

**Unity+Oculus**

# Account and downloads

# 註冊Meta帳號

The screenshot shows the official Meta website homepage. At the top, there is a dark header bar with links for '免運費' (Free Shipping), '安心試用' (Safe Trial), and '保固' (Warranty). Below the header, the navigation menu includes 'Meta' (with a logo), 'Meta Quest', 'Ray-Ban Meta', and '應用程式與遊戲'. On the right side of the header, there are links for '關於 Meta' (About Meta), '支援' (Support), a search bar with a magnifying glass icon, and a language switcher showing 'TW' (Taiwan). A red circle highlights the user profile icon, which is a person symbol. The main content area features a large image of two hands reaching towards each other. Overlaid on the image is the text '透過 Meta Quest 3 擴展您的世界' (Through Meta Quest 3, expand your world) and a small note: '特別優惠' (Special Offer). Below the image are two buttons: a blue '加入購物袋' (Add to Cart) button and a white '瞭解詳情' (Learn More) button. In the bottom right corner of the main image, there is a small circular icon with a play/pause symbol.

運用 Meta  
Quest 3 技能



<https://www.meta.com/tw/>

# 註冊 Meta 帳號

透過 Meta Quest 3 擴展您的世界

隨附免費的《Asgard's Wrath 2》（\$59.99 USD 等值），若您升級至 512 GB 還可獲得 6 個月的 Meta Quest+ 試用（\$53.94 USD 等值）。\*\*

加到購物袋

瞭解詳情

運用 Meta Quest 3

Ray-Ban Meta

Meta 帳號



登入 Meta 帳號

透過 Meta 帳號，你可以

管理訂單和退貨

探索推薦商品、應用程式和遊戲

取得個人化顧客支援

註冊或登入 Meta 帳號

深入瞭解 Meta 帳號

# 認證為developer account

The screenshot shows a web browser displaying the Meta Quest developer documentation. The URL in the address bar is <https://developer.oculus.com/resources/publish-account-management-intro/>. The page has a header with 'Meta Quest' logo, 'RESOURCES' (which is underlined), 'NEWS', 'SUPPORT', and a search bar. On the left, there's a sidebar with navigation links: 'Get Started', 'Manage Account' (with sub-links for Overview, Create Account and Org, Organization Grouping, Developer Organization Verification, Set Up Test Accounts, Financial Settings), 'Design', 'Build', 'Publish', and 'Grow and Engage'. The main content area has a title 'Create an Organization and Manage Users'. Below it, a paragraph explains that to distribute an app, you need to create or join an organization. It links to the 'Developer Dashboard'. A large red circle highlights the first step in a list: '1. Log in to your Meta account and navigate to the developer dashboard.' The list continues with steps 2 through 6, which include opening the 'Select Organization' menu, choosing a name, selecting 'Submit', reviewing the 'Developer Non-Disclosure Agreement', and creating the first app. To the right of the main content, there's a sidebar with links: 'Did you find this page helpful?', 'Create an Organization', 'Add Members and Roles to your Organization', 'Test Users', and 'Deleting Your Organization'. At the bottom, there's a note about inviting members to the organization.

<https://developer.oculus.com/resources/publish-account-management-intro/>

# 創立 Organization

The screenshot shows the Meta Quest Org Manager interface. On the left, there's a sidebar with 'Org Manager' and a dropdown menu. Below it is a section titled '捷徑' (Shortcuts) with the message 'You have no saved shortcuts'. A prominent blue button labeled '(+ 建立組織)' (Create Organization) is visible. The main content area is titled 'Create New Organization'. It has a field labeled '組織名稱' (Organization Name) containing 'DCT-1'. Below this is a note: 'What is the legal name of your organization? Note: The name you choose here will be displayed publicly in the store.' Underneath is a text input field with placeholder text 'We are happy to see that you're interested in developing for Meta Quest. Creating your developer organization for your Meta account enables you access to features that are intended for the development of VR experiences. Remember that you have agreed to the Meta Quest Terms of Service and we may take action against violators. Please be a responsible member of the Meta Quest community.' At the bottom of the form is a checkbox labeled 'I understand' with the note '必填' (Required). A green '提交' (Submit) button is located at the bottom right. At the very bottom of the page, there are links for '中文(台灣)', '© 2024 Meta', '隱私政策' (Privacy Policy), and '法律聲明' (Legal Statement).

# 新增二階段認證方法 (手機 + authentication app)

The screenshot shows the 'Verify Your Meta Quest Developer Account' page. On the left, there's a sidebar with 'Meta Quest' at the top, followed by '業務代表' (Business Representative) with a dropdown menu showing '選擇組織'. Below that is '捷徑' (Shortcuts) with the message 'You have no saved shortcuts'. Under '通知' (Notifications), there's a blue button labeled 'Verification'. Further down are '設定' (Settings) and '邀請' (Invitations). At the bottom, it shows 'Gavin' and language settings '中文(台灣)'.

**Verify Your Meta Quest Developer Account**

To be a Meta Quest developer, you need to provide a credit card OR set up text message two-factor authentication to help us establish your identity. If you remove this information, your account will no longer be verified. [Learn More](#)

**You have successfully verified your Meta Quest developer account**

[返回首頁](#)

**新增信用卡**

This will be saved in your Meta account under Payment Methods. You can also use it for Meta Quest Store purchases. [新增](#)

**Set Up Text Message Two-Factor Authentication**

Start by clicking Set Up which will take you to the Meta Accounts Center. Select Two-factor authentication and select your Meta account, and then choose the **Text message** method (**Note:** Do not choose the Authenticator app method). Finish configuring text message two-factor authentication. [Completed](#)

[Update Two-Factor Authentication](#)

© 2024 Meta [隱私政策](#) [法律聲明](#)

# 下載 Oculus Link 桌面應用程式

Meta Quest ▾ Ray-Ban Meta ▾ 應用程式與遊戲 ▾

關於 Meta 支援 ▾ TW 購買

設定

## Quest 2

在智慧型手機上下載 Meta Quest 行動應用程式，然後透過無線方式連結您的頭戴式裝置和手機以完成設定程序。您可以從行動應用程式或在虛擬實境中購買熱門 VR 遊戲。

Air Link 和 Link 連接線

若要在 Quest 2 遊玩 Oculus Rift 內容，請在相容的遊戲用電腦安裝 Meta Quest 應用程式，然後使用 Air Link、Link 連接線或類似的高品質 USB 3 連接線連結頭戴式裝置。

下載軟體



[https://www.oculus.com/Setup/?locale=zh\\_TW](https://www.oculus.com/Setup/?locale=zh_TW)

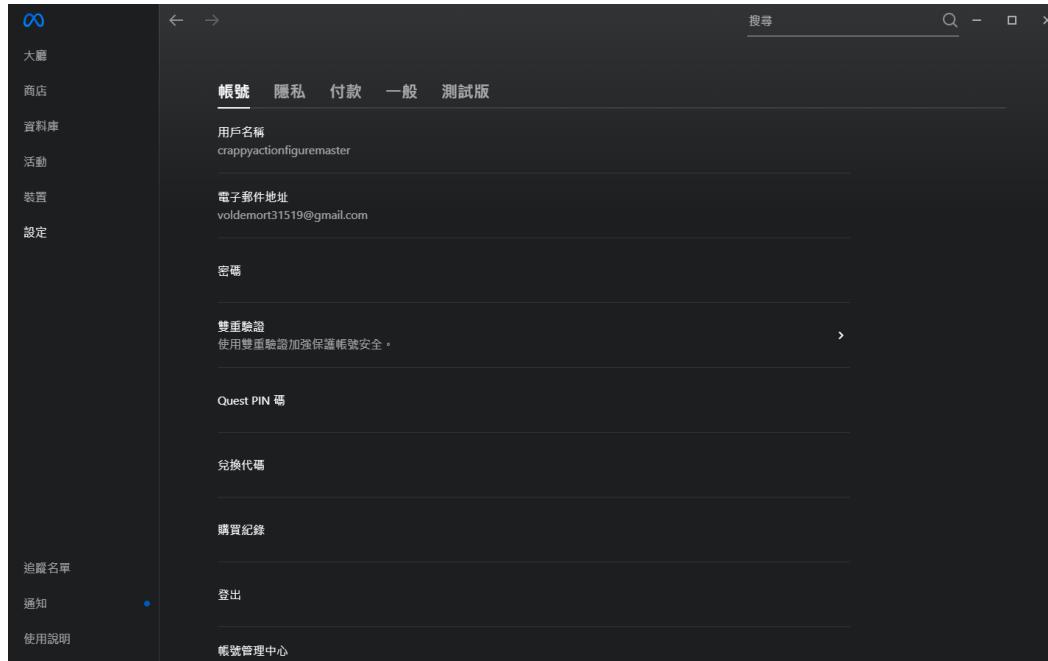
# 下載 Meta Quest 手機 app

A screenshot of the Meta Quest app page on the App Store. The top navigation bar includes links for Store, Mac, iPad, iPhone, Watch, AirPods, TV & Home, Entertainment, Accessories, and Support. A search icon is also present. The main title is "App Store Preview". Below the title, a message states "This app is available only on the App Store for iPhone and iPad." The app icon is a black VR headset. The developer is listed as "Meta Platforms, Inc." with a rating of 8+. The category is "#38 in Entertainment" and it is free. The page features three large screenshots: one showing promotional deals, another showing the app's interface with a game titled "Path of the Warrior", and a third showing social connectivity features like friend activity and events.

The image shows the Google Play Store listing for the Meta Quest app. At the top, there's a navigation bar with the Google Play logo, followed by tabs for Games, Apps (which is selected), Movies, Books, and Kids. The main title 'Meta Quest' is displayed in large, bold letters. Below the title, it says 'Facebook Technologies, LLC' and 'Contains ads'. A rating of '2.4 ★' based on '52.3K reviews' and '10M+' downloads is shown. There are buttons for 'Install', 'Share', and 'Add to wishlist'. A note below the install button states 'This app is not available for your device'. At the bottom, there are three promotional cards: one for updates on desktop releases, one for buying and installing apps anytime, and one for staying connected.

