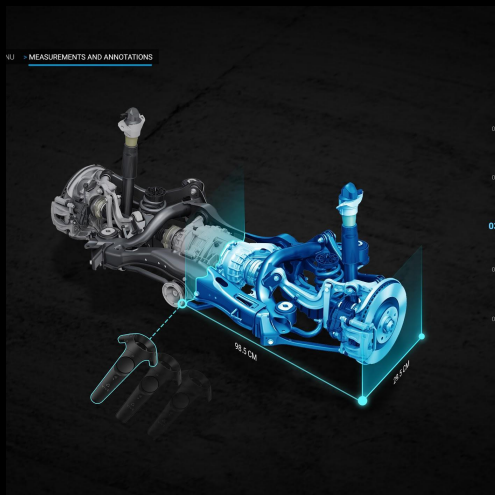


Session 6

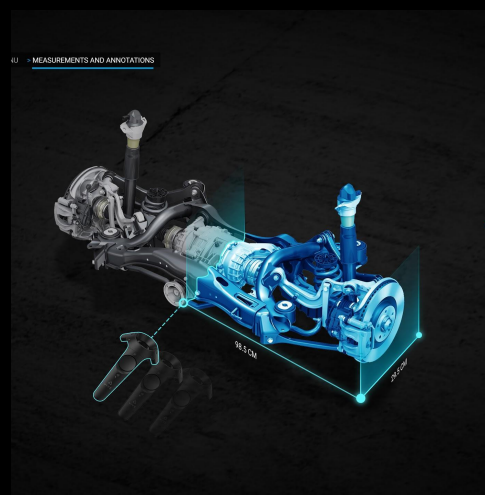
Audio and User Experience in VR

How would you expect audio to behave in VR? What would happen to sound from an AudioSource when you turn your head left and right?

Instructor(s)

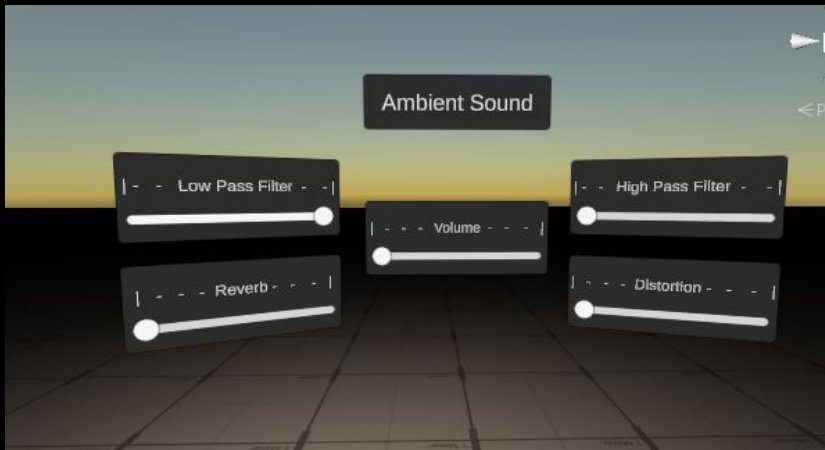


Instructor Name
Instructor Title
Instructor Company



TA Name
TA Title
TA Company

Session Goals



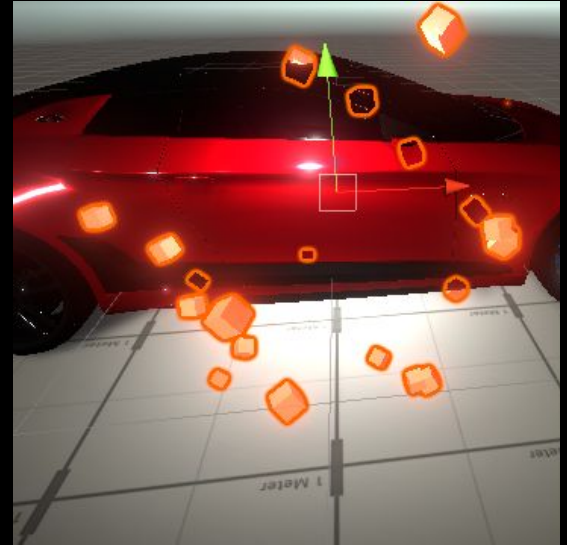
In this session, you'll:

- Understand the various uses of Audio to enhance User Experience in VR
- Use Audio, Haptics, and other UX-enhancing details to highlight interactions in VR

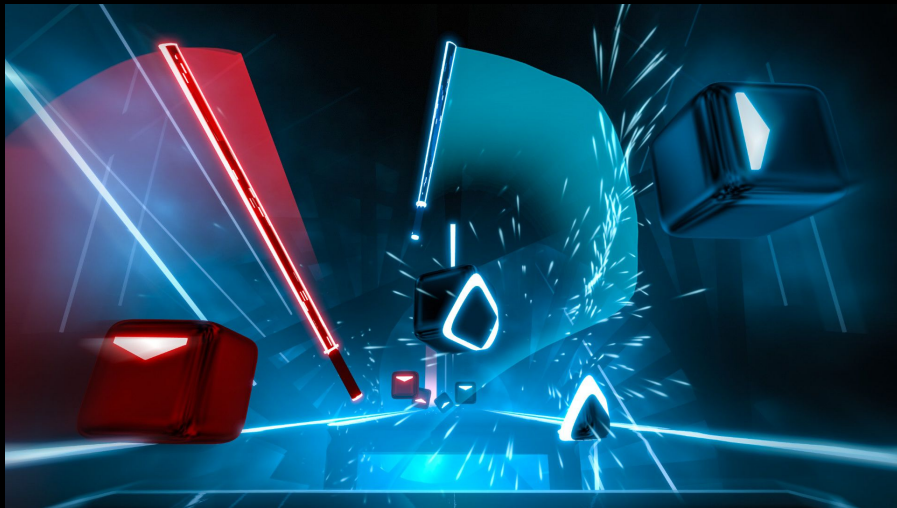
Session outline

1. Uses of Audio in Virtual Reality
 - Experiment with Audio settings in the VR Audio scene
1. Audio Feedback
 - Customizing Interactions with Audio Feedback
1. Customizing Haptic feedback for Interactions
 - Configure Interactor Haptic Events
1. Particle Effects in Unity
 - Customizing particle effects to highlight interactions

Activity 6: Audio and Quality of Life Improvements



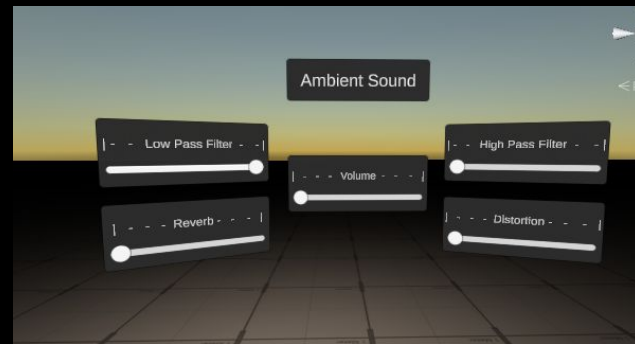
Uses of Audio in VR



Experimenting with Audio in VR



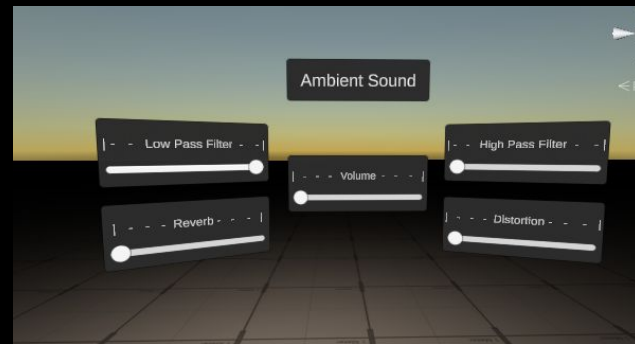
1. Open the VR Audio scene in your Project
 2. Use the UI Sliders to experiment and listen to what the different Audio Source parameters do to sound in VR
 3. Try to configure the Audio Sliders to make the environment sound like a large room
-



