

Get Started with Oculus Quest 2 and Unity

This Learning section based on “VR Development Fundamentals with Oculus Quest 2 And Unity” course on Udemy.

In this file I will summarize the main points and document the steps of learning phase.

The main topics that we will learn is the fundamentals of VR development with Oculus Quest such as:

- Configuring a Unity project for Oculus Quest with the latest XR Plugin Management.
- Learning how to build VR experiences with Unity's XR Interaction Toolkit
- Setting up Unity scenes for VR implementation
- Installing apk files to Oculus Quest with side-loading
- Teleportation
- Oculus Local Avatar Implementation
- Implementing Custom Hands and Controllers
- Implementing Grabbing and Distance Grabbing
- UI Interactions in VR
- Scene Loading in VR
- VR Shooting
- VR Slicing
- Vibrating VR Controllers
- In-Game Debug Methods for Oculus Quest

Framework setup:

Oculus Quest2:

We will use Oculus quest 2 standalone VR headset that works without an expensive PC and a boring cable.

Unity:

- Visit unity.com and create new Personal free account
- Download Unity hub setup file (unity hub is an application that manages your Unity projects)
- Activating Unity hub:
 - Sign into your account
 - Install unity version (you can use more than one at the same time) I will use 2020.3 version

- Make sure to select “Android build support”, (Oculus an Android device, so we will develop android projects)
- Create the first project, choose 3D option, I will call it “VRQuidditchGameProject”, in this project we will use Unity XR interaction toolkit: framework that develop cross platform VR
- Here we are ready to start working, see VRQuidditchGameProject comments for more details.
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Project configuration and setups:

- Configure Unity setting for Oculus Quest 2:
<https://developer.oculus.com/documentation/unity/unity-conf-settings/>
- SideQuest platform setup and Developer mode:
<https://sidequestvr.com/setup-howto>
- Device Setup:
<https://developer.oculus.com/documentation/native/android/mobile-device-setup/>
- Build Unity Project:
After configuring the project' setting successfully, we are ready to build the project, and get our own .apk (Android application)
Project settings -> Build
- Installing your game into Oculus Quest 2:
[I'm using macOS, for Windows developers, you need to install 3-party software. see Device Setup above]
Open SideQuest -> press “install APK file from folder on your computer” -> select your .apk
That's it, you can find your game on Oculus 2 on “library->unknown source”
Enjoy 😊

The system:

