# DESIGNING YOUR ROOM

1. Download all the project files from this
● Copy and paste the following link into your web browser:
   https://connect-prd-cdn.unity.com/20210402/8a67971c-e957-4844-99
   64-8445a85103e8/Create-with-VR_2020LTS.zip
● Press Enter to access the link and initiate the download.
● Save the downloaded ZIP file to a location on your computer.

2. Open the project in Unity:
● Launch Unity on your computer.
● Click on "Open" or "Load Project" in Unity's startup screen
● Navigate to the location where you saved the downloaded ZIP file.
● Select the ZIP file and click "Open" to import the project into Unity.


## ADDING ROOM AND BACKGROUND:
1. <u>Add a room to the scene:</u>
● In the Project window, expand Course Library > _Prefabs > Rooms.
● Drag one of the Room_[style] prefabs into the Hierarchy.
● From the Hierarchy, delete the Plane object.

2. <u>Add an environment outside the room's windows</u>
● Open the Course Library > _Prefabs > Environments folder
● Drag one Foreground object and one Background object into the
   Hierarchy.

3. <u>Adjust the sunlight in the room</u>:
● Change the X and Y rotation of the Directional Light object to change
   the way sunlight enters your room.


You should now have room, foreground, and background objects in your
scene from the course library, with sunlight entering the room at the desired
angle.

**FILL THE ROOM WITH FURNITURE:**

You now have a room, but it's empty. You need to add spaces in the room where VR interactions can take place.

1. **Locate the furniture prefabs:**
   - In the Project window, open Course Library > _Prefabs.
2. **Define an entryway:**
   - In one corner of the room, add a mirror object and a hook object.
3. **Define a living area:**
   - In one half of the room, add a seating object, a television object, and a fireplace object.
4. **Define another area:**
   - Add a rug object and either a table object or a storage object to provide a surface.

A seating area, a living area with a television and a fireplace, and another area with some surface space to hold goods should now be included. The entryway should also have a hook and a mirror.
The remainder of the room can be designed any way you choose.