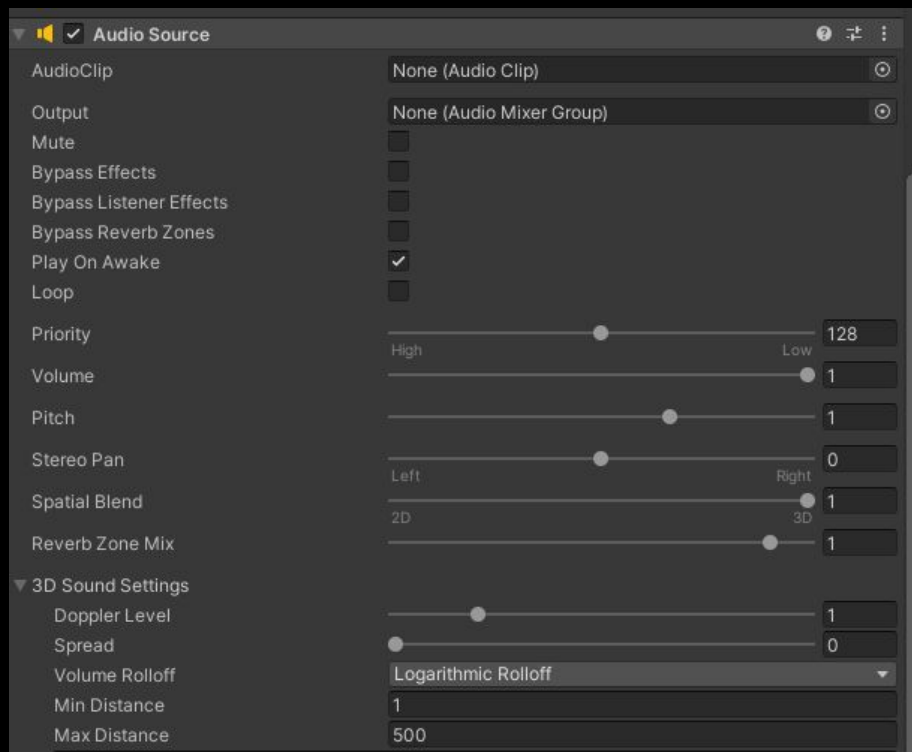
Experimenting with Audio in VR



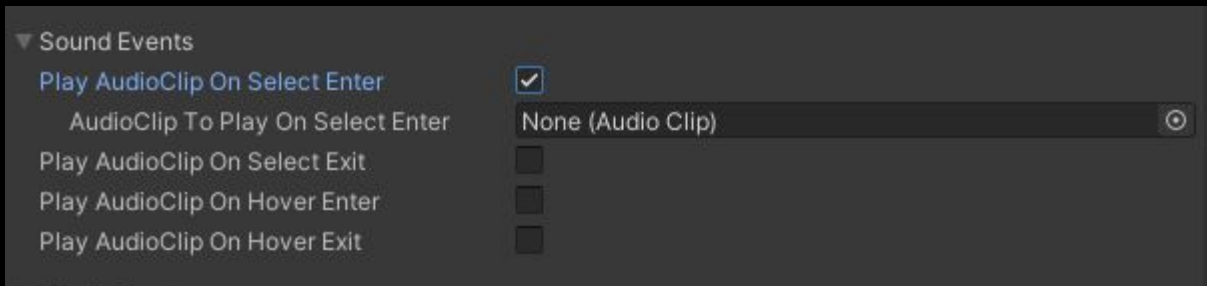
1. Open the VR Audio scene in your Project
 2. Use the UI Sliders to experiment and listen to what the different Audio Source parameters do to sound in VR
 3. Try to configure the Audio Sliders to make the environment sound like a large room
-



AudioSources and AudioListeners in VR



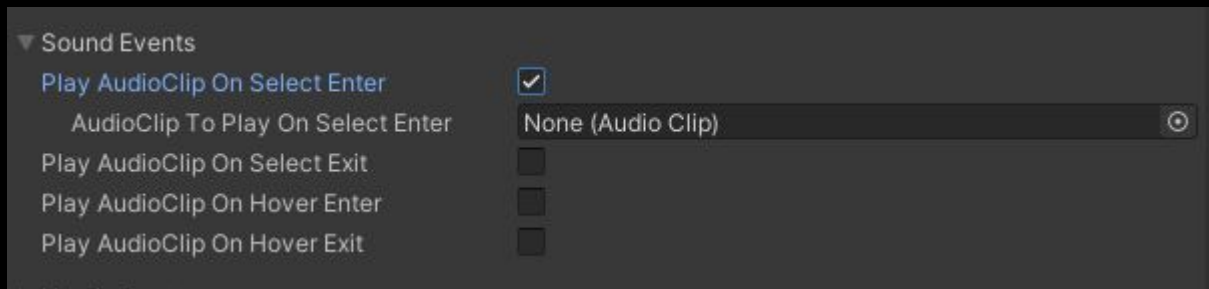
Customizing Interactors to provide Audio Feedback



Configuring Audio Feedback



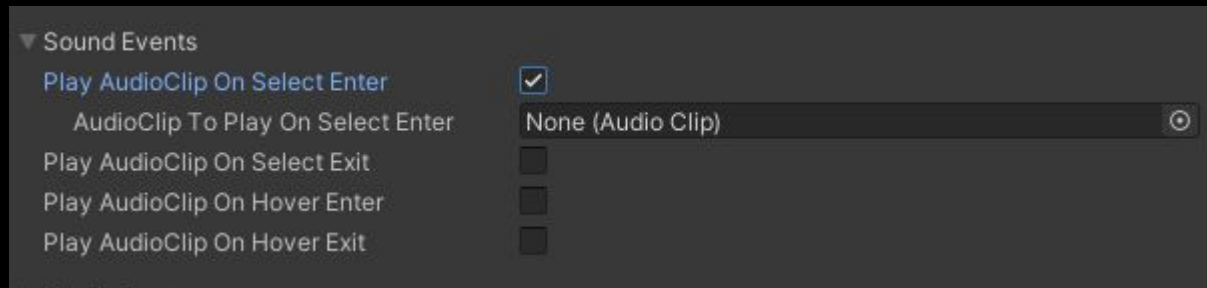
1. Customize the XR Interactors in your project to play Audioclips on Select and Hover
 - Bonus: have your teleport controllers play a different AudioClip



