WearView

WVtour

Unity plug-in helps you to create 360 virtual tour

Version 2.0

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+968 97014998 info@wearview.om www.wearview.om

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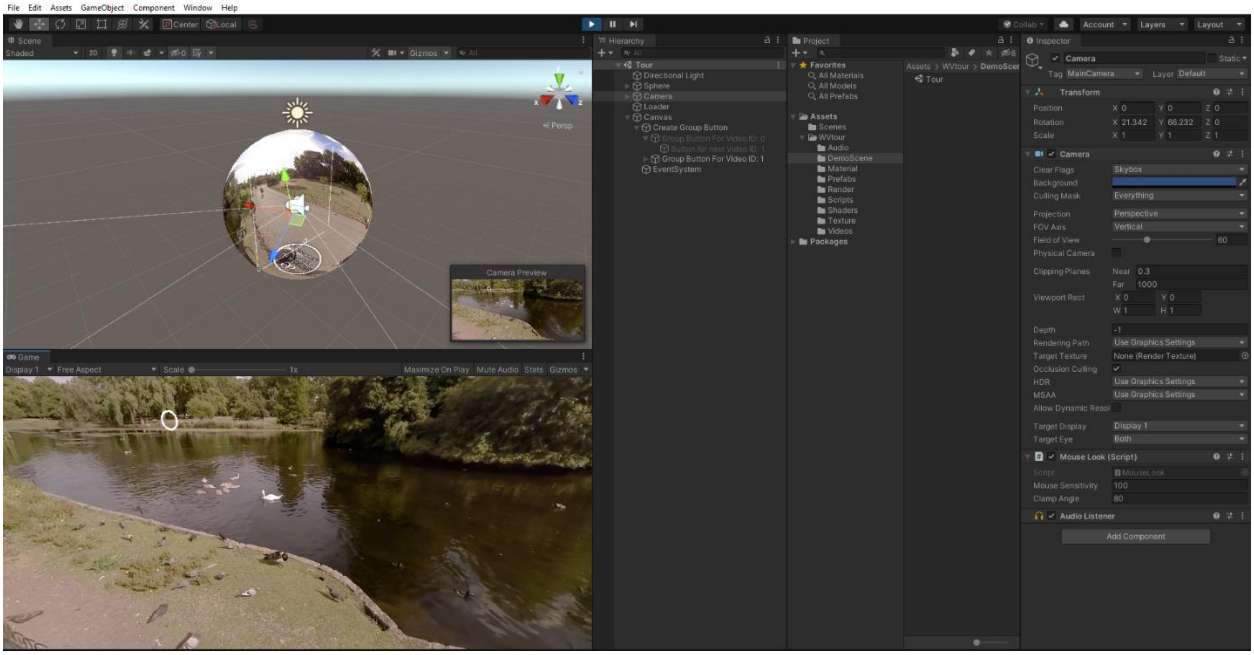
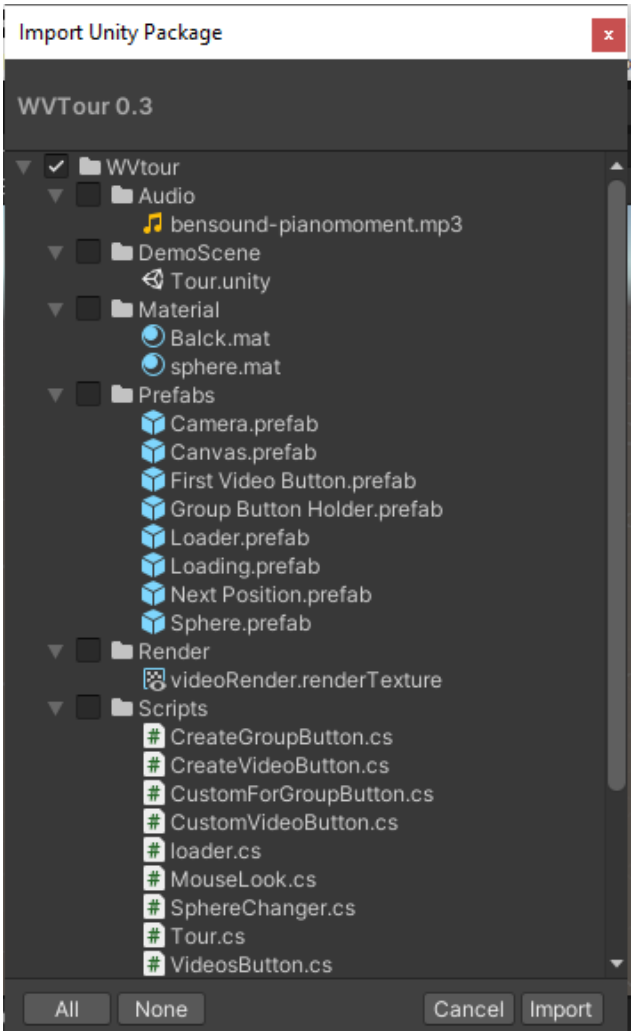
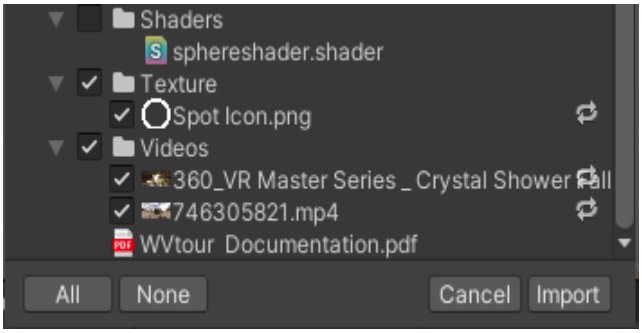
1. Introduction

WVtour is Unity plug-in for creating interactive 360 virtual tours. It's a fast and easy way to build your own virtual tours through 360-degree videos. It's compatible with different type of VR headset (Oculus Go, Oculus Rift, Google Cardboard, Samsung Gear VR) with videos from most of 360 DSLR cameras (GoPro Fusion, Insta360 One x, Ricoh Theta C/S/V)



The asset package consists of the following elements:





- Demo Scene:
  - Tour: A simple demo scene showing how to use the asset's component.

- Prefabs:
  - Loader: Contain the loading script
  - Loading: Load form one video to other
  - Next Position: To go from one video to another.
  - Sphere: The sphere where the video is placed.
  - First Video Button: Button to go to the first video.
  - Group button holder: where you put positions' buttons -spots-
  - Canvas: holds group buttons

- Scripts:
  - Loader: Script for the loader
  - MouseLook: Enable the camera to move 360 view in the run mode
  - SphereChanger: Change the sphere shape
  - Tour: To change and move from one video to other
  - VideosButton: Showing and hiding the buttons and loader in the sphere
  - CreateGroupButton: to hold all positions' buttons
  - CreateVideoButton: to hide and show spots
  - CustomForGroupButton: to create a group to hold buttons
  - CustomVideoButton: creating buttons to hold videos
- Shaders:
  - shadersshader: Unity shader for rendering the inside of an object.

