

Setting up your Unity Project for Oculus Rift

- 1) **Make sure the Oculus App is installed on your computer.**
 - a. <https://www.oculus.com/setup/>
- 2) **Make sure Oculus SDK is imported to the Asset folder.**
- 3) **Enable Virtual Reality Support.**
 - a) **Edit > Project Settings > Player**
 - b) **Expand XR Settings**
 - c) **Enable Virtual Reality Support.**
- 4) **Giving Oculus SDK Priority.**
 - a) **Continue from Step 3 Part B.**
 - b) **Make Oculus the first SDK in the Virtual Reality SDKs list.**
- 5) **Replace Main Camera with OVRPlayerController prefab.**

Optional

- Use VRTK (Virtual Reality Toolkit)
 - Download VRTK v3.3 from the Asset Store. (Link below is for VRTK v3)
 - https://www.youtube.com/watch?v=bxxGaJg75g4&list=PLTiD-q2AfVNI8f_UMDC066G5eWJHmk2Ts
 - Or download VRTK v4 from GitHub. (Links below are for VRTK v4)
 - <https://github.com/ExtendRealityLtd/VRTK>
 - <https://academy.vrtk.io/>
 - <https://www.youtube.com/watch?v=uZ1VBWSlOnc&list=PLTiD-q2AfVNKkEyEidnbUcw9DAxCvVLG2>
- Use Newton VR, download available from the Asset Store.
 - Project has been halted since 2017 so there have been no updates.
 - Can use Newton alongside VRTK if you wish.
- Read the Oculus Documentation for Unity provided by Oculus.
 - <https://developer.oculus.com/documentation/unity/latest/concepts/unity-tutorial/>