Configuring Audio Feedback



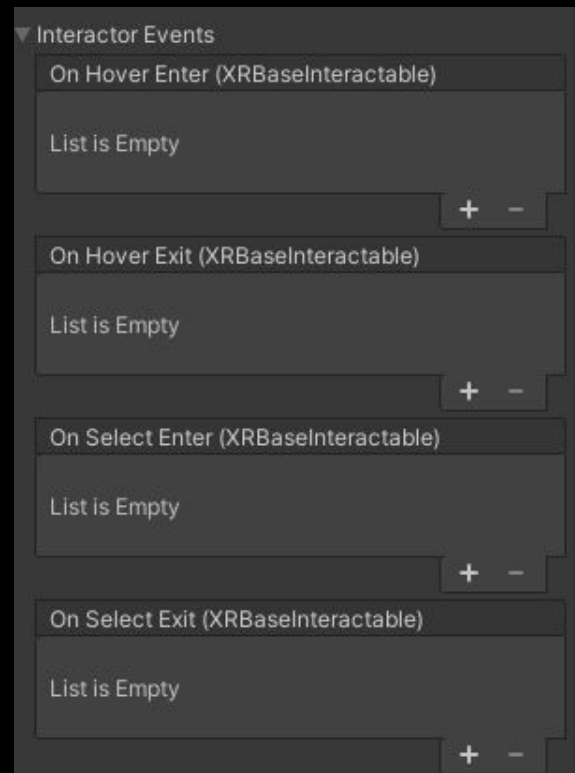
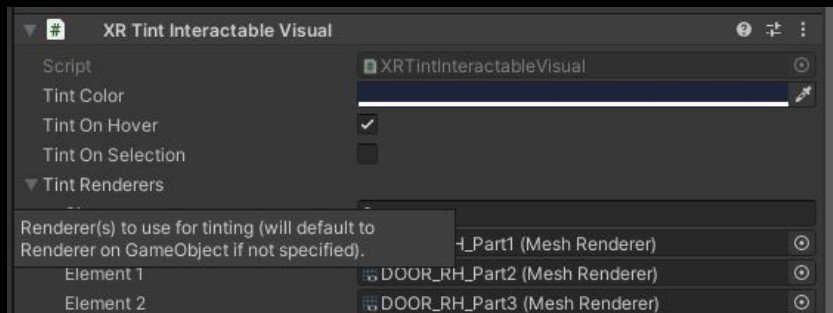
1. Customize the XR Interactors in your project to play Audioclips on Select and Hover
 - Bonus: have your teleport controllers play a different AudioClip



Interactor and Interactable Events

OnFirstHoverEnter OnLastHoverExit

OnSelect and OnActivate



Interactor Haptic Events

▼ Haptic Events

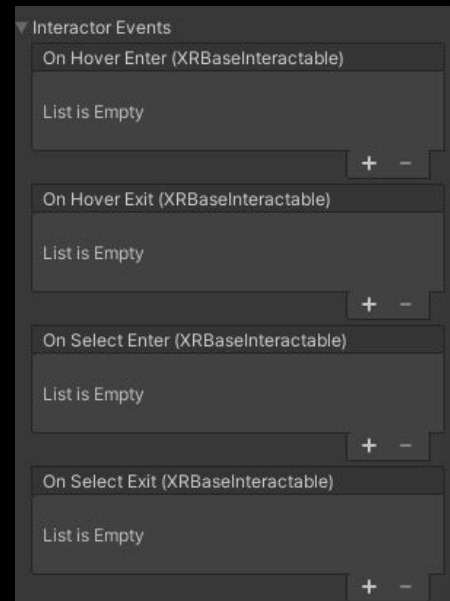
Play Haptics On Select Enter	<input checked="" type="checkbox"/>
Haptic Select Enter Intensity	0
Haptic Select Enter Duration	0
Play Haptics On Select Exit	<input type="checkbox"/>
Play Haptics On Hover Enter	<input type="checkbox"/>
Play Haptics On Hover Exit	<input type="checkbox"/>

Adding Interactable and Haptic Events



1. Customize the Haptic Feedback events on your XR Interactors
2. Use Interactable Events to indicate when an object is grabbable by a user
3. Add effect to indicate when objects have been selected or activated

! Think about how you'd like the interactions to feel in your Capstone Project. Feel free to make additional notes in your Design Brief