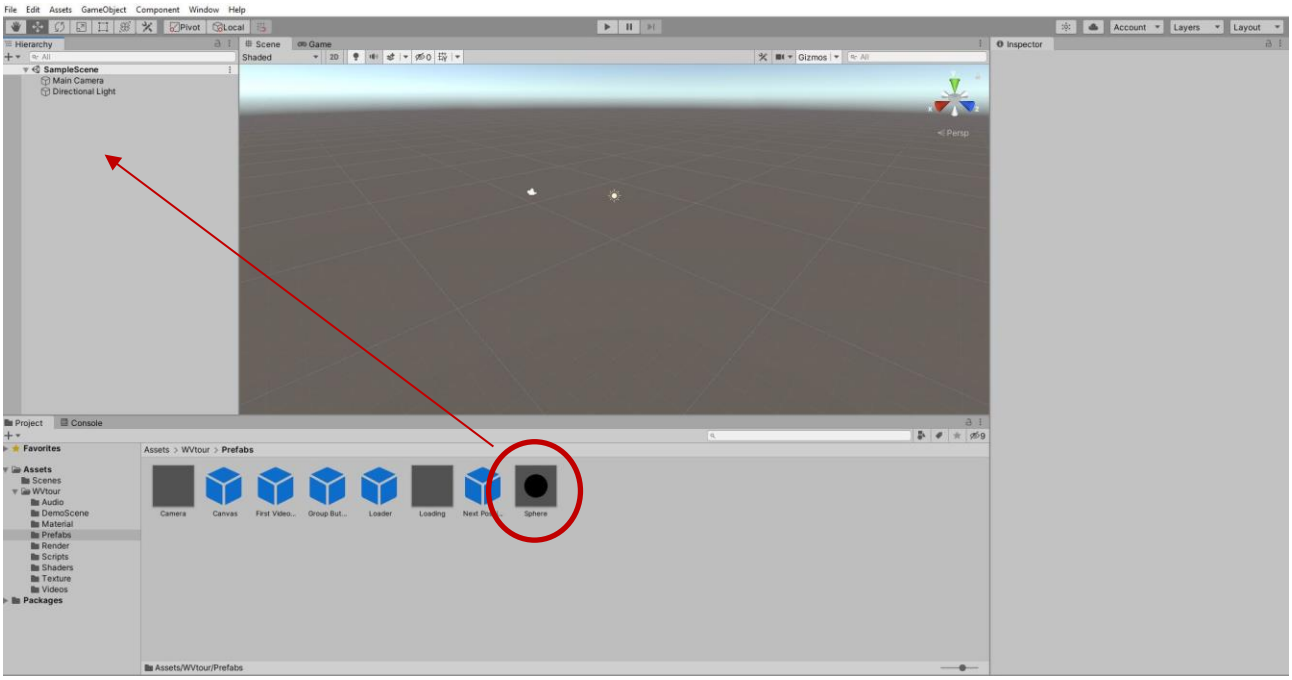
2. Features:

- Compatible with (Oculus Go, Rift, Google Cardboard, Samsung GearVR)
- Easy to use
- Support 4K resolution
- Full tour control
- Controlled spots to move from one place to another
- Smooth transition
- Easy adding more spots
- Easy to position spots

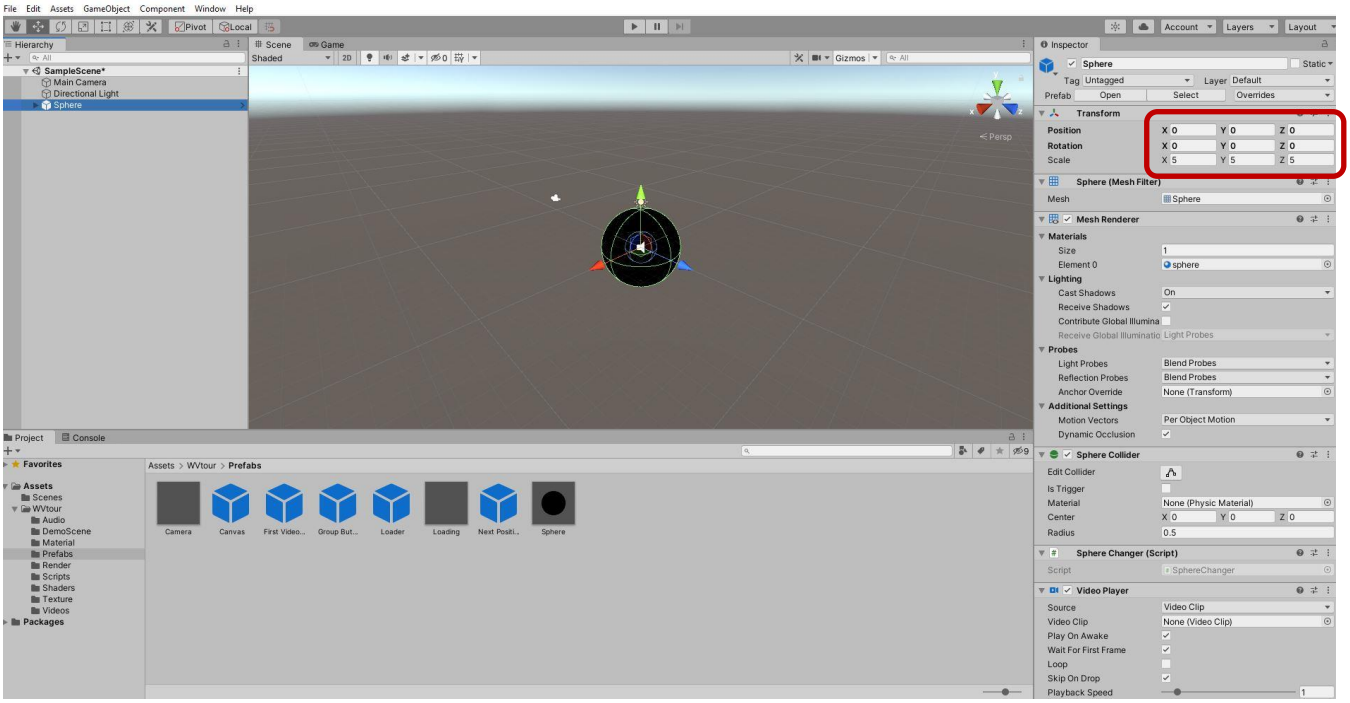
3. Usage:

3.1 Import WVtour

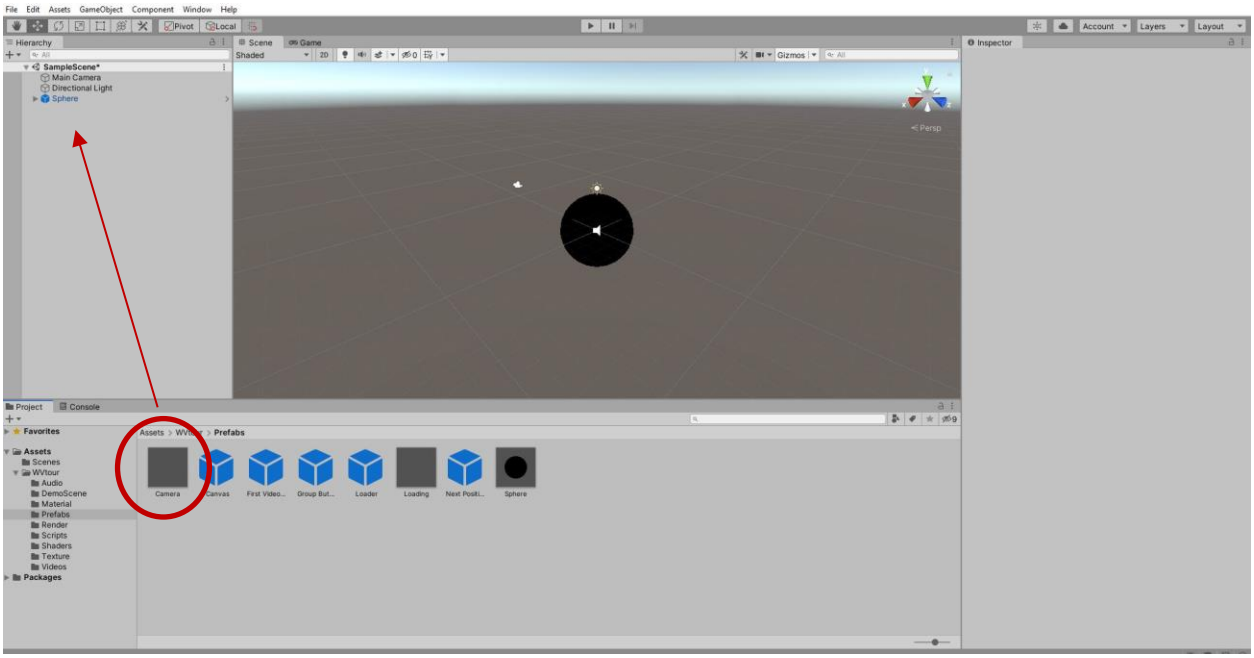
3.2 Go to prefabs folder in WVtour drag-drop the sphere into the scene



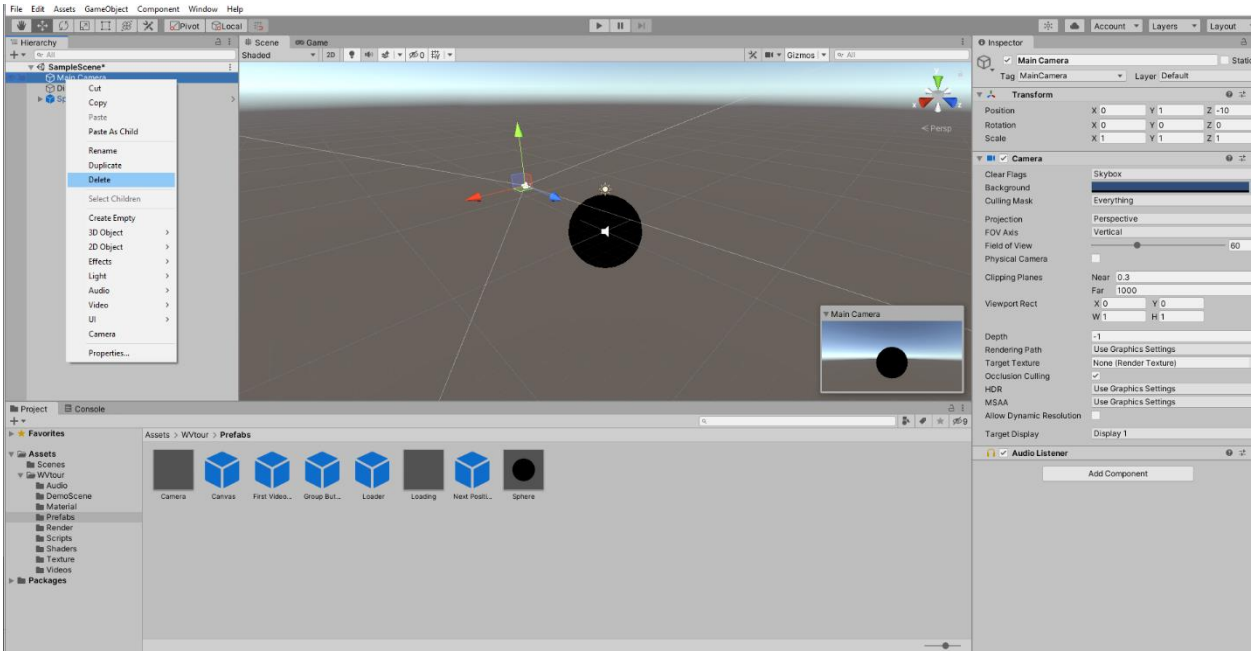
3.3 Check the position of sphere if it in 0,0,0 position for all axis



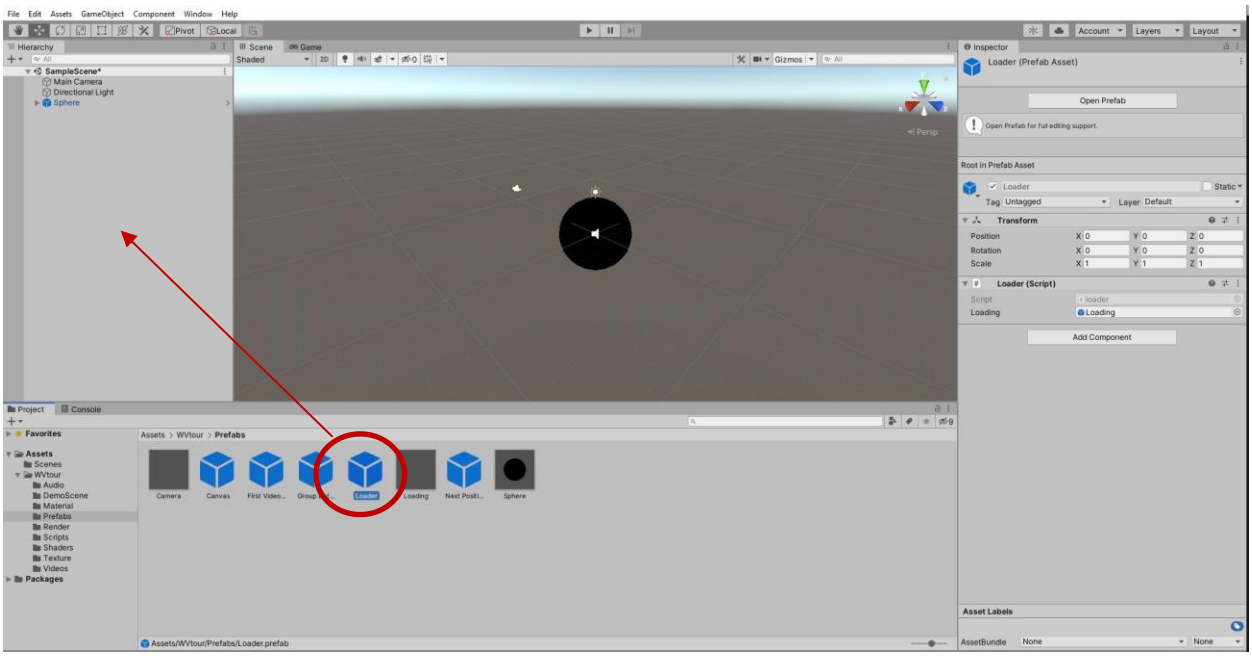
3.4 Then, Drag-Drop the camera and check its position. It must be 0,0,0 for all axis.