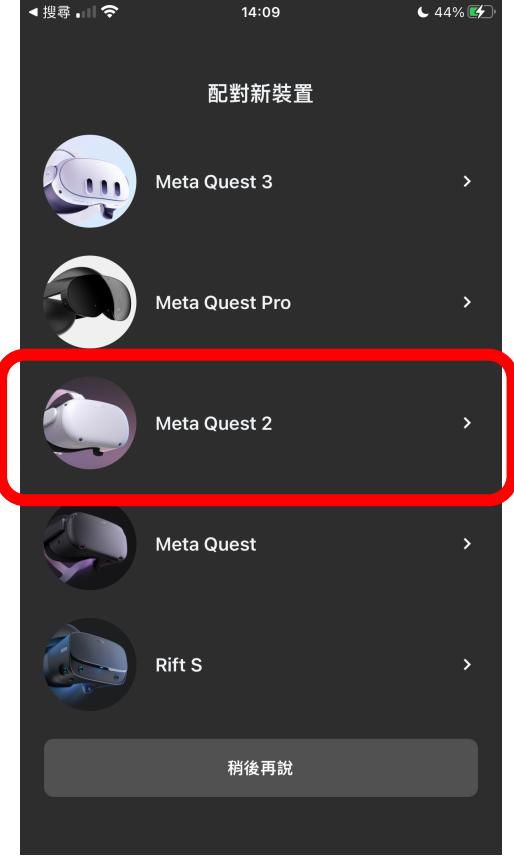
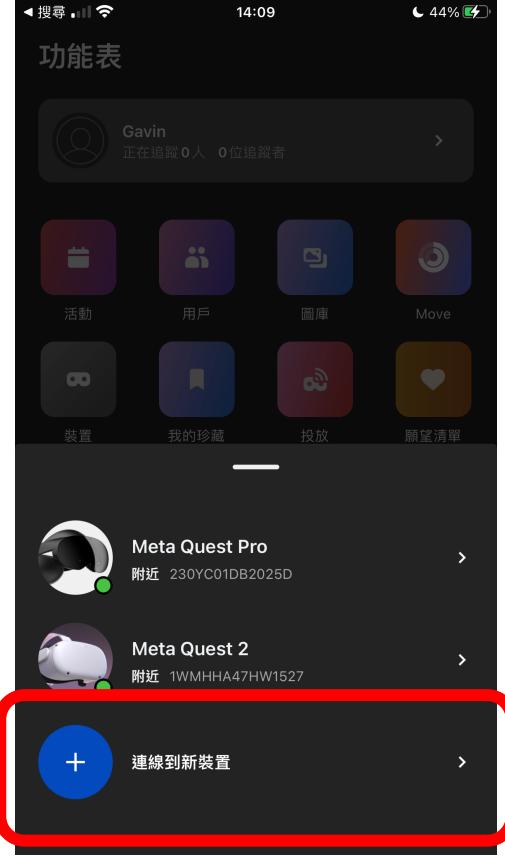
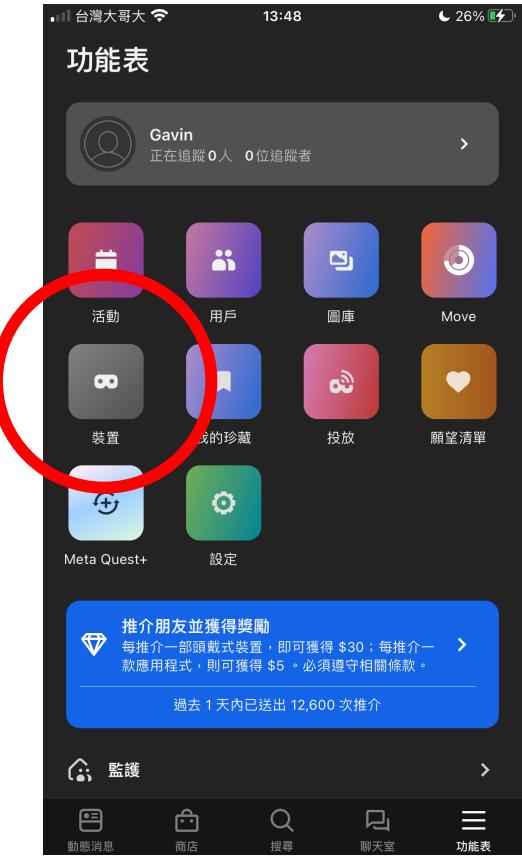


# 在 Oculus Link 跟 Meta Quest 手機 app 都登入meta帳號

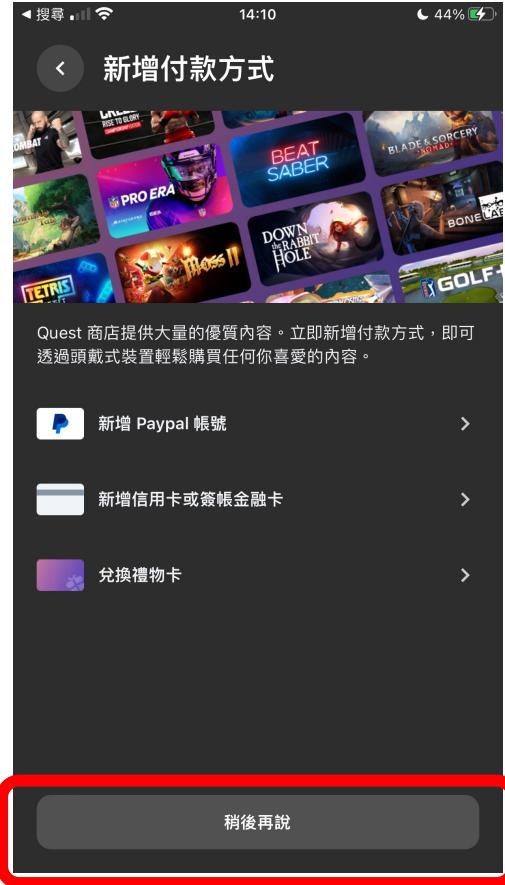
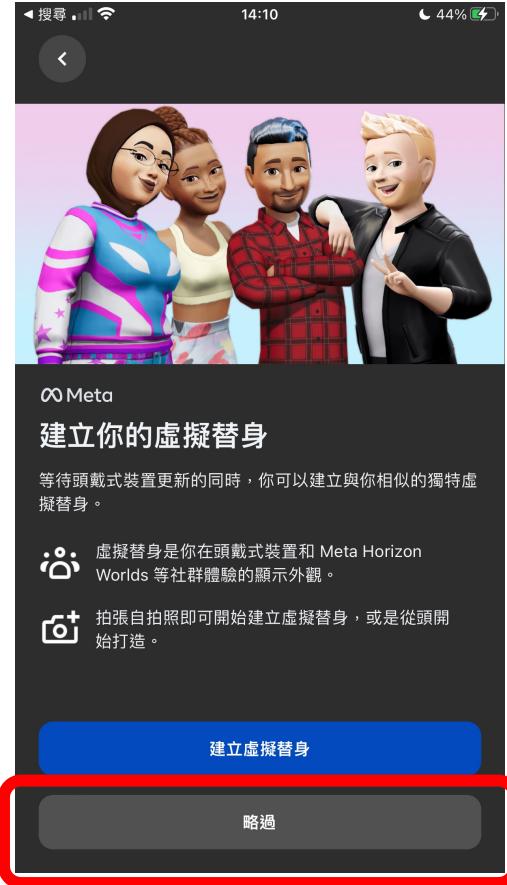


