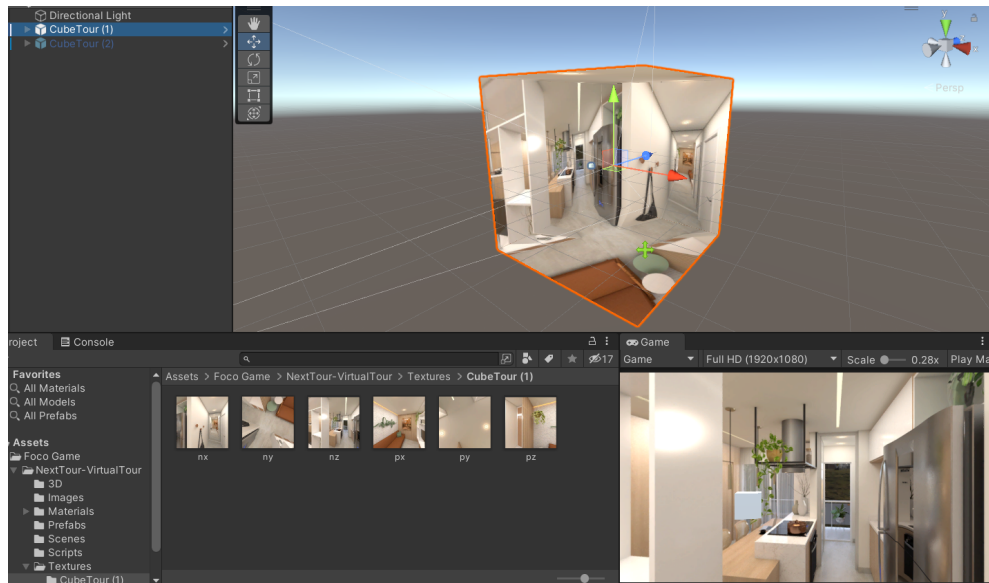


NextTour-VirtualTour

doc

Prefab - CubeTour (1)

This is a cube room prefab, you can change texture or material to modify the room. This needs square images to work.



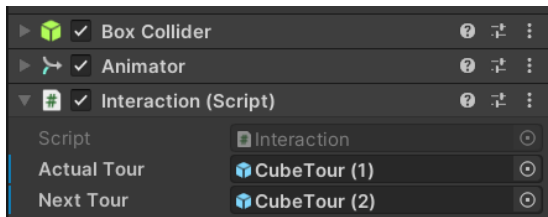
Prefab - BallTour (1)

Use this prefab to show your room, it is an equal prefab CubeTour, but this uses a panoramic texture.



Prefab - CubeButton (1)

It is a simple cube, but has an Interaction script that converts a game object into a button. Use this to change rooms.



ActualTour is your room active, and NextTour is a room to activate by clicking a button.

Script - CameraControl.cs

This script you use to control camera rotation. This works when the user clicks a mouse 0 button and moves to any direction.

Set this script on any camera to control your rotation.

Script - Interaction.cs

This converts any objects 3D into a button on the world.

On click in this object:

- ActualTour will be disabled;
- NextTour will be enabled;

You can use it to change rooms.

Observation: The game object needs a BoxCollider to work!