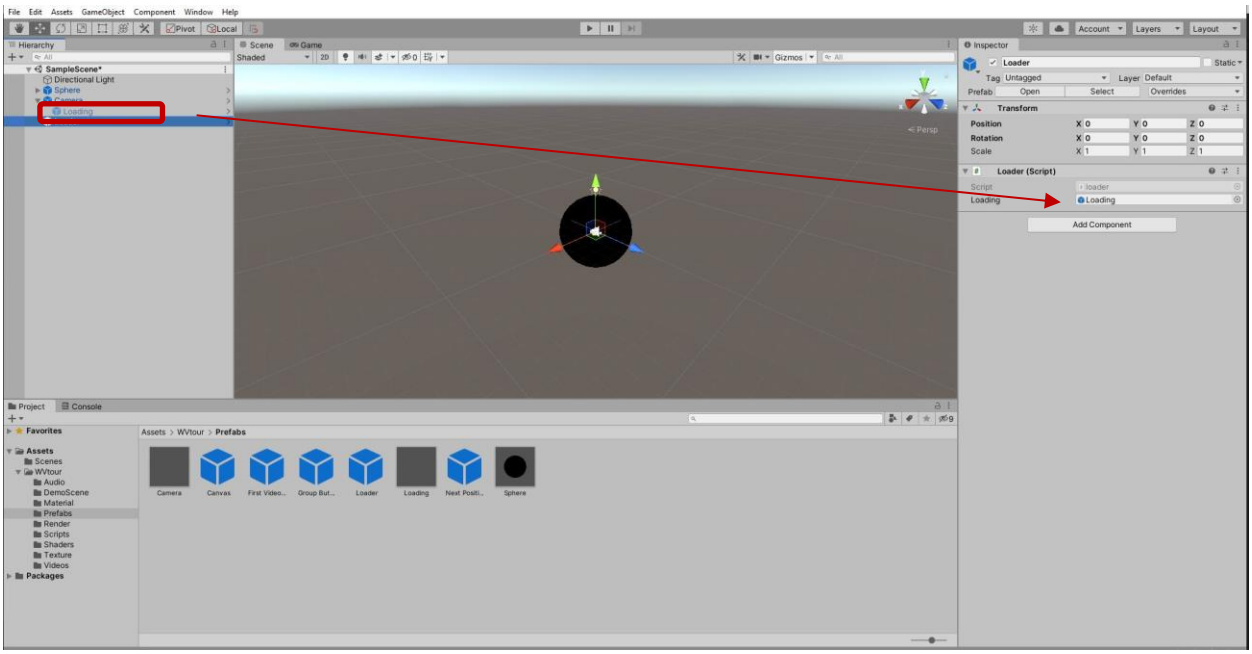
3.5 Delete the Main camera



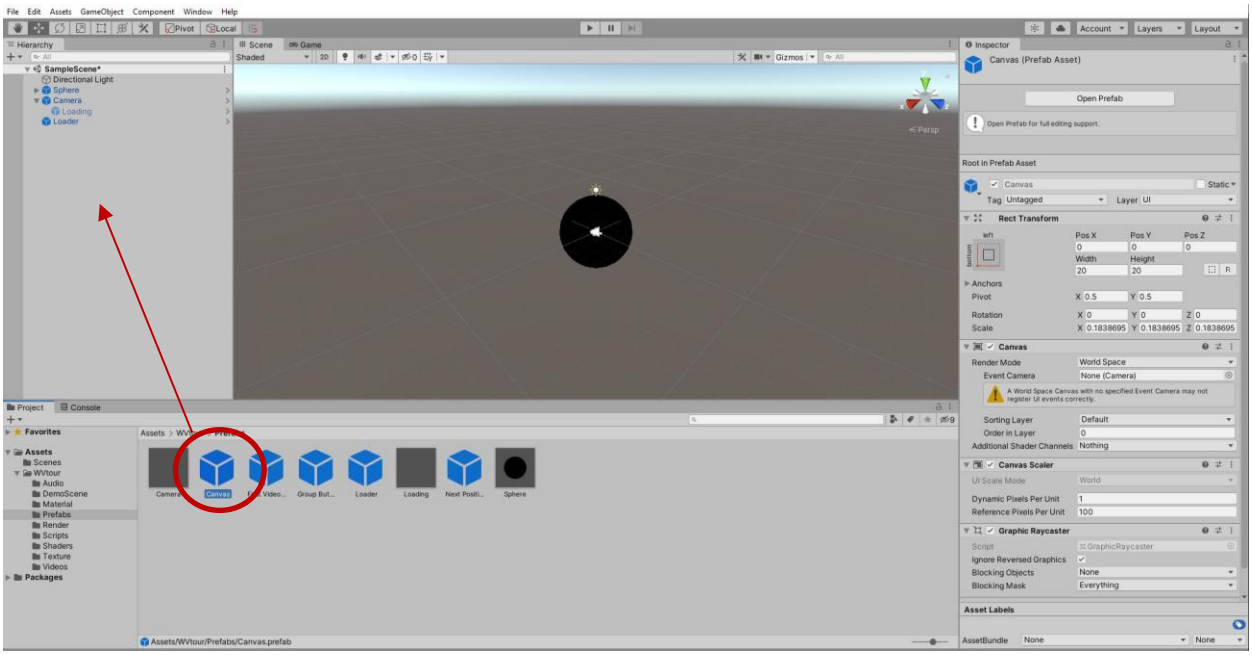
3.6 Drag-Drop the loader.



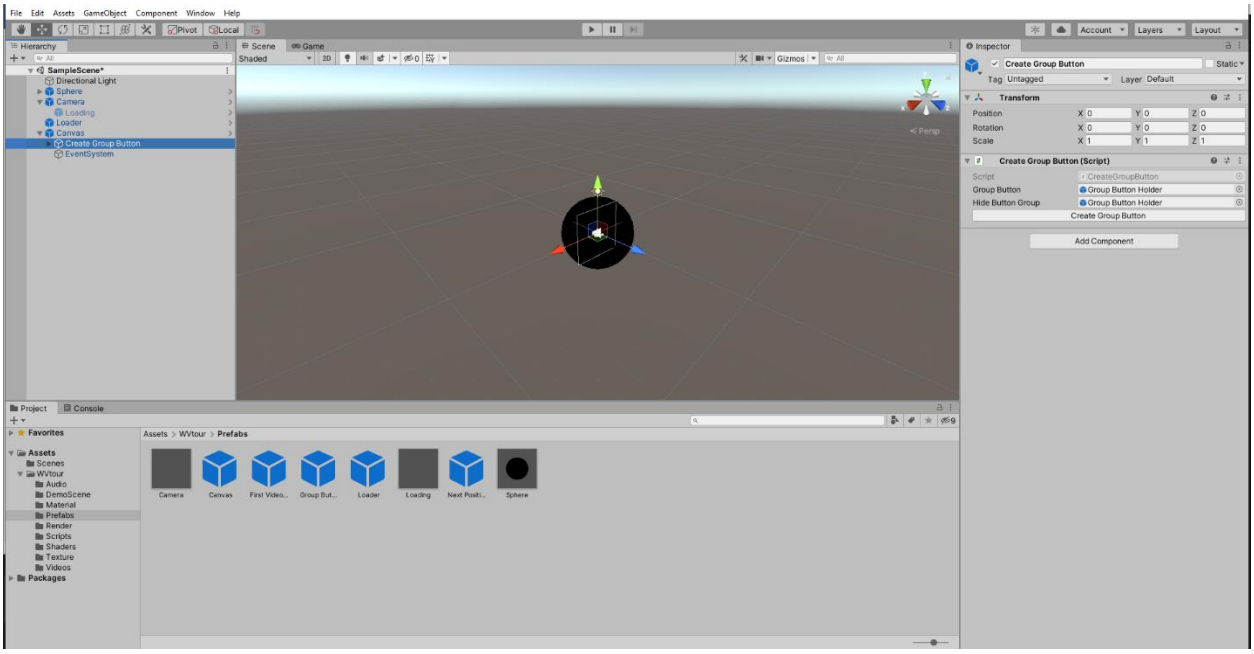
3.7 Go to the camera game object and drag-drop loading game object to the loader script in the inspector