# Pairing headset

# 在Meta Quest 手機 app 上新增裝置



# 可以略過



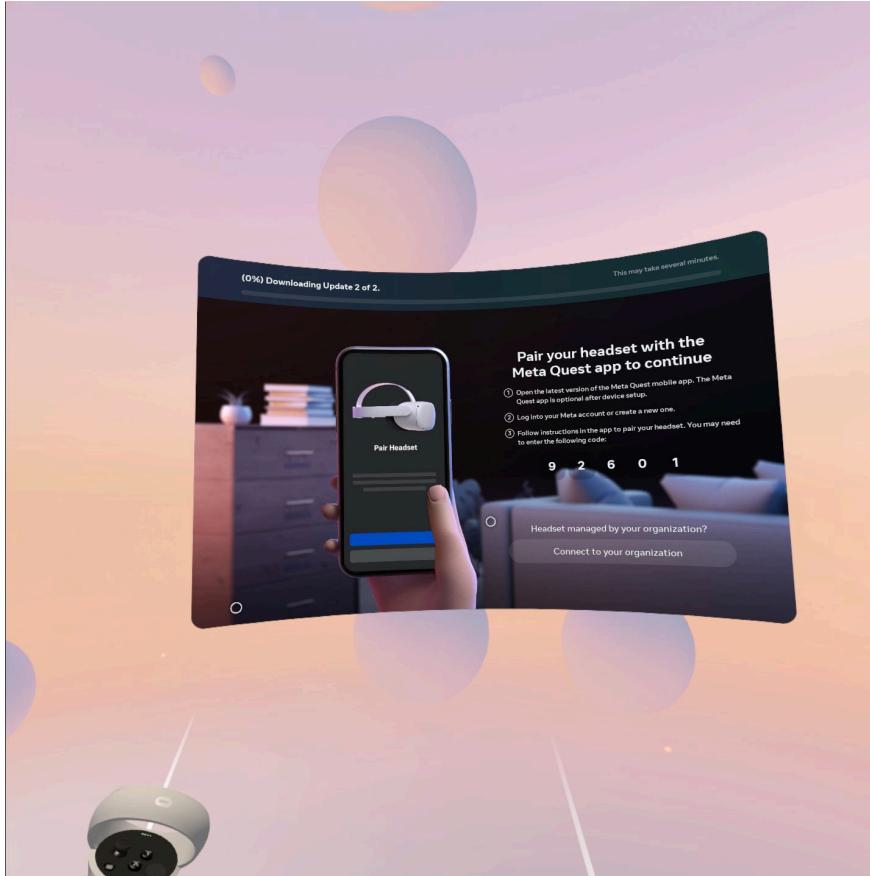
# 輸入headset 配對碼的畫面



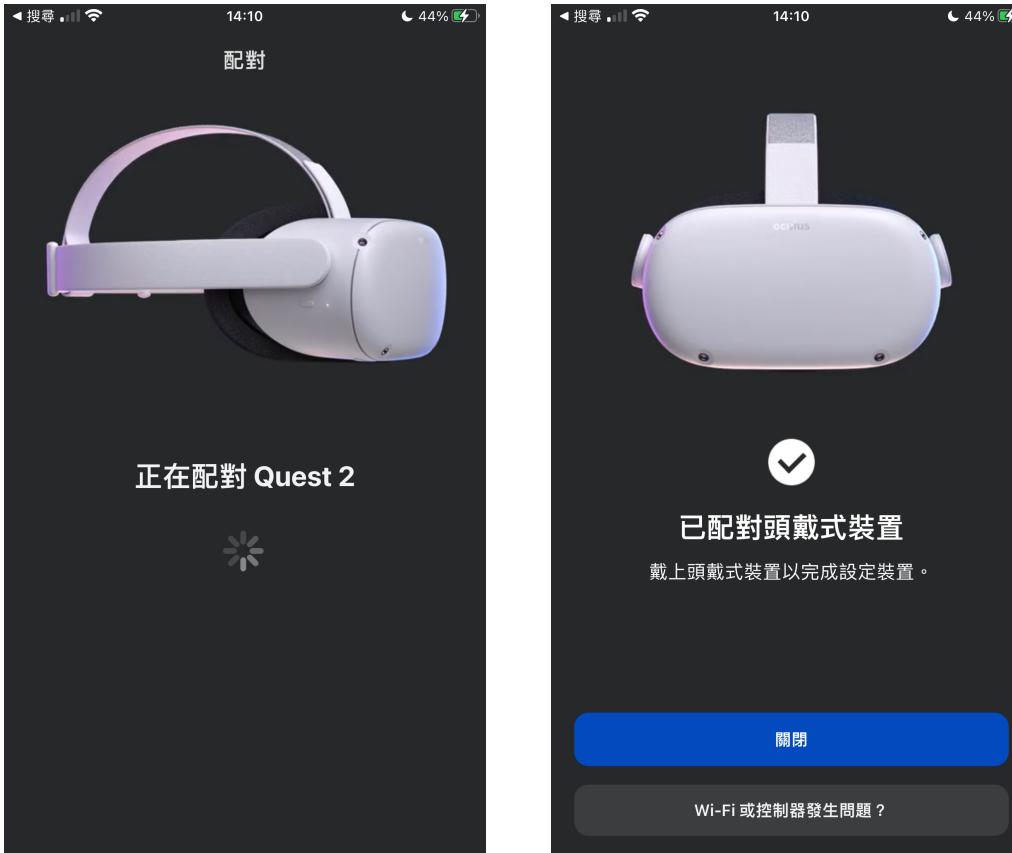
# 戴上headset 會有一些教學



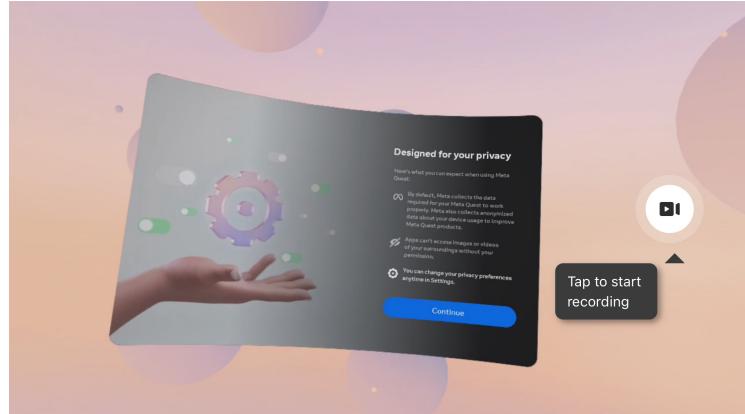
# 會出現headset 配對碼



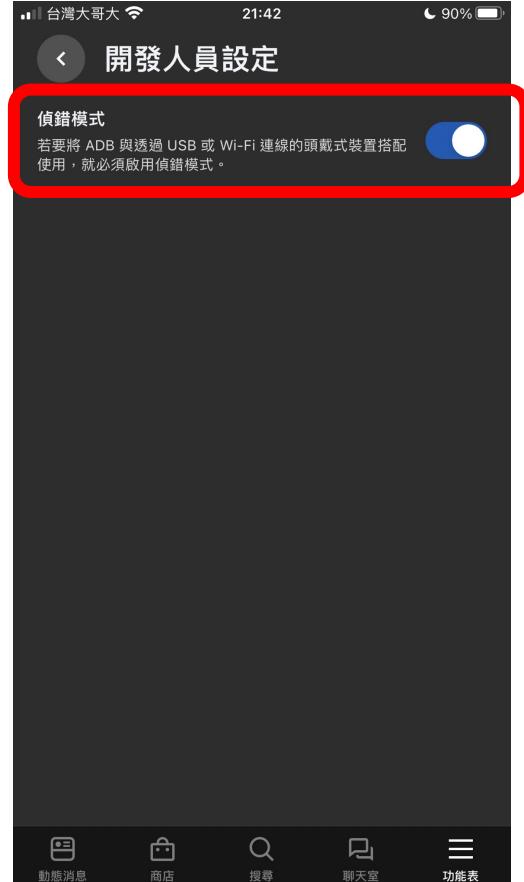
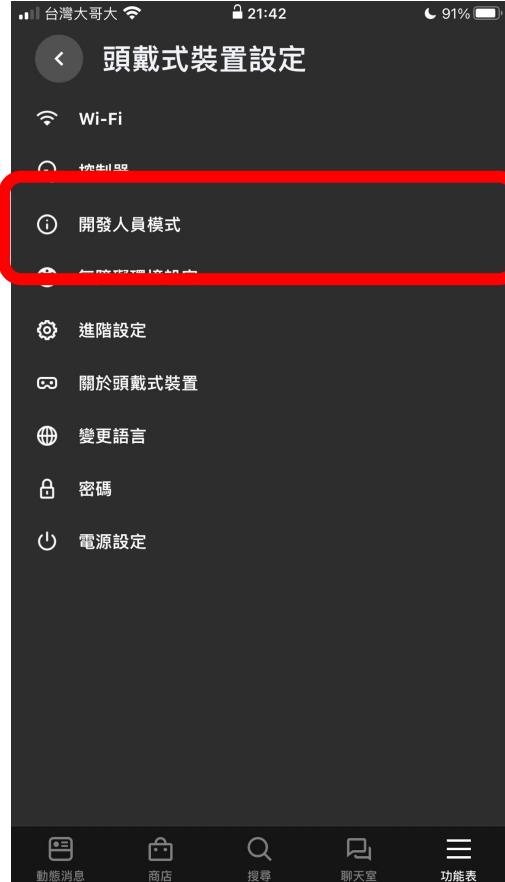
# 輸入 headset 配對碼 配對成功



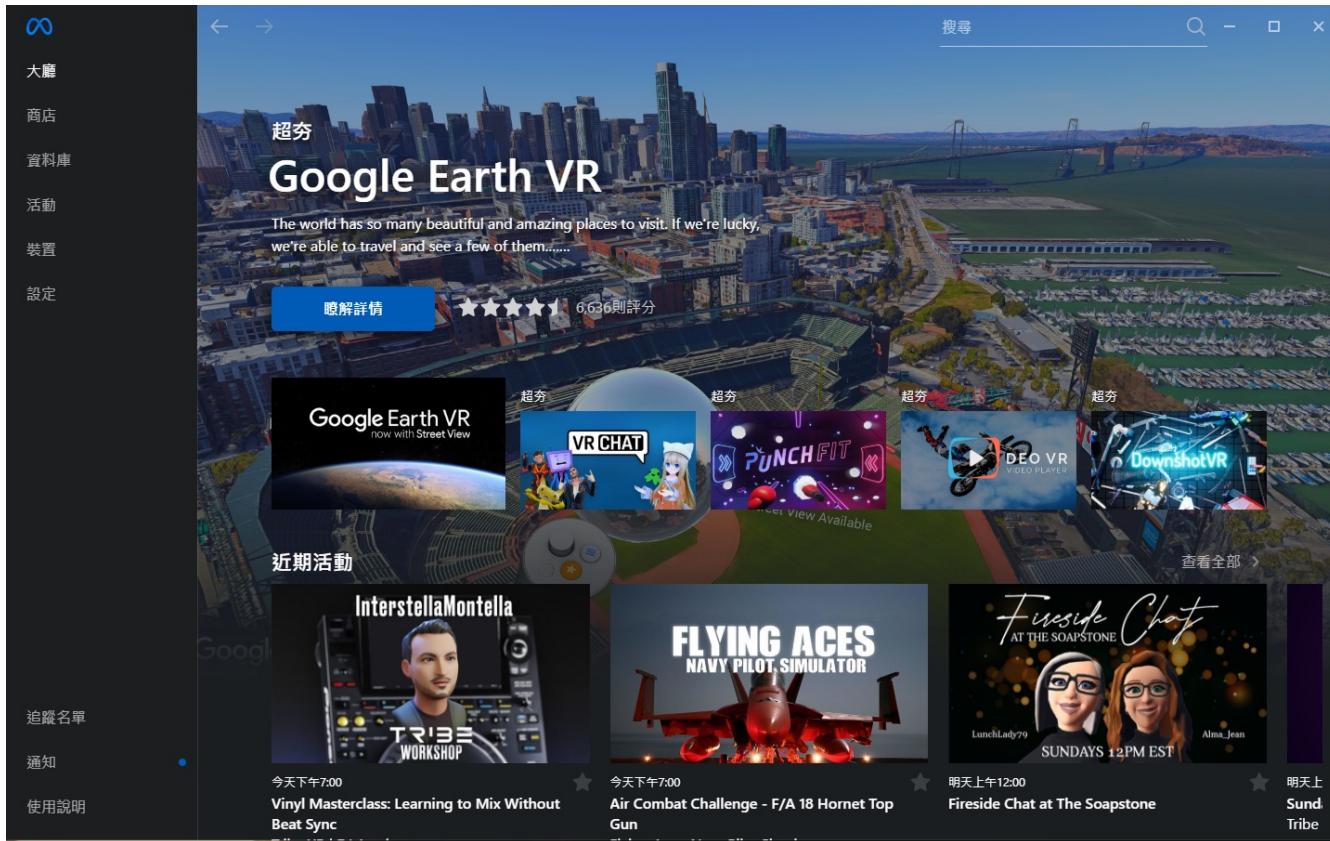
# 手機可以同步顯示headset 畫面



# 配對並打開開發者模式



# 打開Oculus Link



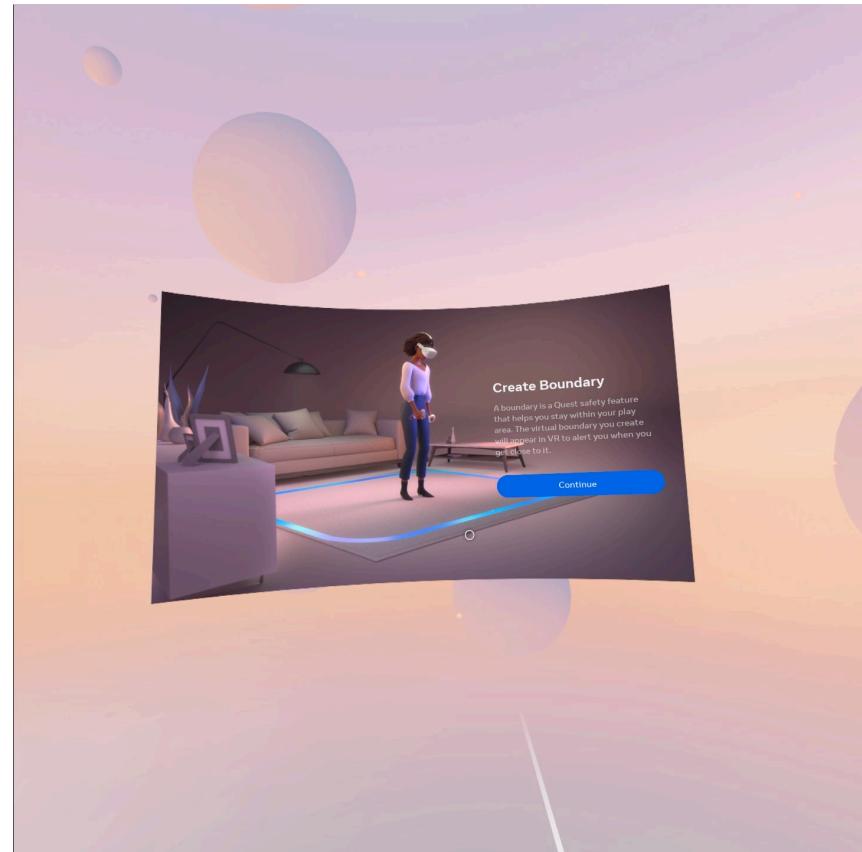
# 設定中也打開開發者功能

The screenshot shows the 'Test版' (Developer) tab selected in the top navigation bar of the Meta Quest Link settings. The left sidebar lists various sections like 大廳, 商店, 資料庫, 活動, 裝置, and 設定. The main content area contains several developer features with toggle switches:

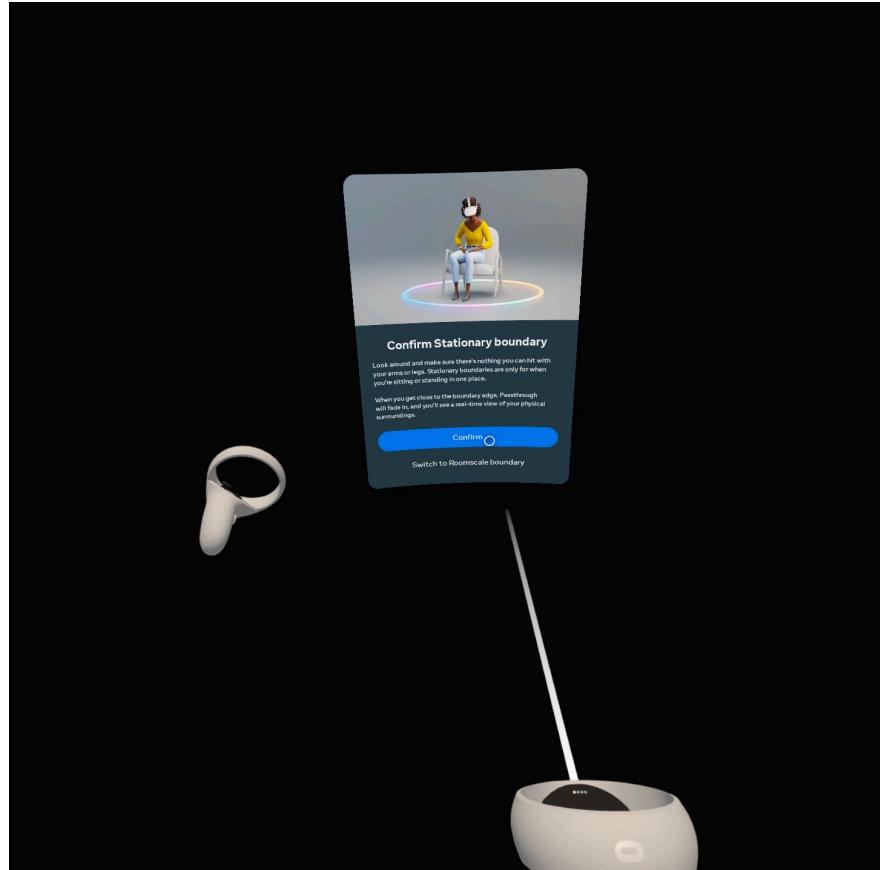
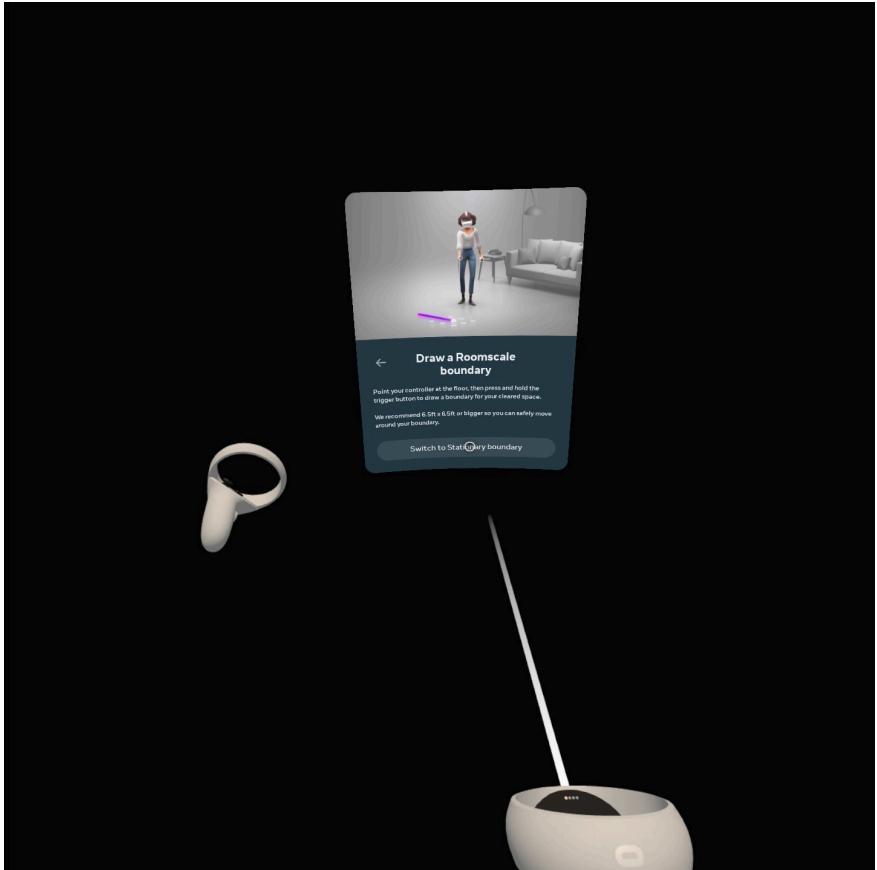
- 重新啟動 Meta Quest Link**: A note stating "重新啟動 Meta Quest Link 會重新開啟所有 Meta Quest Link 軟體。"
- 公開測試頻道**: A note stating "接收日後公開測試頻道推出的最新遊戲。" with a link to "瞭解詳情". The toggle switch is turned on.
- 試玩模式**: A note stating "開始使用試玩模式後，Meta Quest Link 資料庫將只顯示你選擇的應用程式。" with a "啟動" button.
- 開發人員執行期間功能**: A note stating "為開發人員啟用需要 Meta Quest Link 的執行期間功能，例如 OpenXR 擴充功能。" The toggle switch is turned on.
- 搭配 Meta Quest Link 的穿透模式**: A note stating "搭配 Meta Quest Link 啟用穿透模式。相機中的影像會在主機電腦上處理。" The toggle switch is turned on.
- 搭配 Meta Quest Link 的眼動追蹤**: A note stating "搭配 Meta Quest Link 啟用眼動追蹤。抽象化的視線資料會在主機電腦上處理。" The toggle switch is turned on.
- 搭配 Meta Quest Link 的自然臉部表情**: A note stating "搭配 Meta Quest Link 啟用自然臉部表情。抽象化的臉部表情資料會在主機電腦上處理。" The toggle switch is turned on.
- 搭配 Meta Quest Link 分享點雲**: A note stating "與 Meta 分享點雲資料，即可擴大頭戴式裝置的功能及啟用本機多人模式等功能。" with a link to "瞭解詳情". The toggle switch is turned on.
- 搭配 Meta Quest Link 的空間資料**: A note stating "..." The toggle switch is turned on.

# Boundary settings

# 回到headset 繼續設定 boundary



# 不需要走動的話 選stationary 就可以



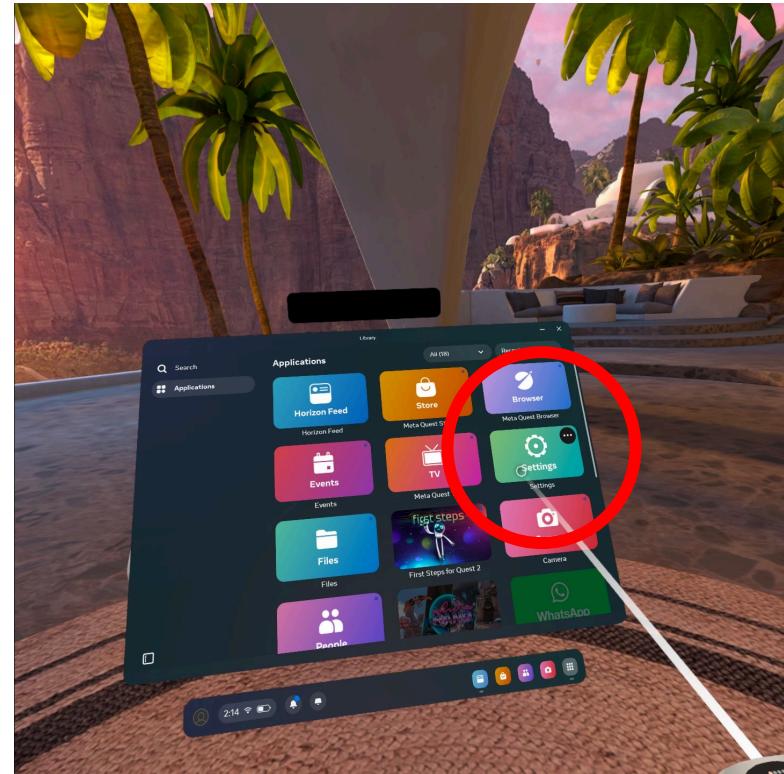
這樣就完成基本設定

如果沒有出現選單 可以按右手controller的Oculus按鍵打開

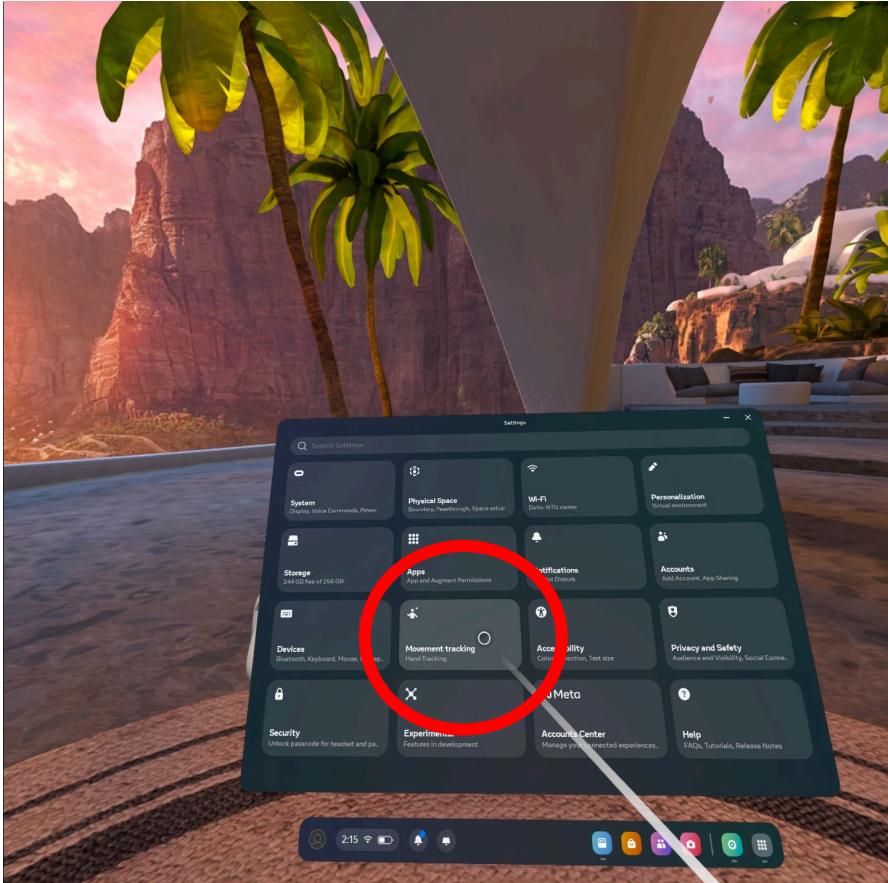


# Hand tracking

點右下library 選settings



# 點上 Movement tracking 然後 Enable hand tracking



打開後會看到這個畫面 就完成



# Oculus link

# 回到Settings 點System



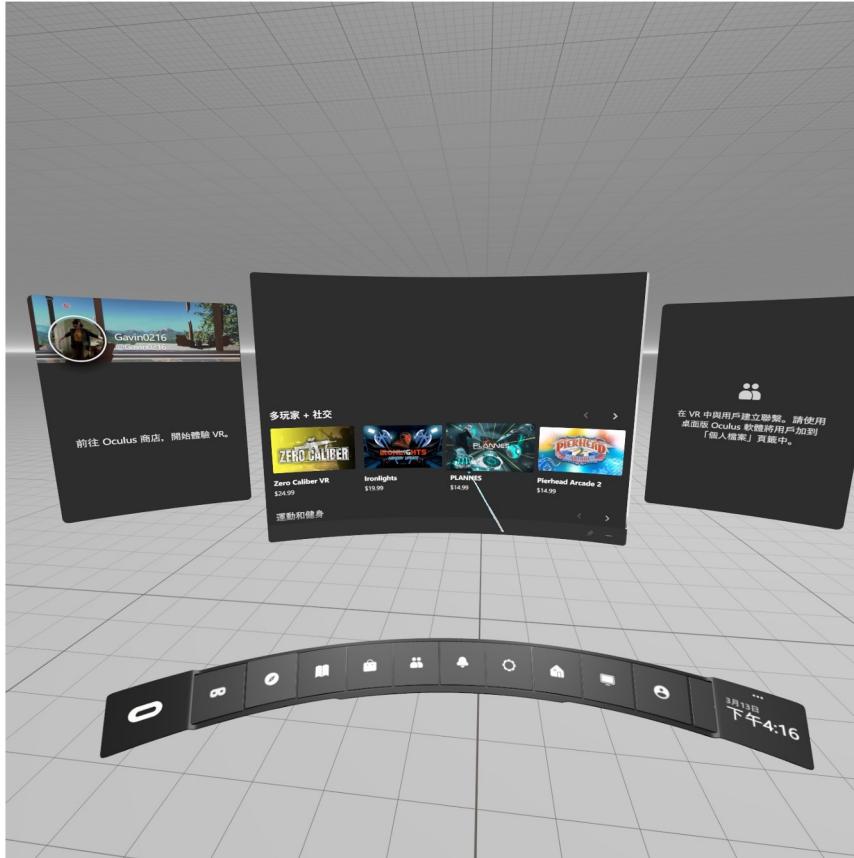
# 點上Quest Link 然後選Launch Quest Link



把USB線接上電腦和headset 就會出現Rift 點它後Launch

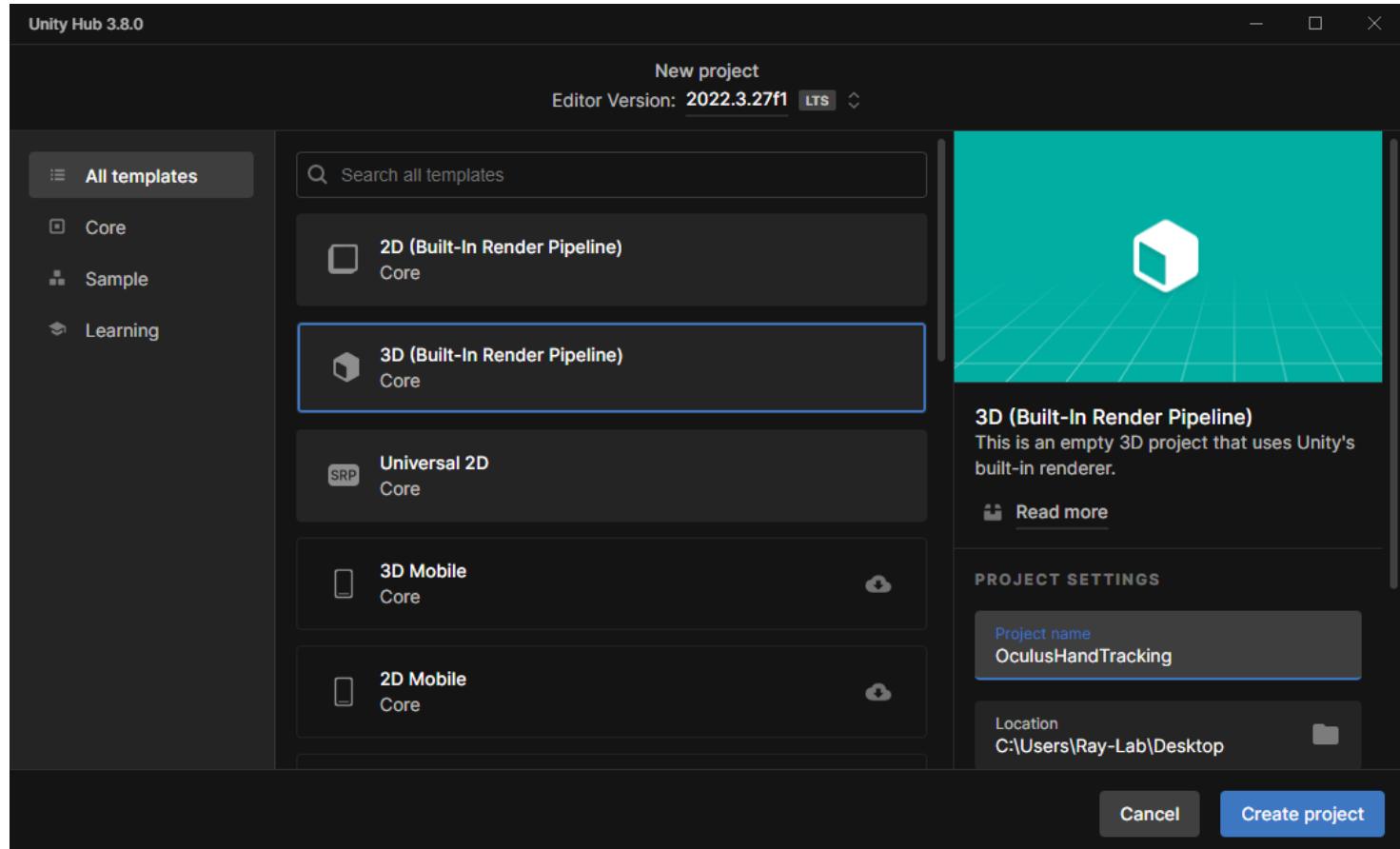


# 看到這個畫面就是連接成功

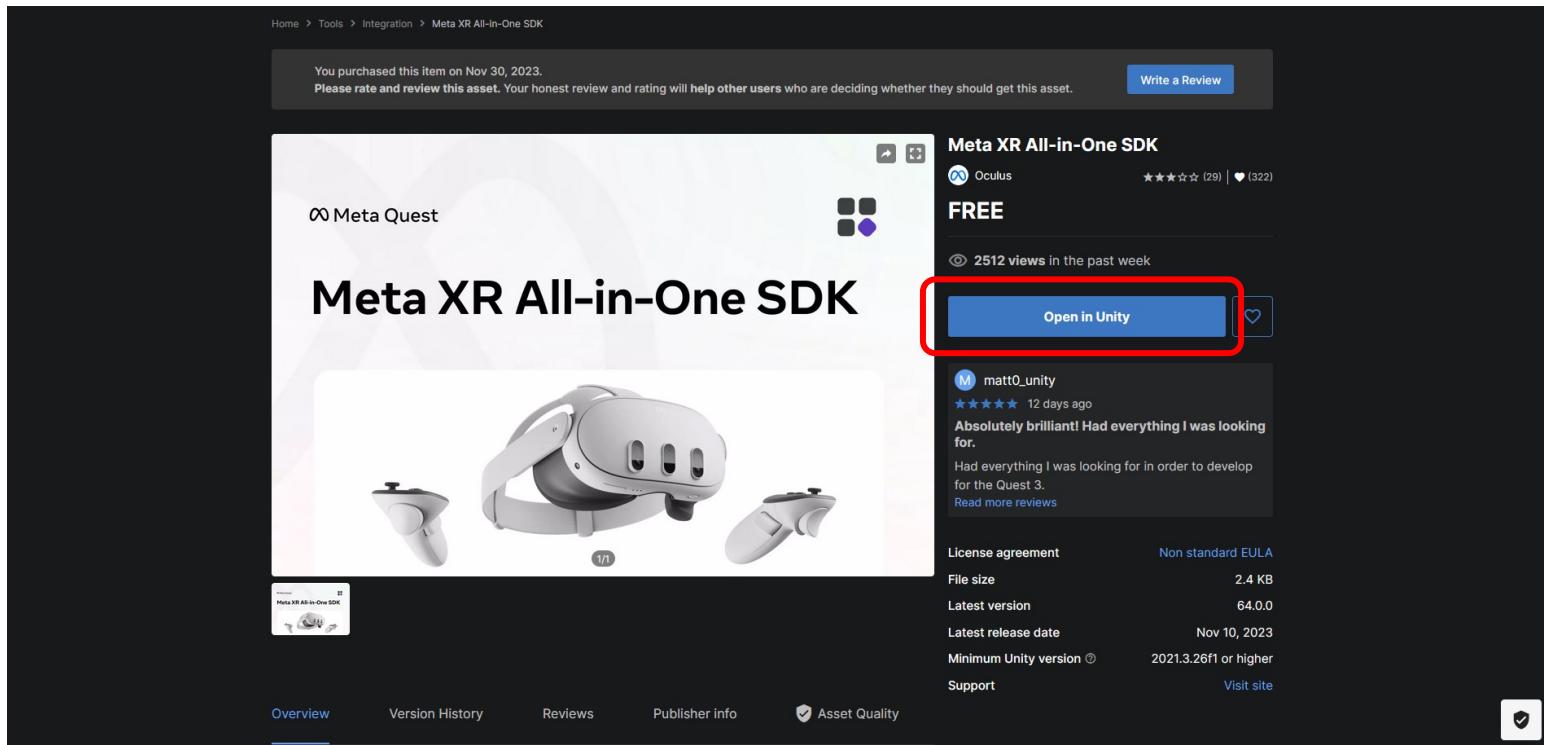


# Unity packages

# Unity創建新project (Unity 2022.3.27f1)

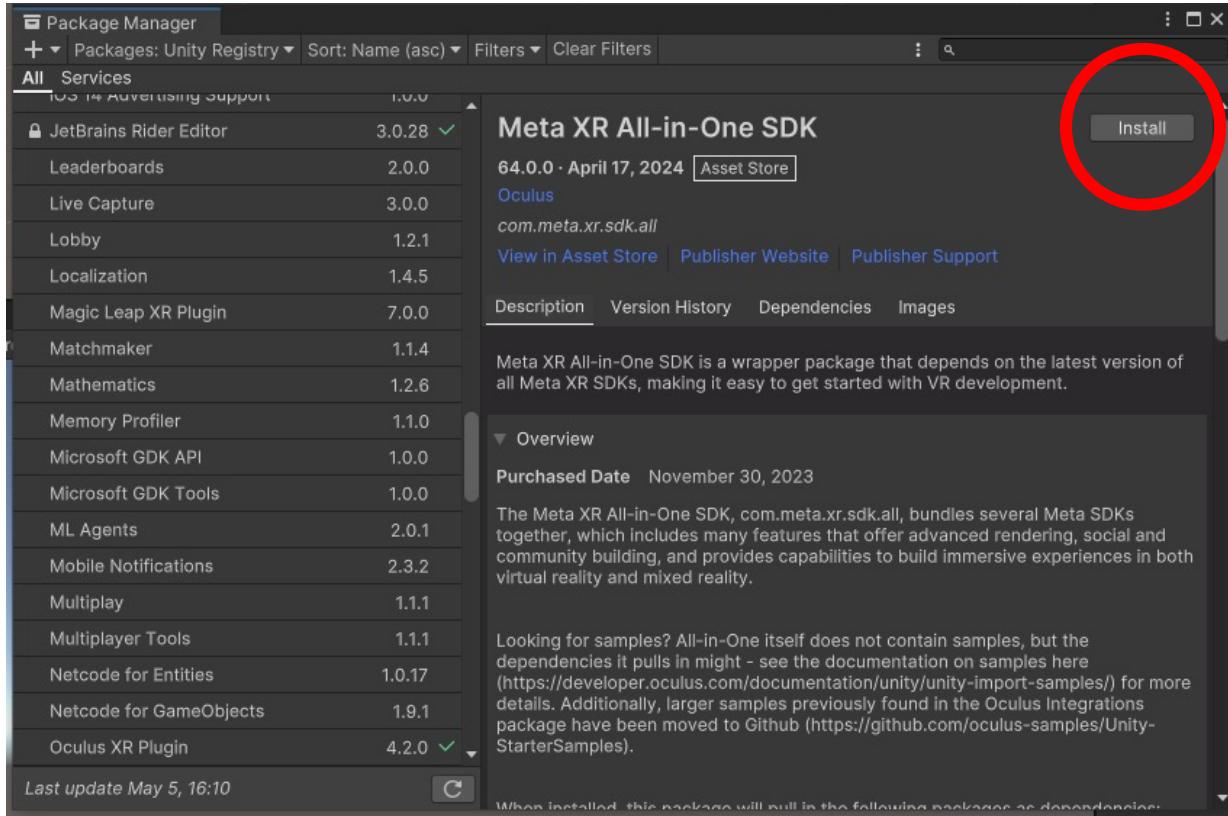


# 到Asset store中下載Meta All-in-One SDK (要先登入)

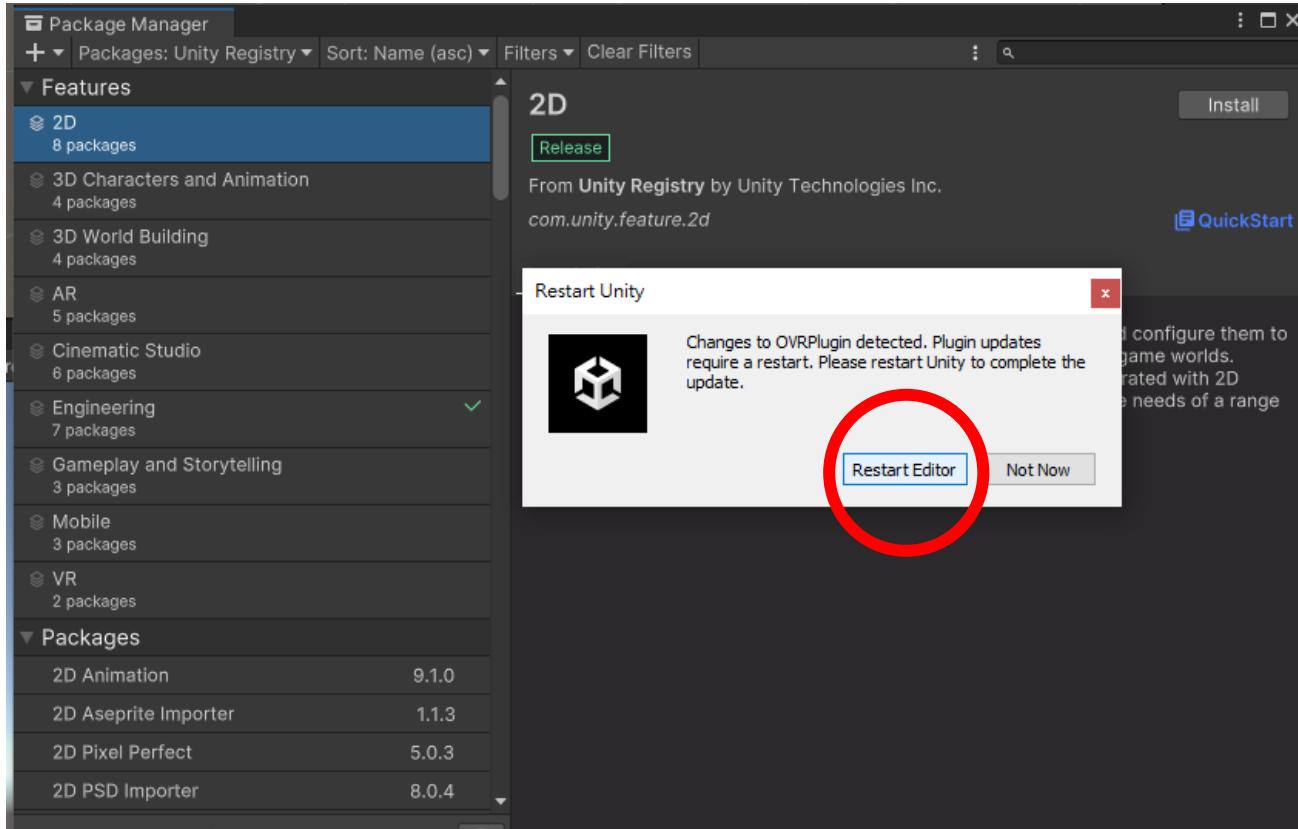


<https://assetstore.unity.com/packages/tools/integration/meta-xr-all-in-one-sdk-269657>