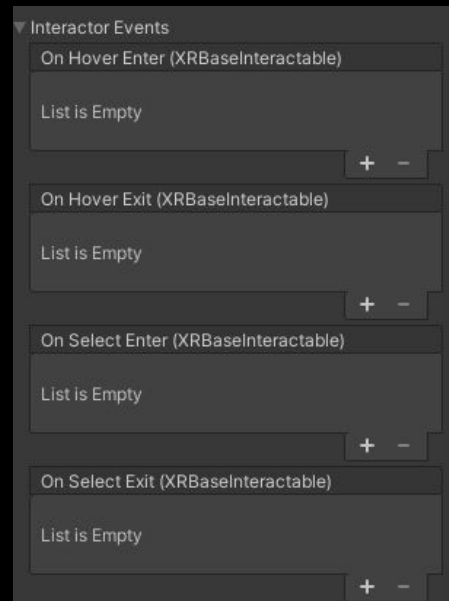


Adding Interactable and Haptic Events

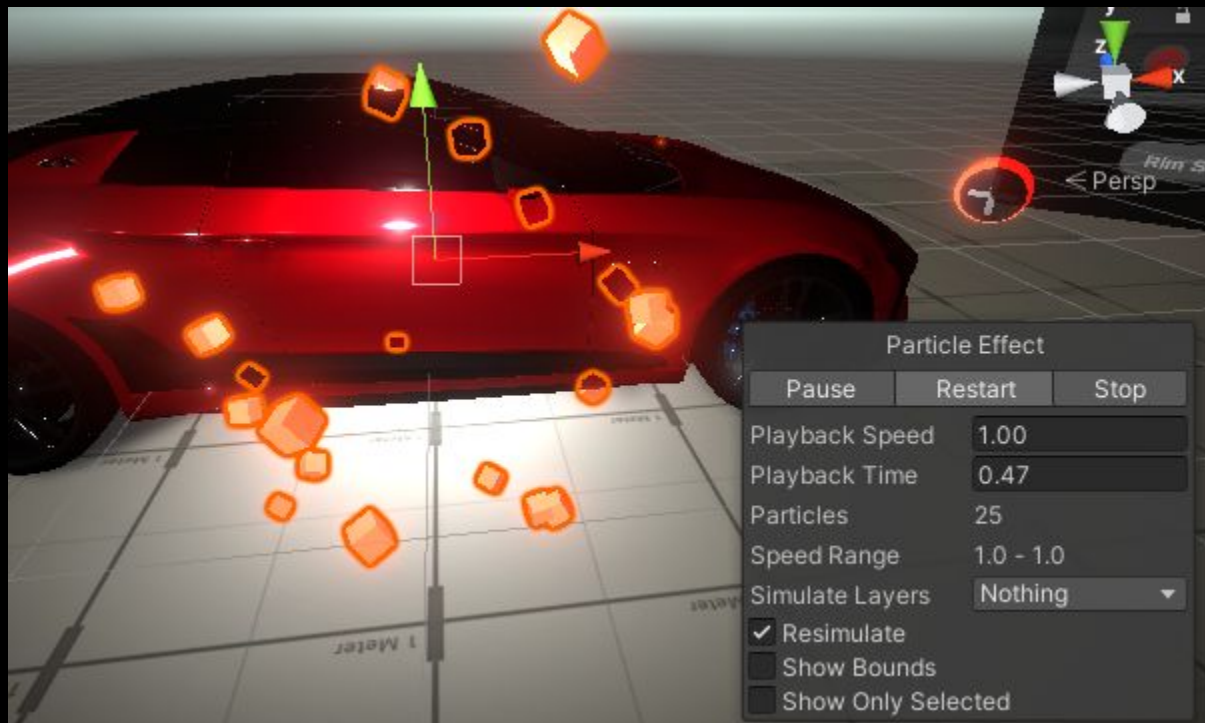


1. Customize the Haptic Feedback events on your XR Interactors
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