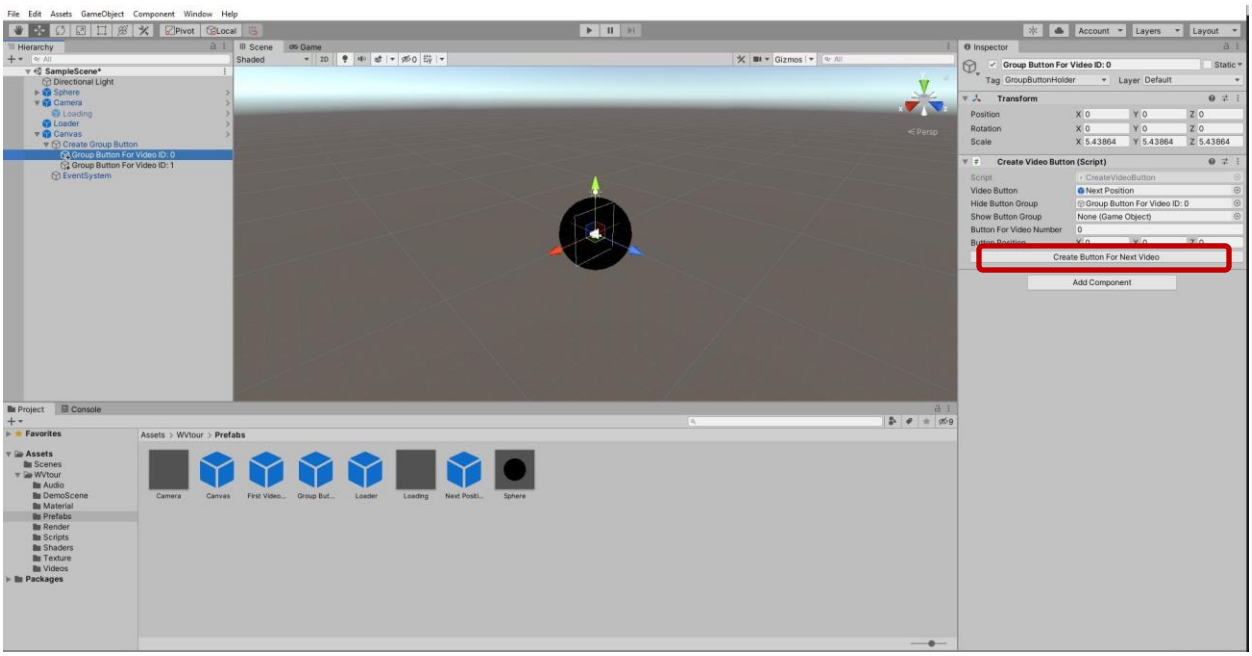
3.8 Drag-Drop the canvas prefab.



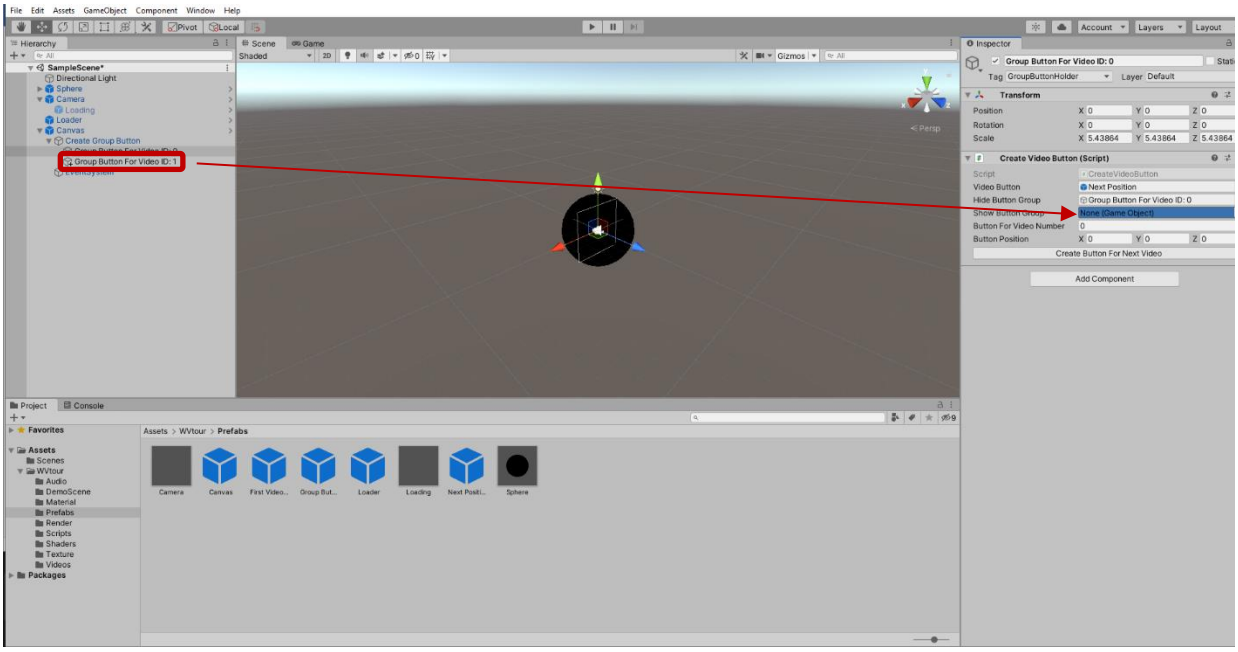
3.10 Select Create Group button. This is for create a group button for handling all buttons for each video



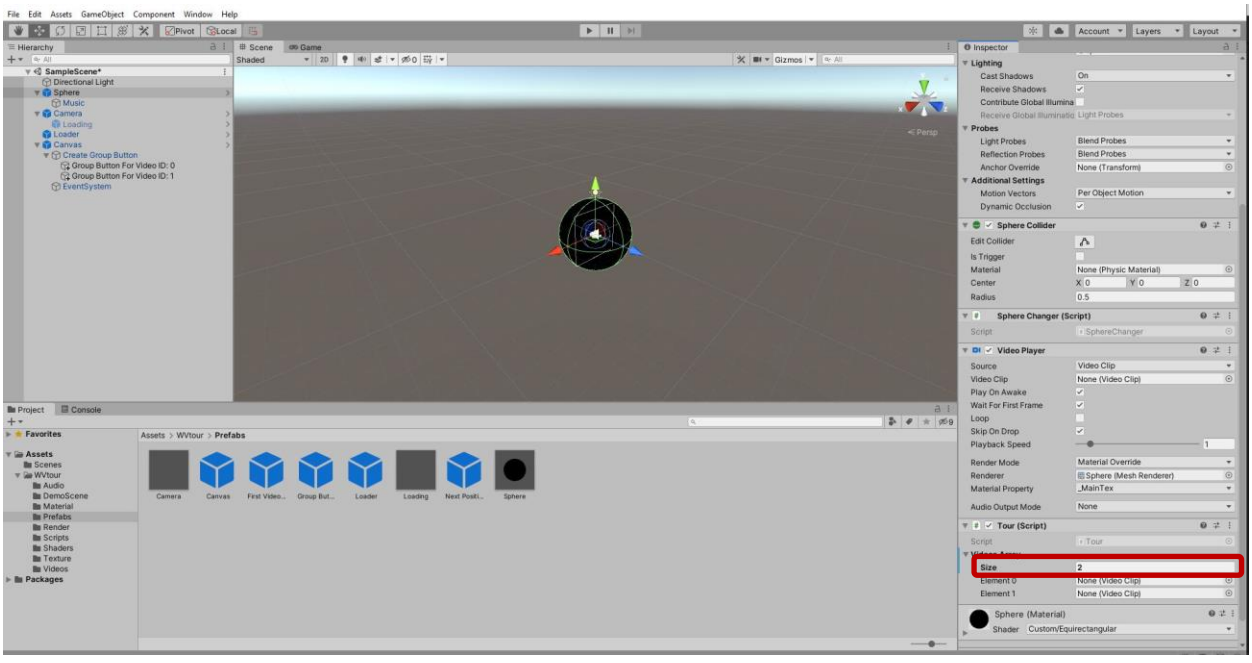
3.11 Click create group button in the inspector to create buttons for your videos here, I will create two group buttons because I'll have two videos in the tour



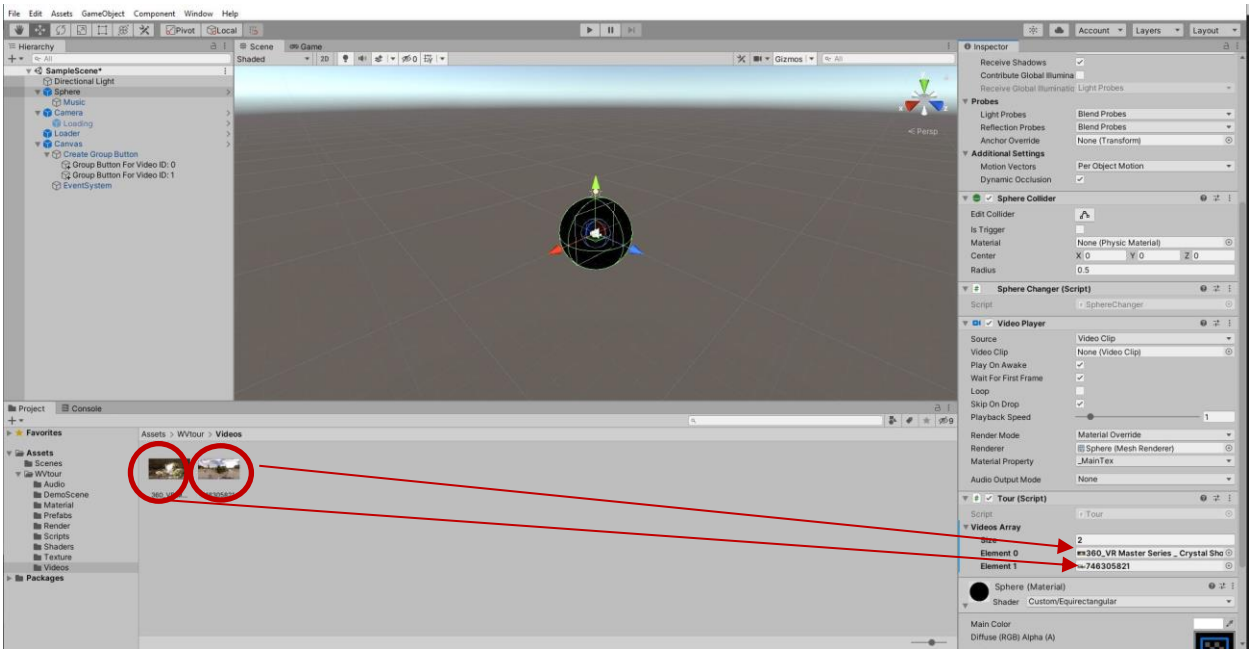
3.12 In Group button for video 0, I will create button for present the video number 1. I will drag-drop the group button for video ID: 1 because from this button I will present or show video ID 1 and its buttons.



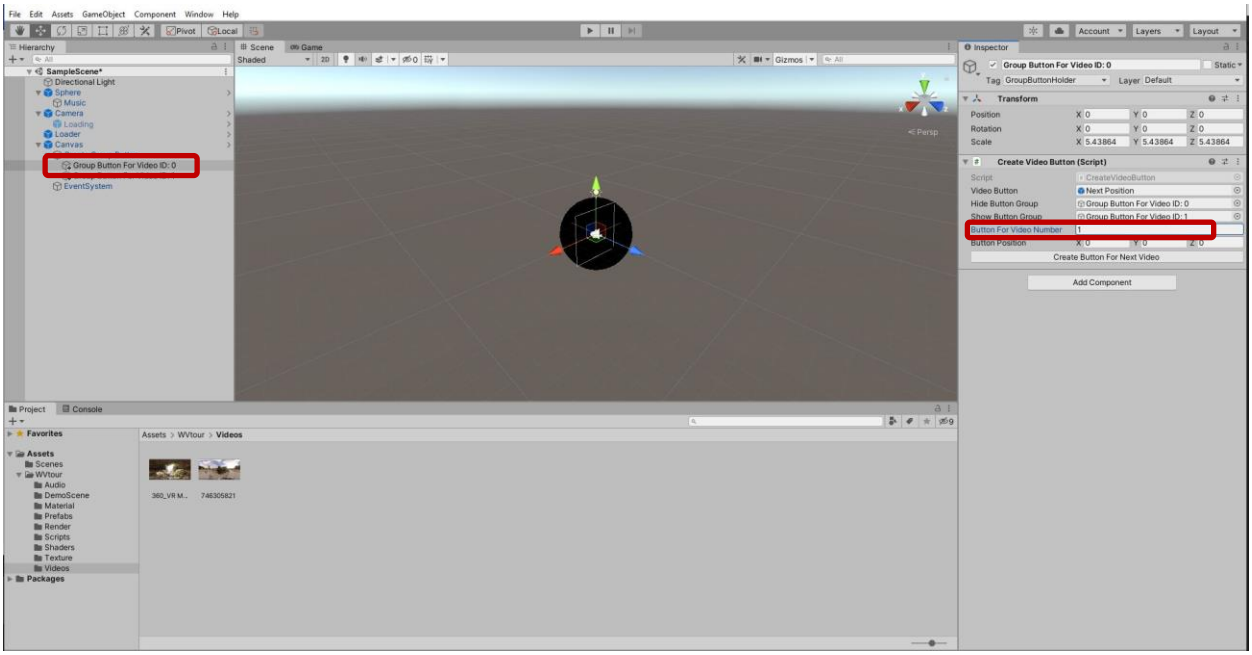
3.13 Select sphere. Then, I will add two videos so I will make size 2



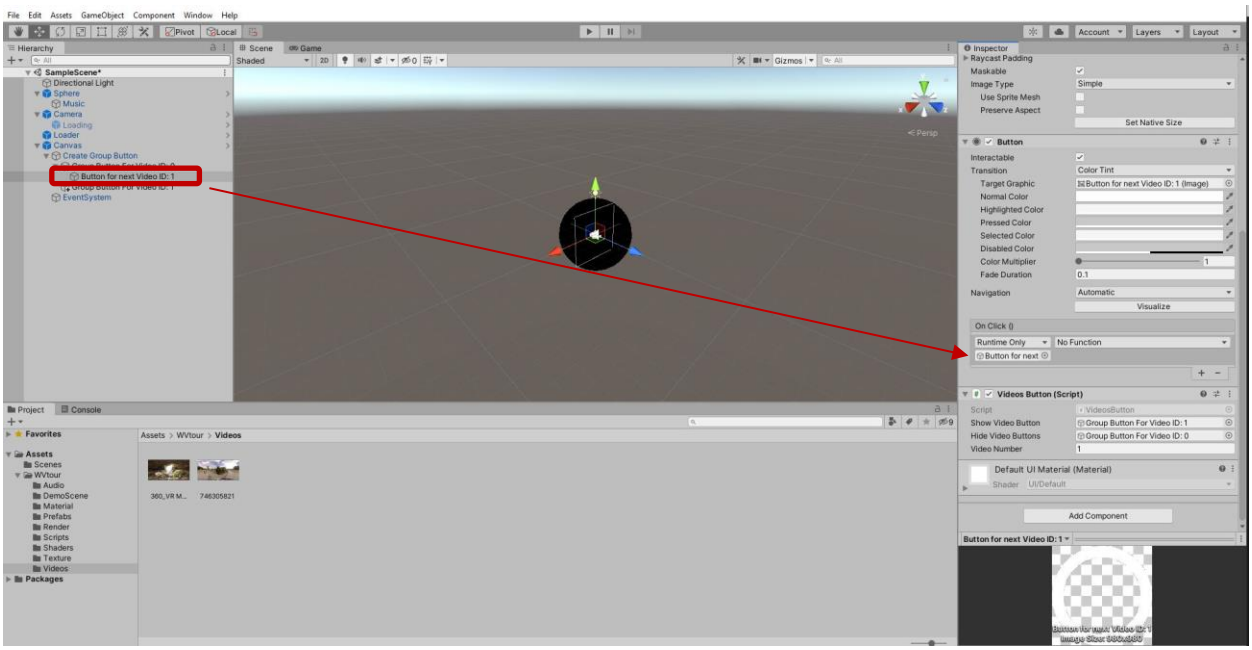
3.14 Drag-Drop your videos.



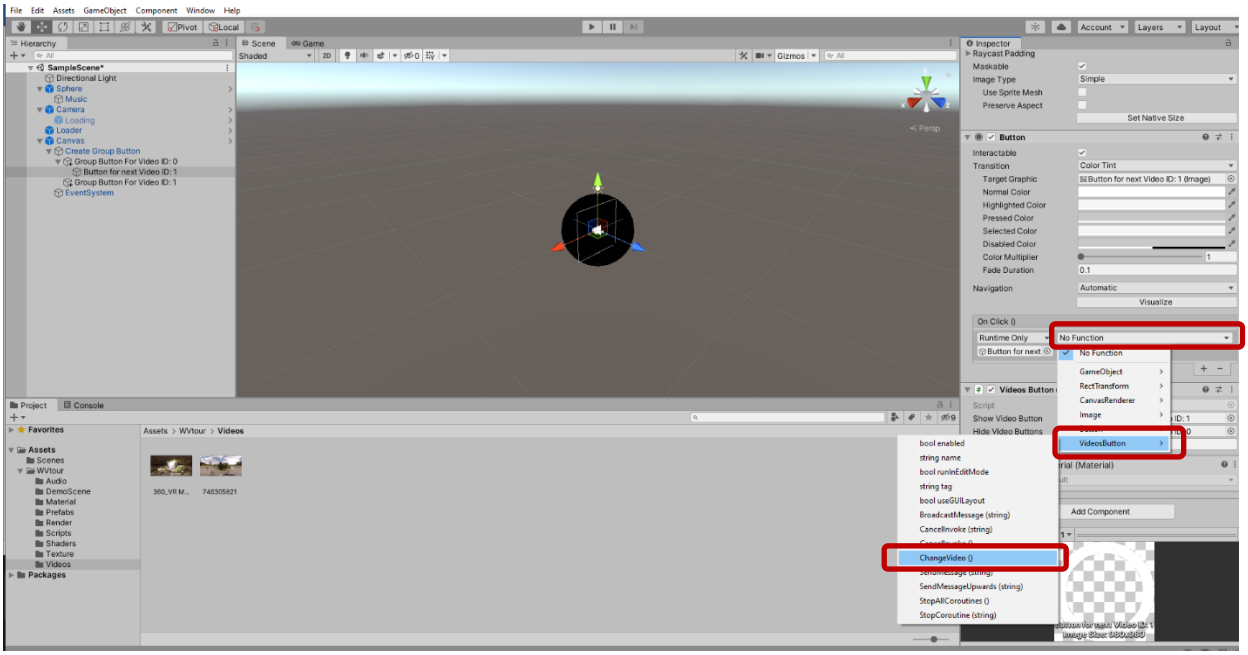
3.15 Then go back to Group button and make sure button for video number element have the same video id that you want to present. . Also, make sure the show button group handle the correct group. Then click create button for create button and click create button



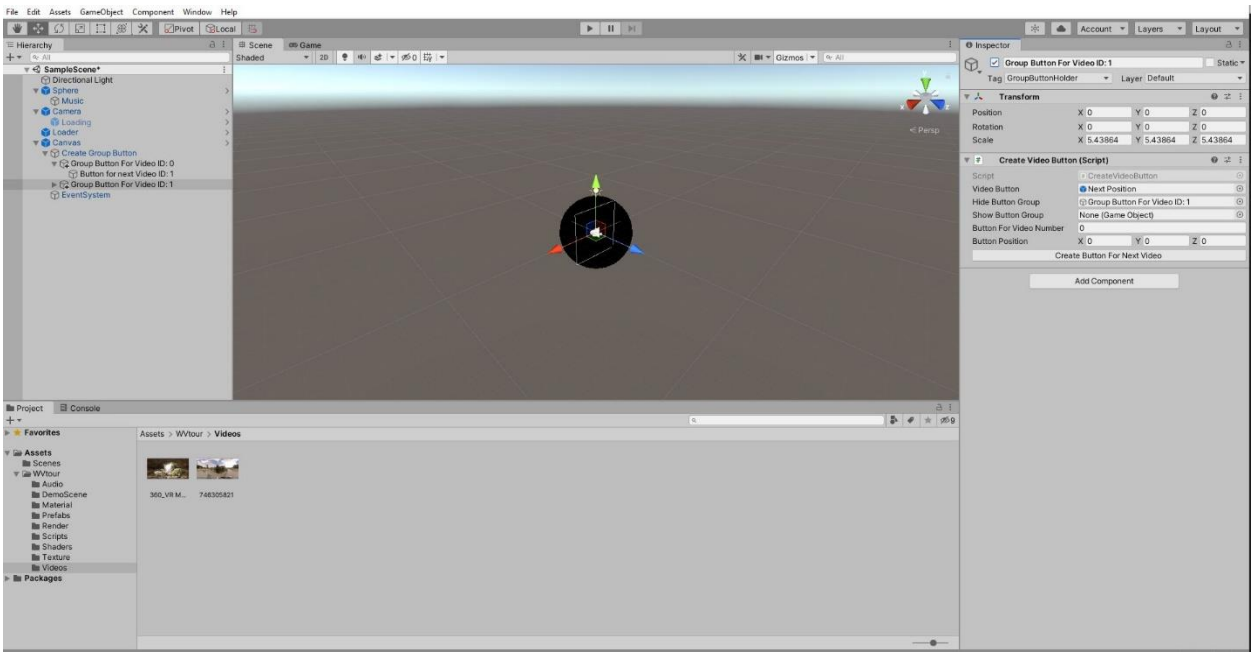
3.16 Then select the button which is you create and drag-drop the button to On Click () section.



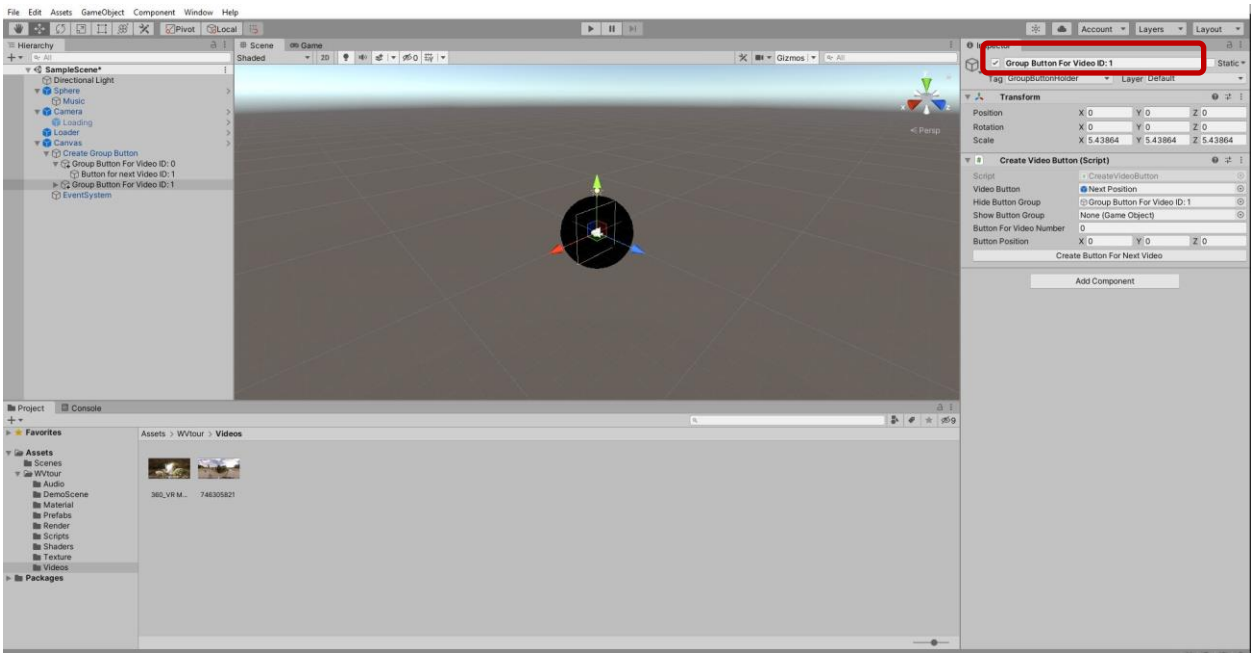
3.17 After that, select the change video function.



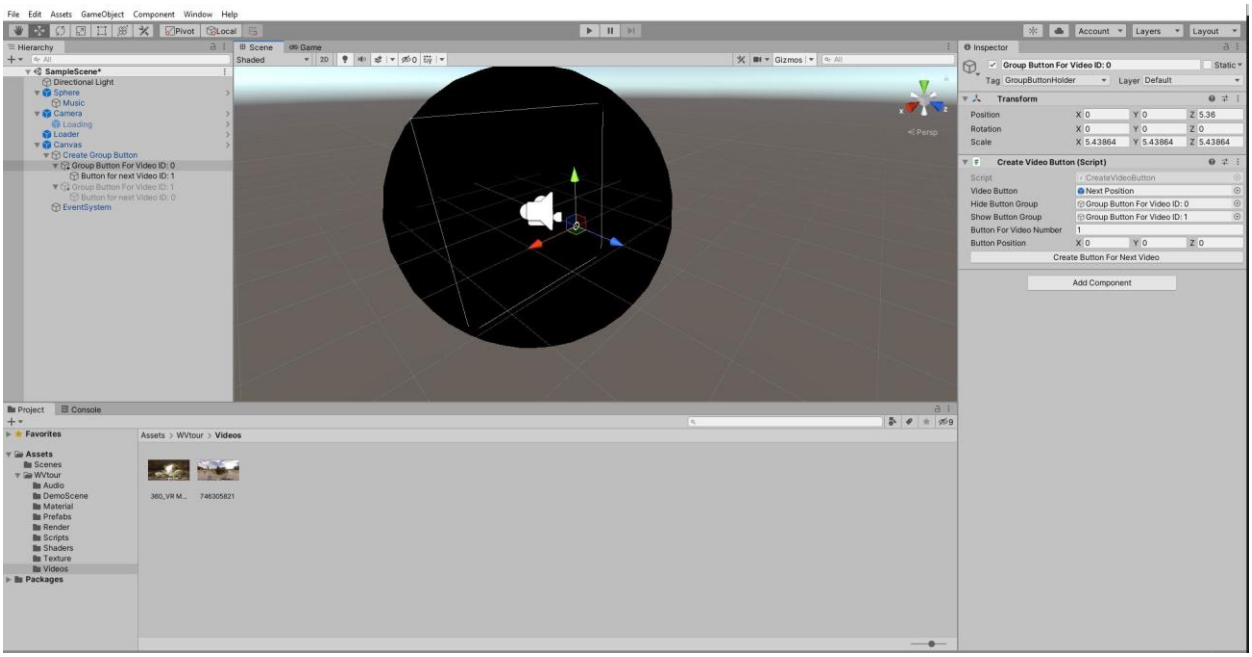
3.18 The same scenario makes it for second group to go back for previous video that you want to go to, by creating group button.



3.19 Make all group button unenabled in the inspector except the group button for video ID: 0



3.20 change video button to the position that you want



3.21 Finally, run the project to test

4. System Requirements:

- Unity 2018.4 and above
- Microsoft Windows platform (32-bits and 64-bits)
- MAC
- VR Headset (Oculus Go, Oculus Rift, Google Cardboard, Samsung
- Gear VR)
- Android mobile

5. Installation:

- Download the package form the asset store
- Import the unity package file into your project

6. Support:

If you have a bug to report, or a feature request, please use our unity forum

For general questions and product information please see:

Website: https://wearview.om

Feedback:https://docs.google.com/forms/d/e/1FAIpQLSfzeZtur3I7PIETduApZiwxJoVLt-xwBaCoERp7QENhNc_QXA/viewform

Email: info@wearview.om

6.1 Bug Reporting

If you are reporting a bug, please include any relevant information and details so that we

may remedy the problem as fast as possible. Useful information includes:

1. Unity version
2. Operating system
3. GPU model
4. Screenshot of the bug
5. Output log
6. Which codec you are using

7. About WearView

WearView provides virtual reality systems and services that help in visualizing and simulating job readiness, workplace induction, orientation and other virtual reality solutions using immersive technology to have an interactive and real experience.

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