**AR/VR ASSIGNMENT**

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**Task 1:** Set up Unity project and configure the VR environment

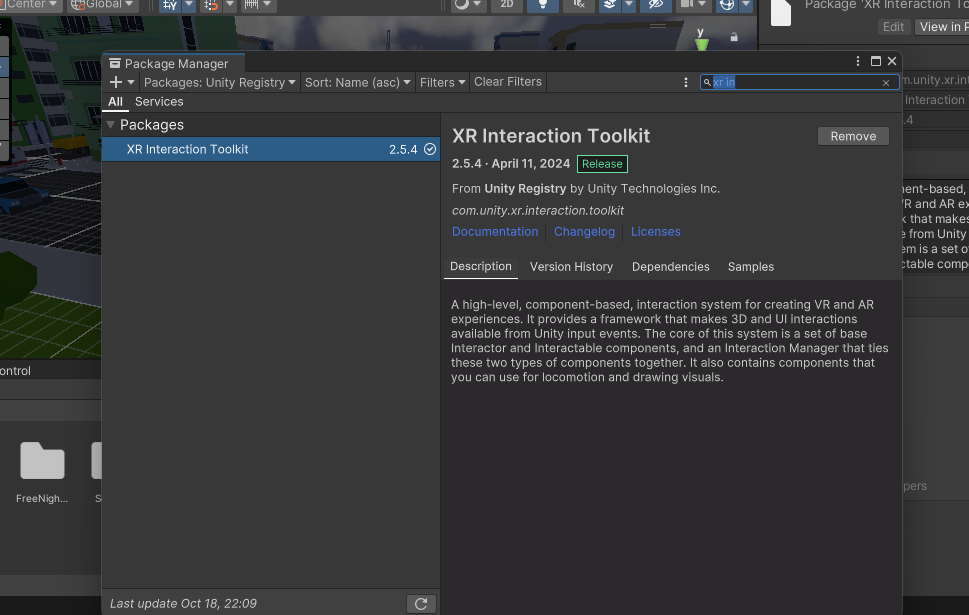
**Steps:-**

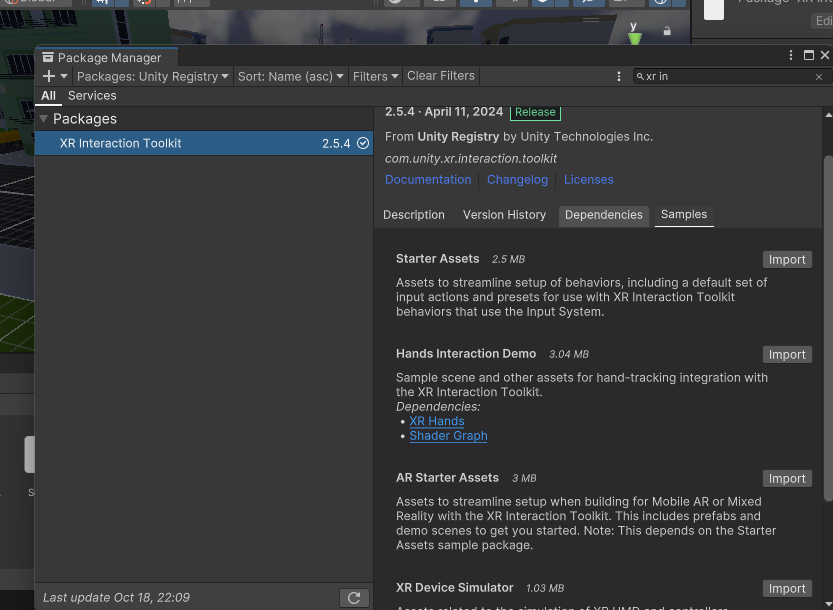
Open unity

Install XR interaction tool kit

Import starter assets

Import XR device simulator





**Task 2:** Create a ground plain environment for eg: city environment

Steps:-

Create an environment where a player can move around

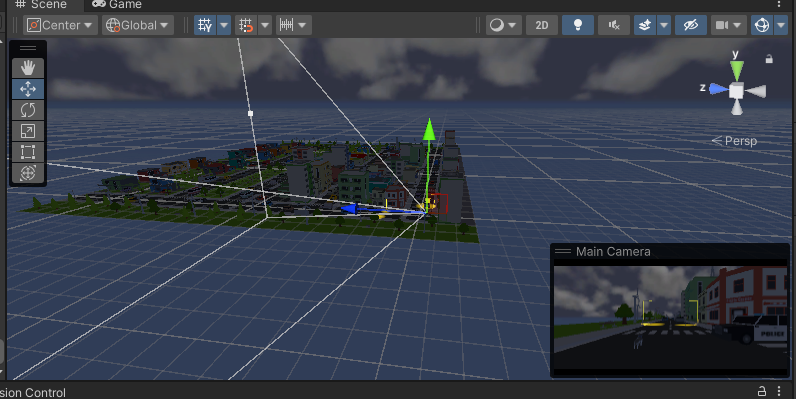
Import environment from asset store

Download it in unity

Import it

Implement it in the scene

Screenshots:-



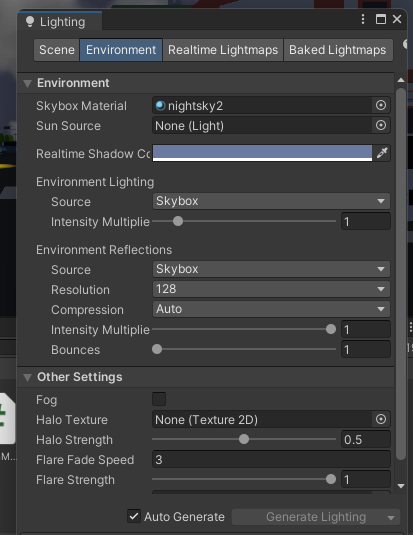
TASK 3:- ADD SKYBOX

Steps:-

Import a sky preset from asset store to make it look more attractive

Insert that material into the dialogue box

Screenshots:-



Task 4:- Add Environment Objects:-

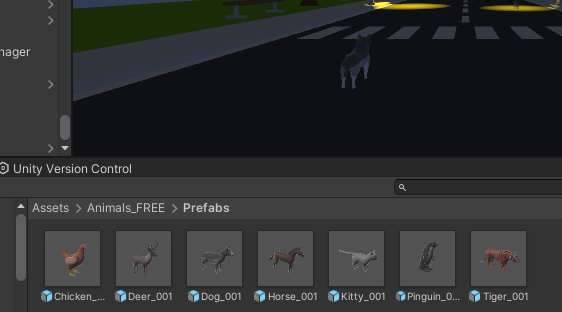
Steps:-

Import objects from asset store

Add objects in scene

Now move the object but I couldn’t do it

Screenshots:-



TASK 5:- LIGHTING AND SHADOWS

Steps:-

Add point light below street lamp

Set the range and itensity accordingly

For shadows select hard shadows

Screenshots:-



TASK 6:- AUDIO

Steps:-

Download mp3 audio and import it in unity

In audio add component audio source

Drag audio in it

Screenshots:-

