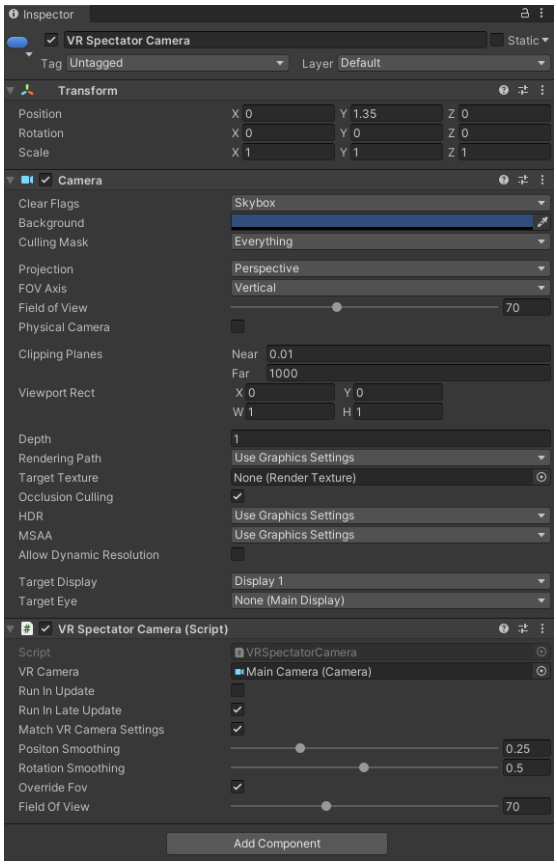
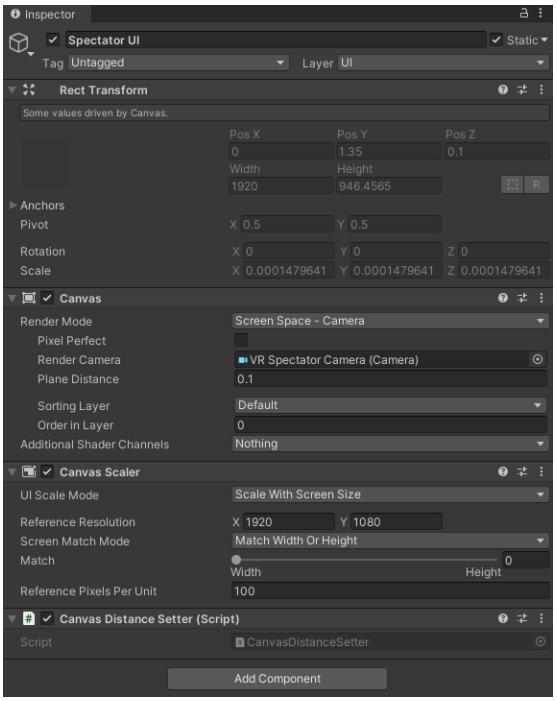
VR Spectator Camera

How to use:



1. Make a new game object in your scene. (or use the included prefab, then skip to step 6)
2. Add a *Camera* component to the Game Object.
3. Make sure the *Target Display* is set to Display 1.
4. Set the *Target Eye* to None (Main Display)
5. Add the *VR Spectator Camera* component.
6. Assign the camera used for your VR rig to the *VRCamera* field.
7. Change the settings according to your preferences to match your preferred output.

How to add flat-screen only UI:



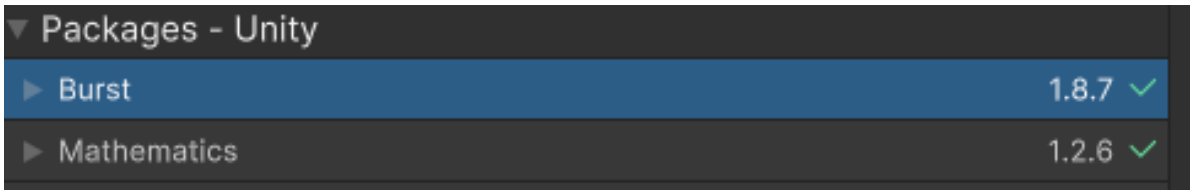
1. Add a canvas with desired UI elements to your scene.
2. Set canvas rendering more to Screen Space – Camera and select the VR Spectator Camera.
3. Add the *CanvasDistanceSetter* component to the Canvas Game Object to automatically set the Plane Distance.
4. (optional) Add a new layer to the canvas and disable the rendering of that layer for the VR Camera.

How to use Unity Burst:

Unity Burst can be used to achieve maximum performance.

1. Install Burst and Mathematics from Package Manager – Unity Registry
2. (optional) update Burst/Mathematics to the latest version using the packages manifest.
3. Install BurstIntegration from *Assets/DevDunkStudio/ VR Spectator Camera /BurstIntegration/ BurstIntegration.unitypackage*

To revert Burst integration install *Assets/DevDunkStudio /VR Spectator Camera/BurstIntegration/NoBurstBackup.unitypackage* and **delete** *Assets/DevDunkStudio /VR Spectator Camera /Scripts/Helpers/BurstedMathUtils*



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