會跳轉至Unity 並打開這個頁面 點Install

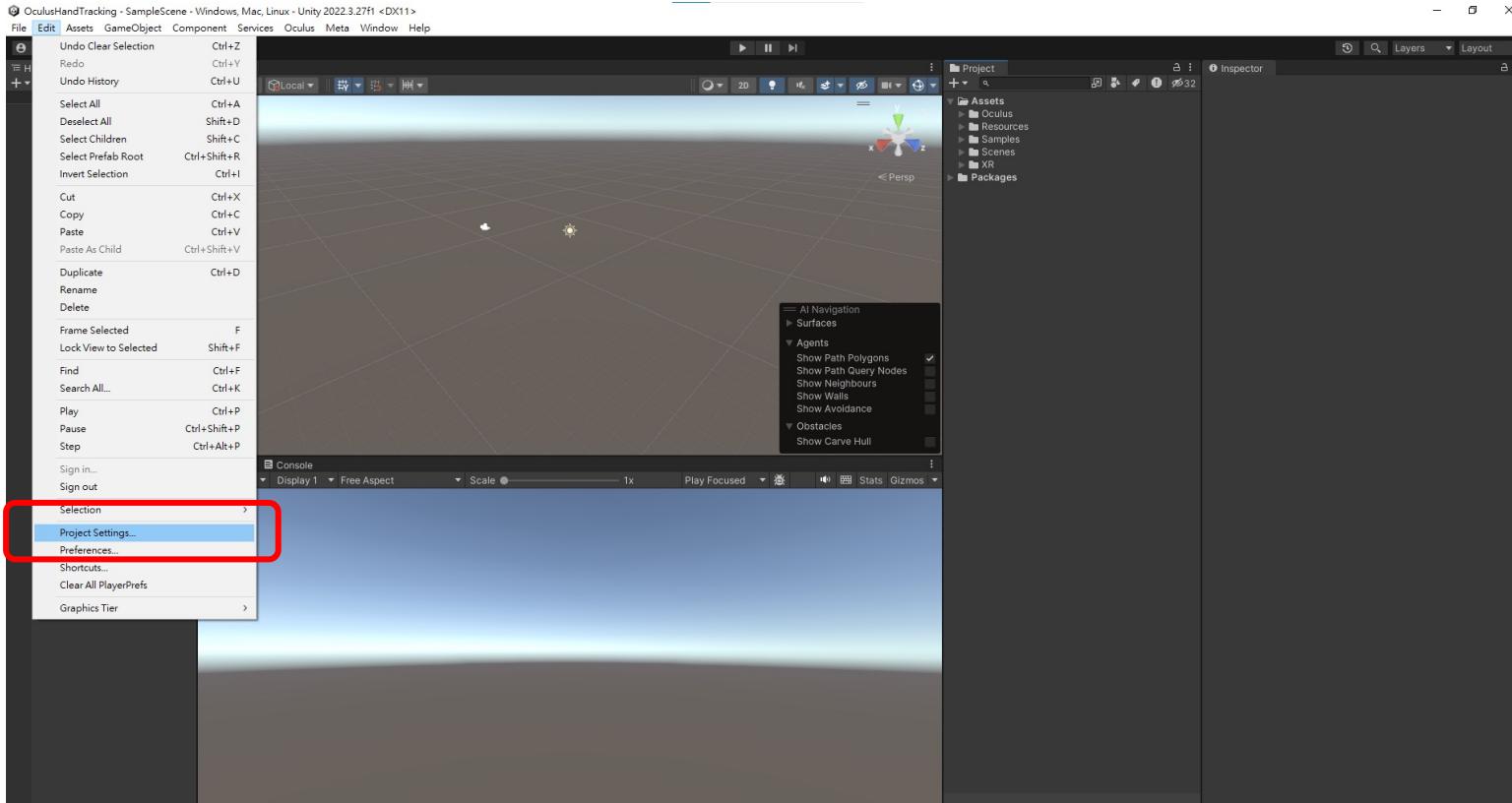


# 下載完後需要重啟 Unity project

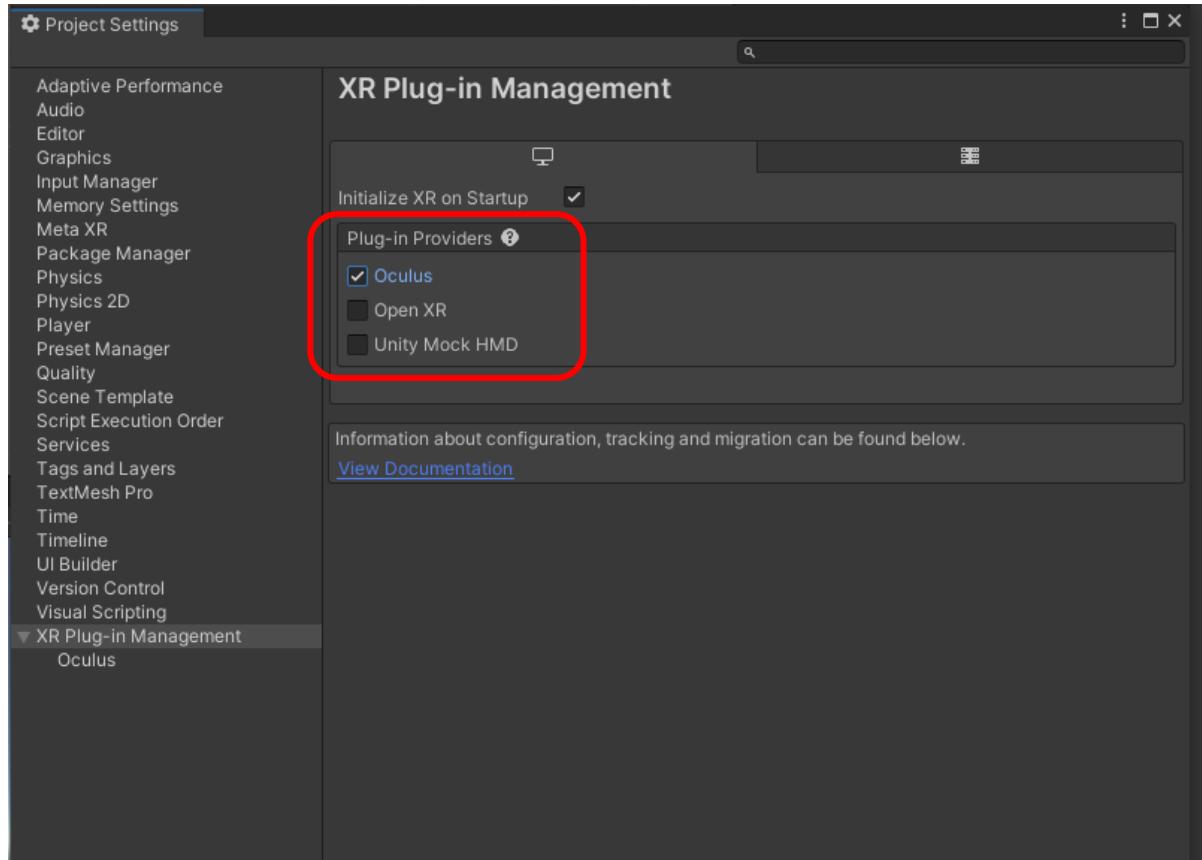


# Unity settings

