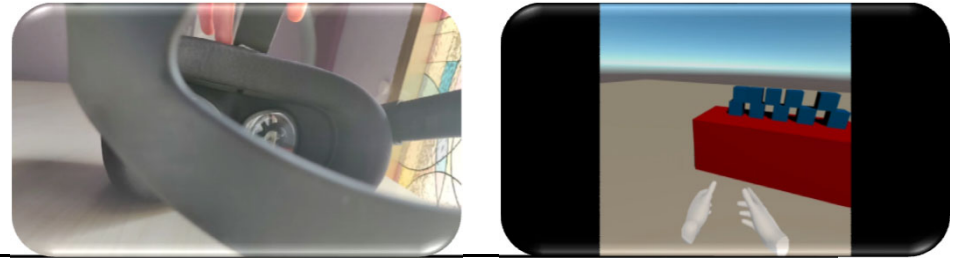


Meta Quest



Quest Pro



Quest 2



Quest

Quest 2 (<https://www.oculus.com/quest-2>)

Quest Pro (<https://www.meta.com/es/quest/quest-pro/>)

Meta Quest



	Quest	Quest 2	Pro
Resolución por ojo	1440 x 1600	1832 x 1920	1800x1920
Procesador	Qualcomm Snapdragon 835	Qualcomm Snapdragon XR2	Qualcomm Snapdragon XR2+
Peso	571 g	503 g	722 g
Passthrough		Grayscale via tracking cameras	Color passthrou gh
Eye Tracking	✗	✗	✓
Face Tracking	✗	✗	✓
Hand Tracking	✓	✓	✓





Meta Quest. Ejemplos

- AR3Senses. RV y Oculus Quest - Evaluación de la memoria espacial





Meta Quest. Ejemplos

- AR3Senes. Fotografía panorámica y Oculus Quest - Evaluación de la memoria espacial

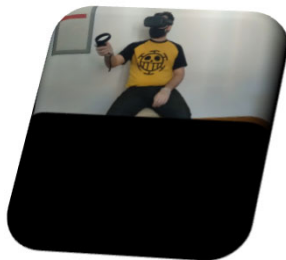
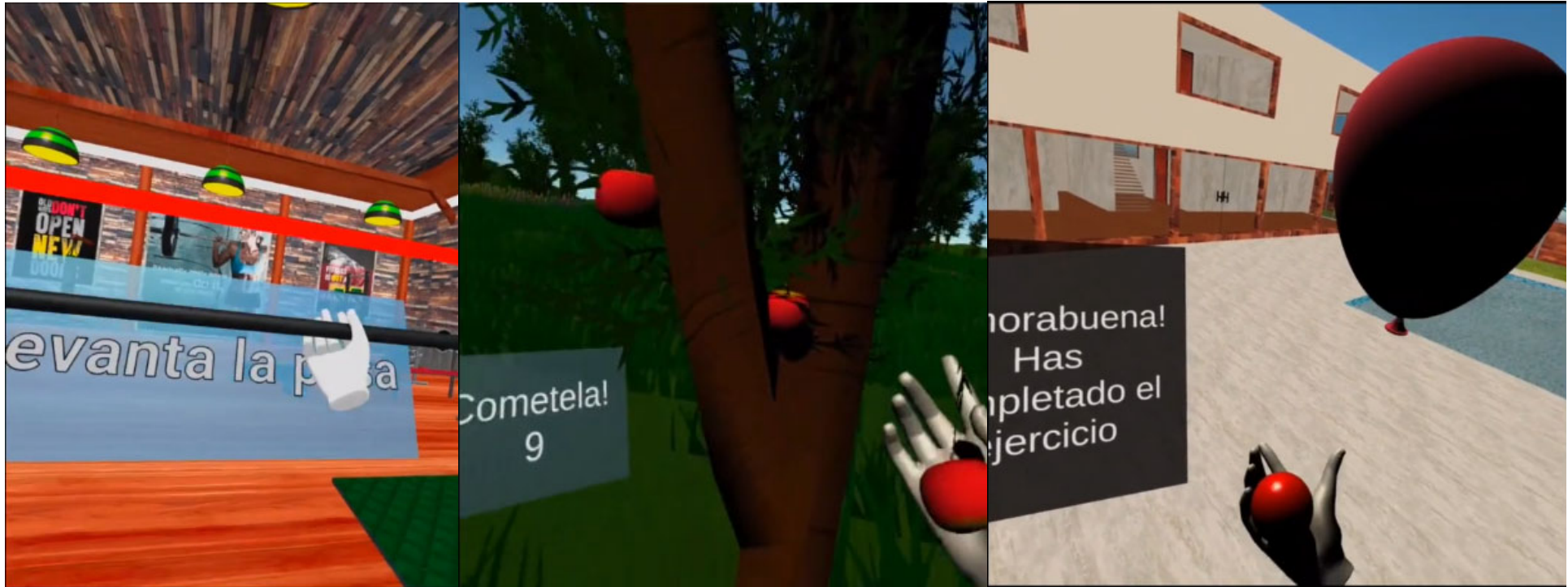


