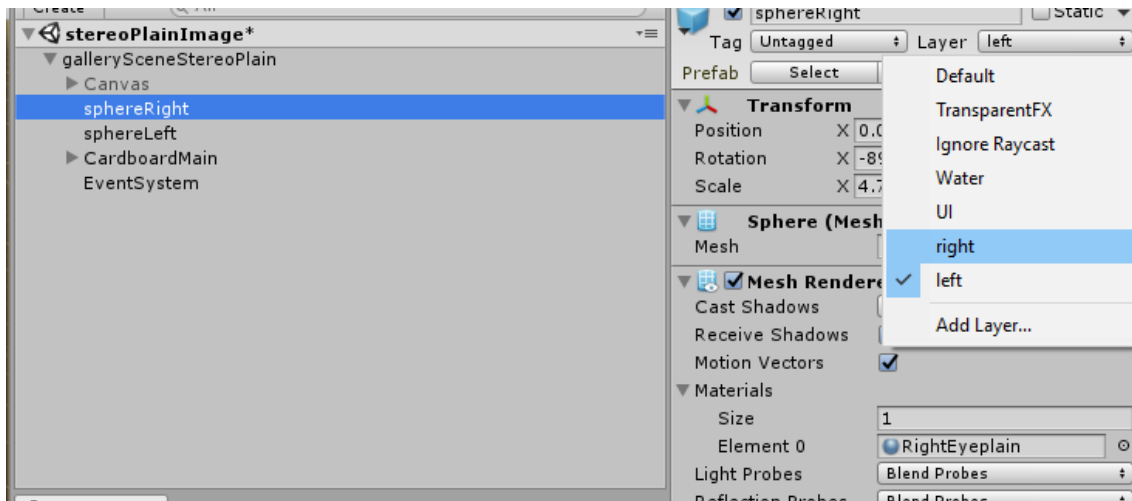
Unity googleVR SDK 0.8 (at least this version).

<https://drive.google.com/file/d/0B5VocdPbQPqVbTJoRHN5Mmxvams/view?usp=sharing>

4. LAYERS

layers:

Verify that the following layers exist and are well assigned. Layers “left” and “right” are used for creating the stereo effect on images.



5. PREFABS & SCRIPT INFORMATION

We are trying to give users a more advanced technical service by creating some videos that explain the main aspects of our packages and gives a detailed explanation about how the package works. You will find this tutorial at the following link:



<https://youtu.be/X5Uo-1lul7Q>