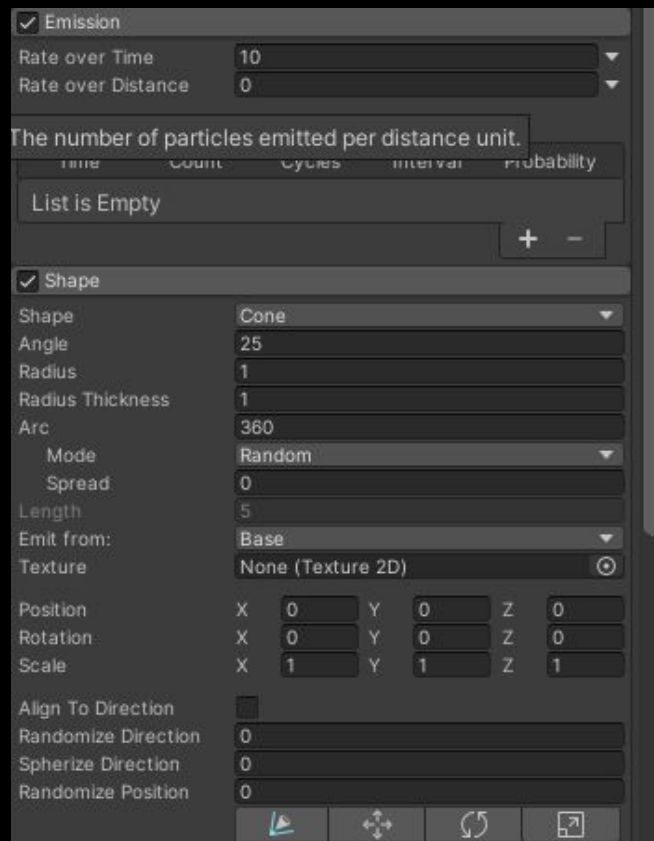
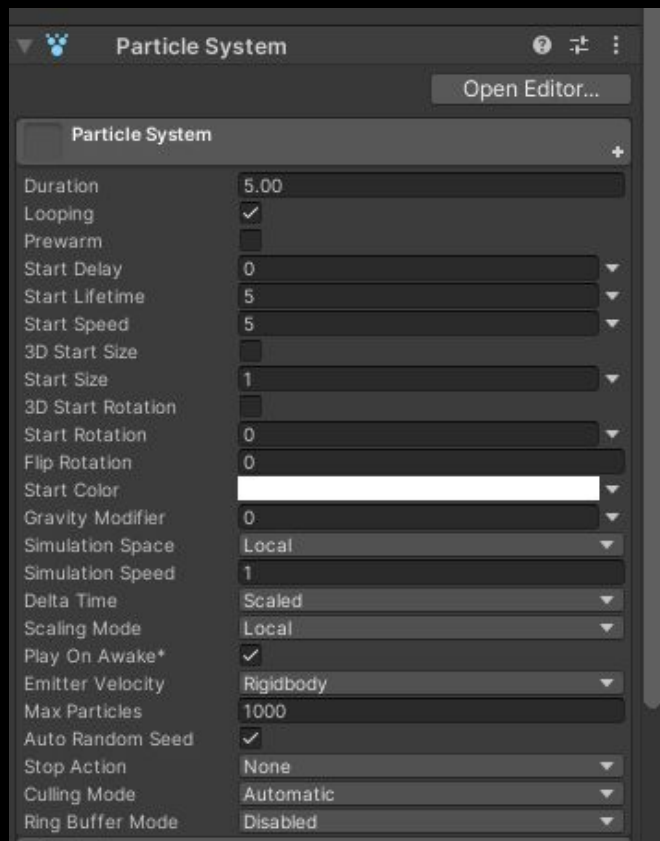
! Think about how you'd like the interactions to feel in your Capstone Project. Feel free to make additional notes in your Design Brief