Juan, M.C., Estevan, M., Mendez-Lopez, M., Figaldo, C., Lluch, J., Vivo, R. (2021) A virtual reality photography application to assess spatial memory, Behaviour & Information Technology (revista indexada en JCR), doi: <https://doi.org/10.1080/0144929X.2022.2039770>



Meta Quest. Ejemplos

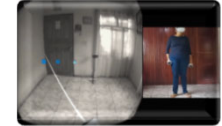
- ▶ Rehabilitación motora. RV y Oculus Quest





Meta Quest. Ejemplos

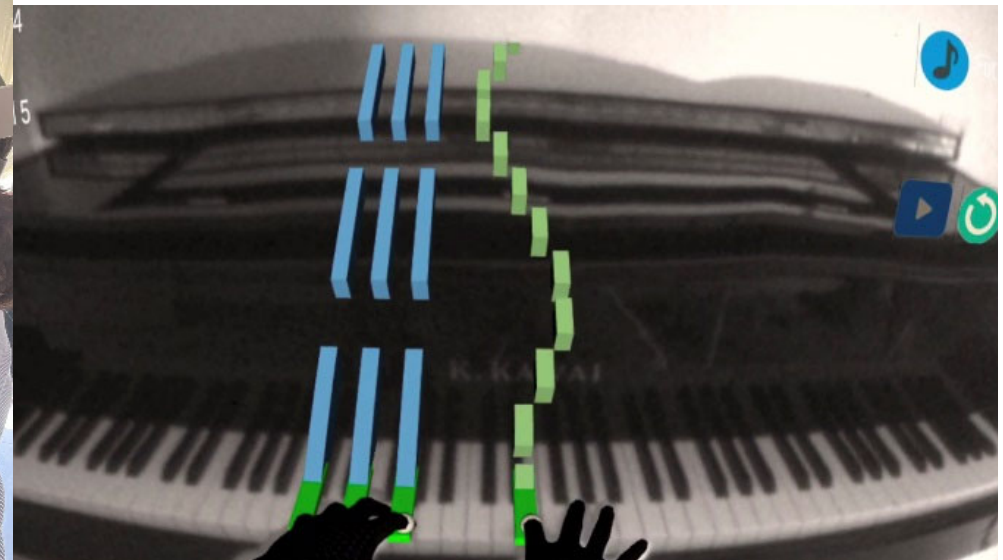
- ▶ Oculus Quest 2 y Passthrough para decoración de interiores





Meta Quest. Ejemplos

- ▶ Oculus Quest 2 y Passthrough para aprender a tocar el piano



Banquero, M., Valdeolivas, G., Trincado, S., García, N. Juan, M.C. (2022). Passthrough Mixed Reality with Oculus Quest 2: A case study on learning piano, IEEE Multimedia (en prensa), doi: 10.1109/MMUL.2022.3232892, (revista indexada en JCR)



Meta Quest. Desarrolladores

<https://developer.oculus.com/quest/>

Meta Quest

RESOURCES

NEWS

SUPPORT

<https://developer.oculus.com/quest/>



Establecer
como
predeterminad
o

< Learn Devices

Overview

Meta Quest

Rift

Device Specifications

Want to learn more about Quest 2? Check out the [Quest 2 announcement blog post](#) for even more about the headset, along with an initial set of developer FAQs.

Start developing for the Quest Platform with these documents, videos, and tutorials

Quest and Quest 2 feature a mobile chipset running Android, and include its own set of development processes and best practices. Some of these nuances may be new for those who specialize in console or PC engineering, so to start developing for this 6DOF, all-in-one VR system, we recommend the following resources for Unity, Unreal, and Native development.

