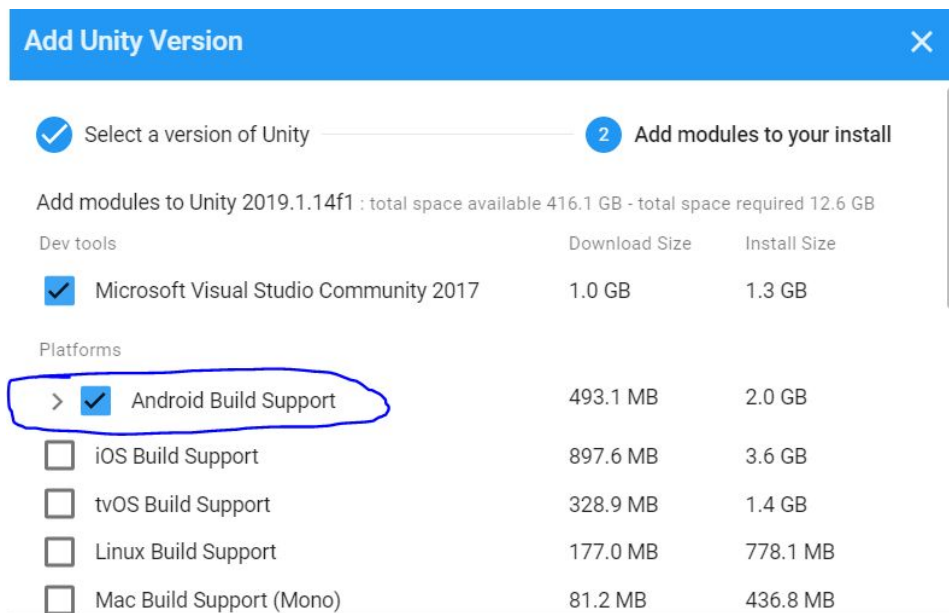


1. Need to Download Unity <https://unity3d.com/get-unity/download>
  - a. If asked about adding licenses
    - i. Click cog in upper right
    - ii. License management
    - iii. Activate New License
    - iv. Unity Personal
  - b. Go to Installs
  - c. Add and download the newest version of unity
  - d. Make sure to download the Android Build Support when asked about adding modules

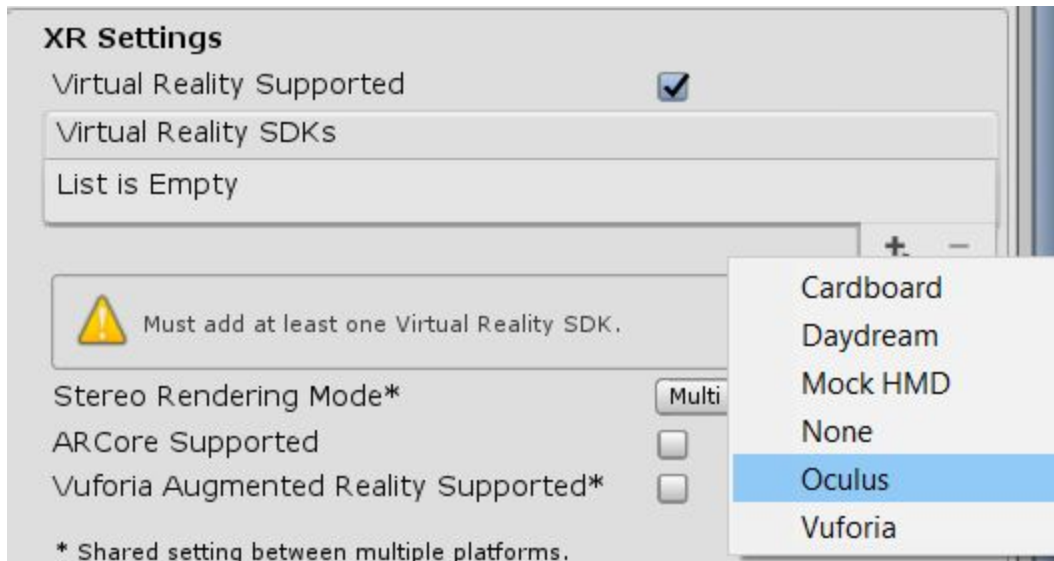


- e. Go to projects and create a new project
2. Make sure Visual Studios is up to date
  - a. Open Visual Studio Installer
  - b. Update
  - c. If it says modify you are fine

**Not necessary putting it here in case we have difficulties with SDKs it might help**

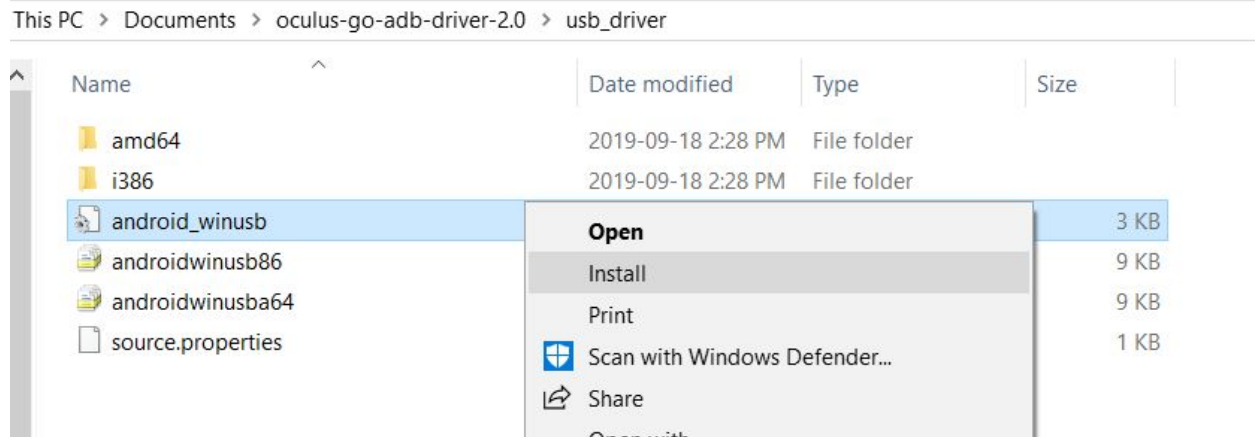
3. Download Android Studio and its SDKs <https://developer.android.com/studio>
4. Download Oculus in Unity
  - a. Asset Store search Oculus
  - b. Download "Oculus Intergration"
5. Make project Android compatible

- a. File > Build settings
- b. Click on Android in Platforms
- c. Click “Switch Platform”, bottom right
  - i. Let it finish, may take a while
- d. Click “Player Settings”, bottom left > XR Settings
- e. Check off Virtual Reality Supported
- f. If Oculus is not in Virtual Reality SDKs, click the + then oculus



- g. Go to “Other Settings”
    - i. In the box labelled “Graphics APIs”, click Vulkan > then “-” on bottom right of box
    - ii. If Vulkan is not there, good that is what we want
  - h. Scroll down in Other Settings
    - i. Find “Minimum API Level” under Identification
    - ii. Set that to “Android 5.0 ‘Lollipop’ (API Level 21)”
6. Prepare Phone app
    - a. Create an account
    - b. It will ask you to pair device, this will be done in class
  7. Create an organization - <https://dashboard.oculus.com/organizations/create/>
    - a. Sign in using the same one you did with the phone app
  8. Create an App - **I do not think this step is necessary, here for completion**
    - a. After creating organization it'll bring you to a screen
    - b. Top right click “Create new app”
    - c. Name it, platform Oculus Go

9. Download ADB - <https://developer.oculus.com/downloads/package/oculus-adb-drivers/>
  - a. Extract the folder from the .zip
  - b. Go in to oculus-go-adb-driver-2.0
  - c. Go in usb\_driver
  - d. Right click android\_winusb
  - e. Click Install



- f. Press yes on what comes up
  - g. Should say installation complete