**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 manage your Unity projects)
* Activating Unity hub:
  + Sign into your account
  + Install unity version ( you can use more than one in 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.