- [Oculus Quest: Developer Best Practices + The Store: Blog Post](#)
- [Quest Virtual Reality Check \(VRC\) Guidelines](#)
- [\[Video\] Signed, Sealed, Delivered: Success on the Oculus Store](#)
- [\[Video\] The More Things Change: How Trends in VR Apply to Quest](#)

Unity 3D

- [Get Started with Oculus in Unity](#)
- [Unity: Build First App](#)
- [Best Practices for Rift and Android](#)

Unreal Engine

- [Quest and Go: Quick Start](#)
- [Unreal Blueprints Reference](#)
- [Unreal Engine: Oculus VR Samples](#)

Native Development

- [Native Development: Android Studio Basics](#)
- [Native Mobile SDK Getting Started Guide](#)
- [Native Development: Mobile SDK Samples](#)



Meta Quest. Desarrolladores

<https://developer.oculus.com/documentation/unity/unity-gs-overview/>

Meta Quest

RESOURCESNEWSSUPPORT

Establecer como predeterminado

< Unity

Get Started

Overview

Set Up Development Environment

Set Up Headset for Development and Testing

Build Your First App

SDK and XR Plugin

Configure Settings

Camera

Guardian System

Add Splash Screen

Input Modalities

Build Tools

Package Capabilities

Mixed Reality

Performance and Optimization

Additional SDKs

Sample Framework

Get Started with Oculus in Unity

UnityRealidad virtual todo en unoPC VRQuestRift

This article does not match your preferred platform.
[Click here to view documentation for your preferred platform.](#)

This guide serves as a starting point for the Meta Quest app development in Unity. It caters to a wide segment of the developer audience, who can start by setting up the development environment and end by building the first VR app.

How to use this guide?

This guide contains topics that are arranged in a specific order to help you get started with Meta Quest app development in Unity. The order forms a structured process in itself, which helps you kick-start the development setup and familiarize with Meta Quest and Unity fundamentals.

Depending on your need and level of expertise with Meta Quest app development and Unity features and interface, you can choose to follow the order from start to finish, or use it as a standalone reference.

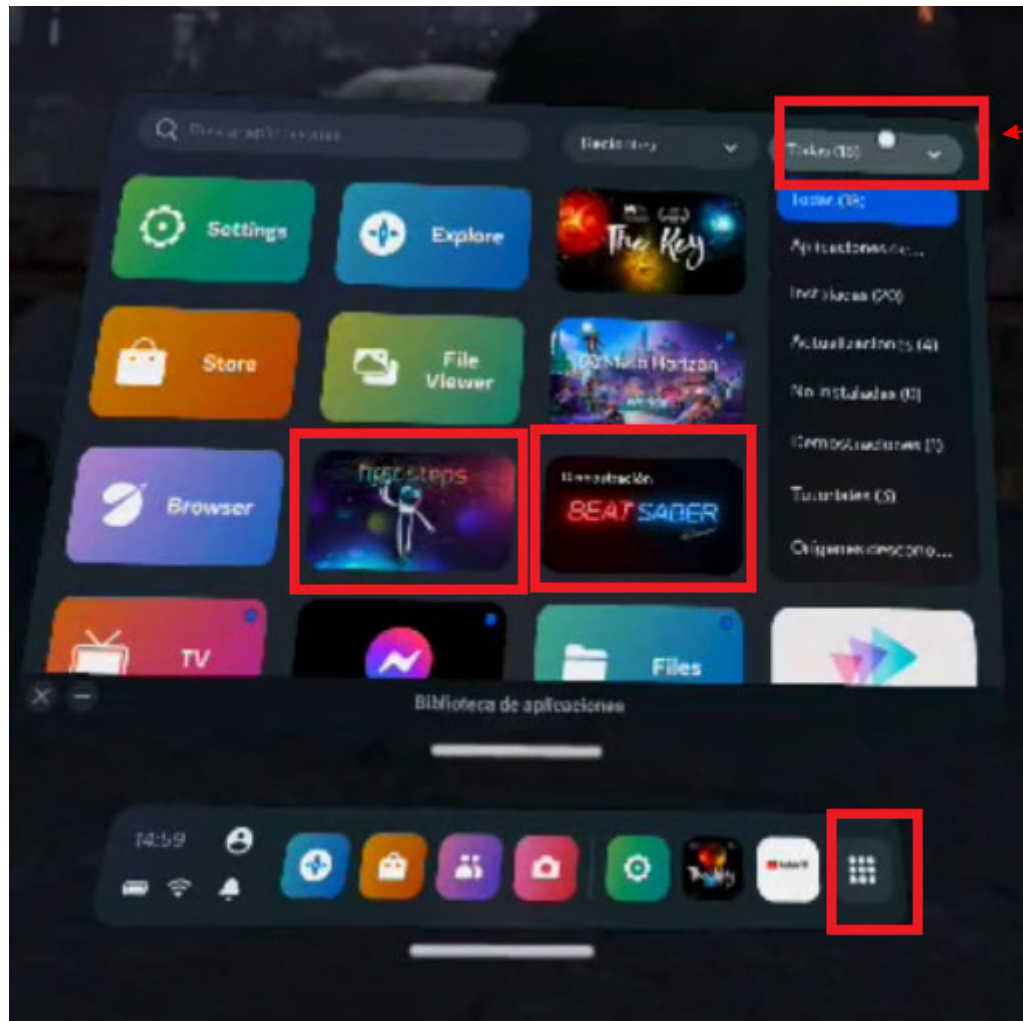
It contains the following topics:

- [Set up the development environment](#): Information about necessary setups and installations.
- [Enable device for development and testing](#): Instructions to set up a Meta Quest headset for development and testing.
- [Import Oculus Integration package](#): Introduction to the Oculus Integration package and instructions to import it in Unity.
- [Configure settings](#): Steps to configure and customize Unity settings to build and optimize the app performance.
- [Build your first app](#): Step-by-step instructions to build your first VR app in Unity.

<https://developer.oculus.com/documentation/unity/unity-gs-overview/>



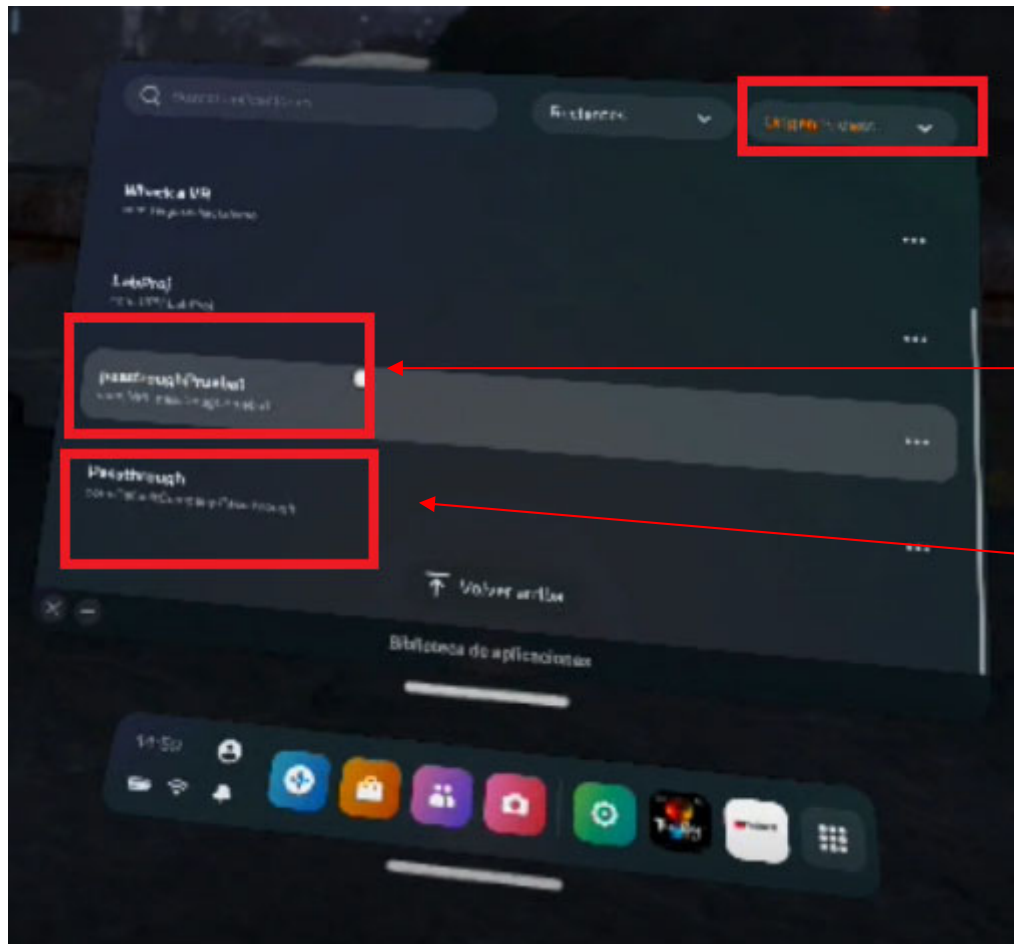
Meta Quest. Demos



Todas
Orígenes desconocidos



Meta Quest. Demos



Orígenes desconocidos

PassthroughPrueba1
Muebles

Passthrough
Linterna



Meta Quest. Demos

- ▶ Probar la expresividad del avatar en Meta Quest Pro y ver la diferencia con Quest 2





Páginas web

- ▶ Desarrolladores:

<https://developer.oculus.com/quest/>

- ▶ Documentación:

<https://developer.oculus.com/documentation/unity/unity-gs-overview/>

- ▶ API Reference:

<https://developer.oculus.com/reference/unity/v47/>