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AR/VR

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Homework 10: Working in VR

PCVR

I went ahead and opened a new project in Unity and followed along as per the directions on the website, I did reuse some of my old scripts that I made for my main project and it seems to work out pretty well. Added a few cubes and applied the Interactable script to them.

This is the person I’ve been following along with the most even though he is using an Oculus, since their videos are one of the most recent VR tutorials available, it works great with my Index: <https://www.youtube.com/channel/UCG8bDPqp3jykCGbx-CiL7VQ>

I find that even if something is 6 months old, there’s a high chance that something won’t work or it’s depreciated ☹ but I really enjoy these tutorials and I find they give me a pretty decent foundation to work from.