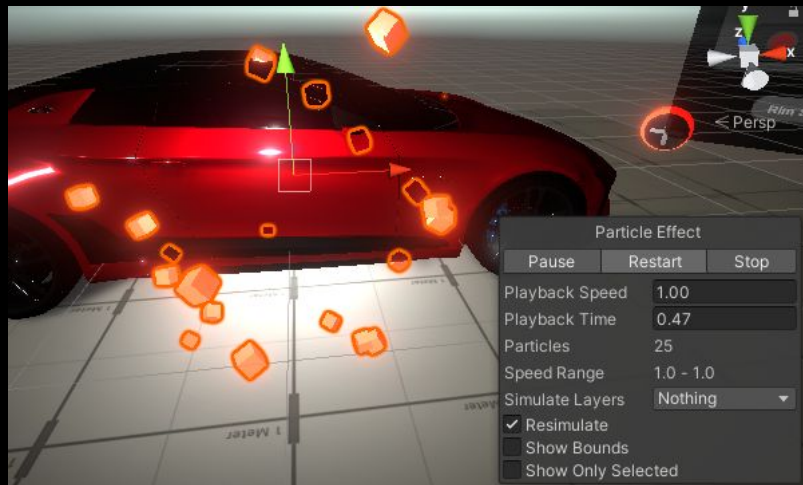
Particle Effects



Particle Effect Customization



Particle Effect Customization



Add Particle Effects to your Interactions



1. Add particle effects to an interaction in your scene

! Keep particle effects in line with the creative vision for your project set out in your design brief

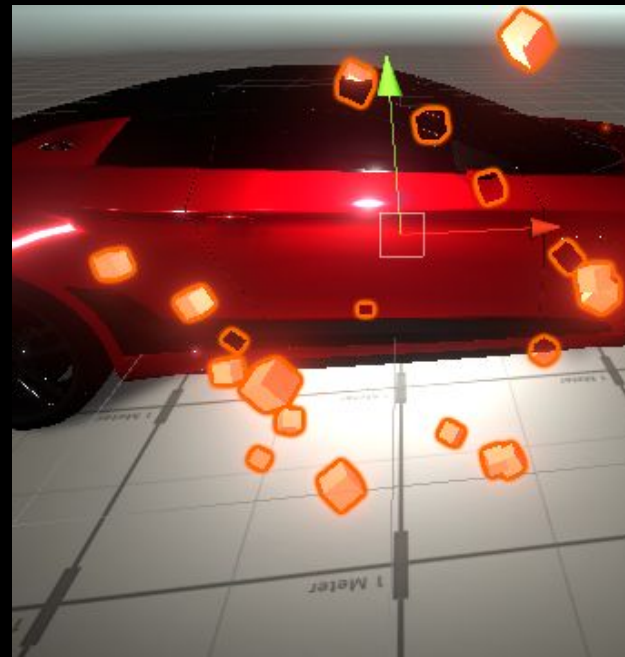


Add Particle Effects to your Interactions



1. Add particle effects to an interaction in your scene
-

! Keep particle effects in line with the creative vision for your project set out in your design brief



Activity Session 6

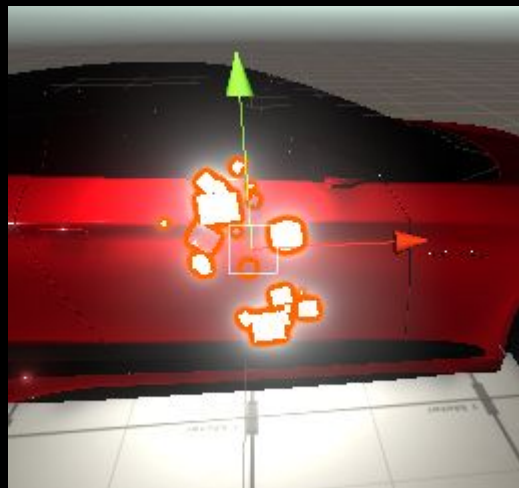
Audio and Quality of Life Improvements

Activity 6 Goals

1. Sign up for Session 7 Office Hours

1. Add a variety of Audio and Quality of Life improvements

- a. Add and configure an ambient sound source to your scene
- b. Adjust your project and add quality of life improvements, particles, and haptics
- c. Polish your interactions and get them prepared for Office Hours after Session 7



Feel free to ask questions!

Thank you.