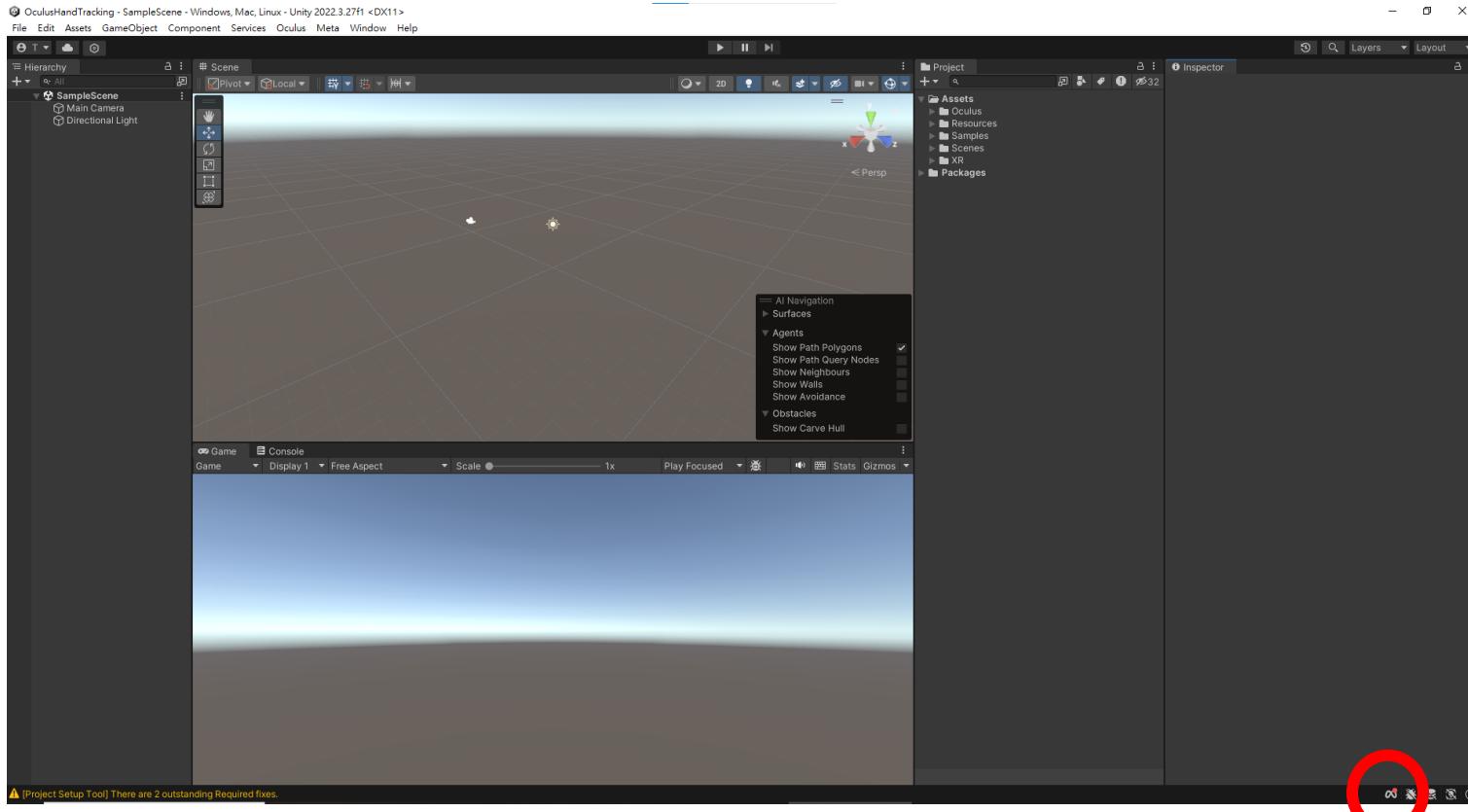
# 打開 Project Settings



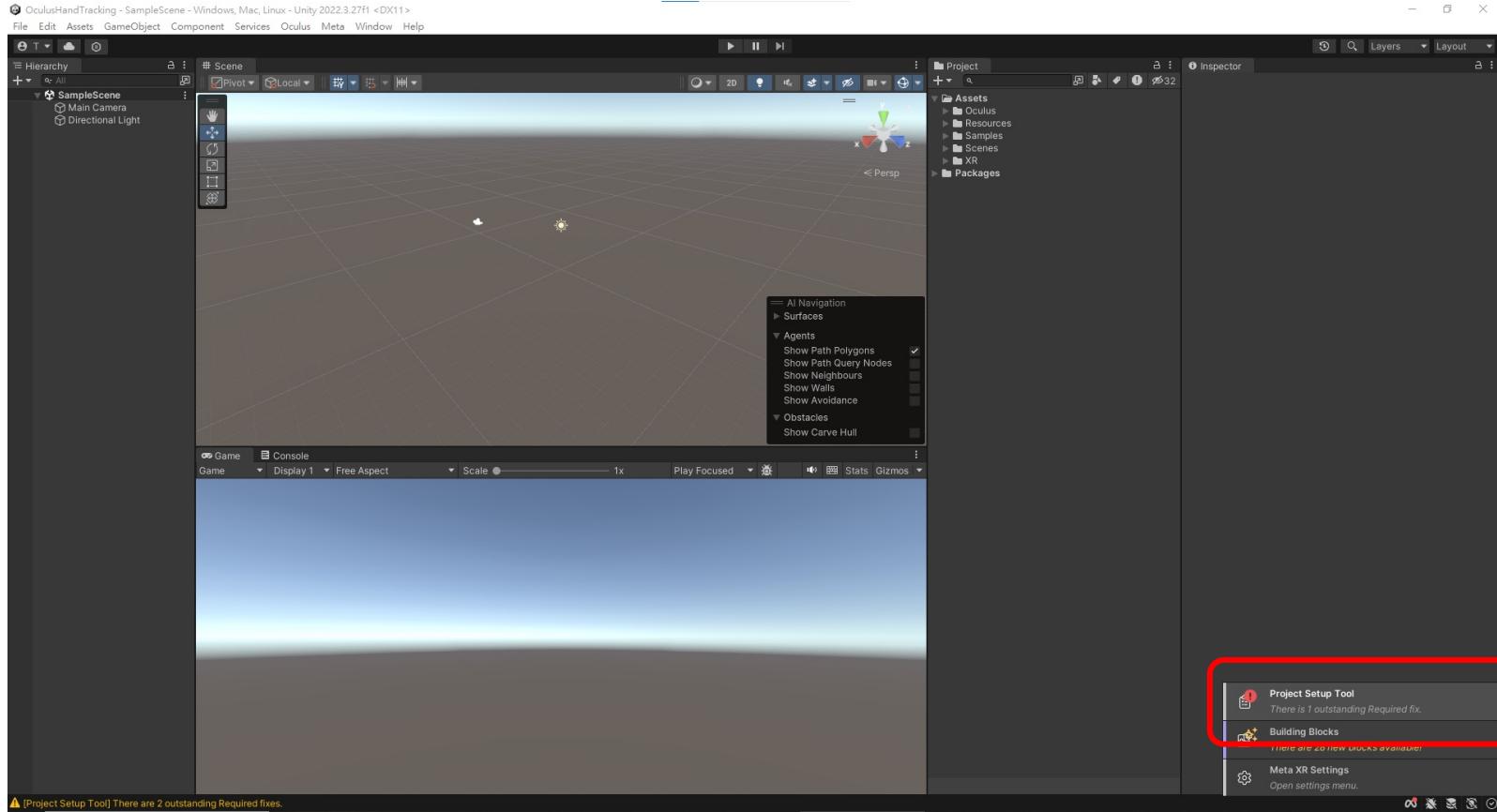
# 選 XR Plug-in Management 打勾 Oculus



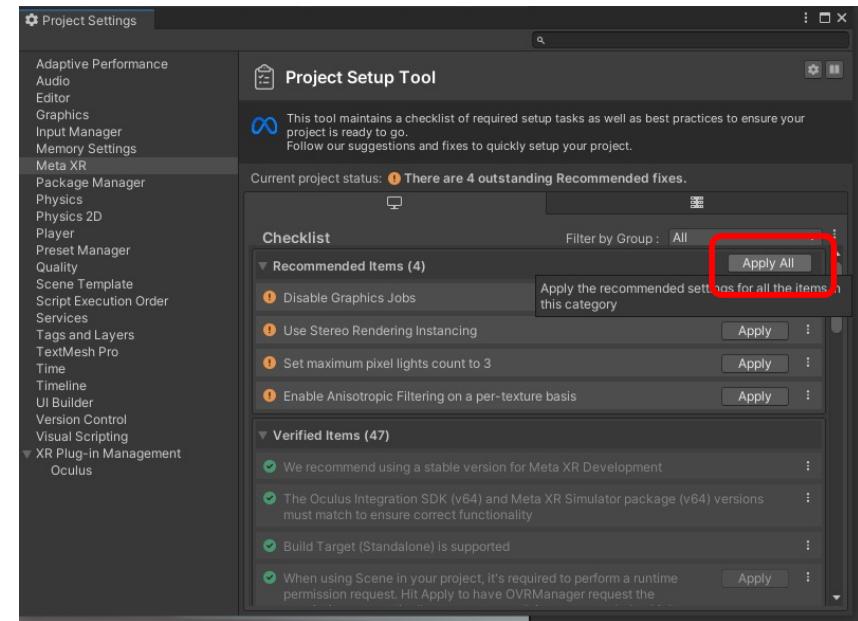
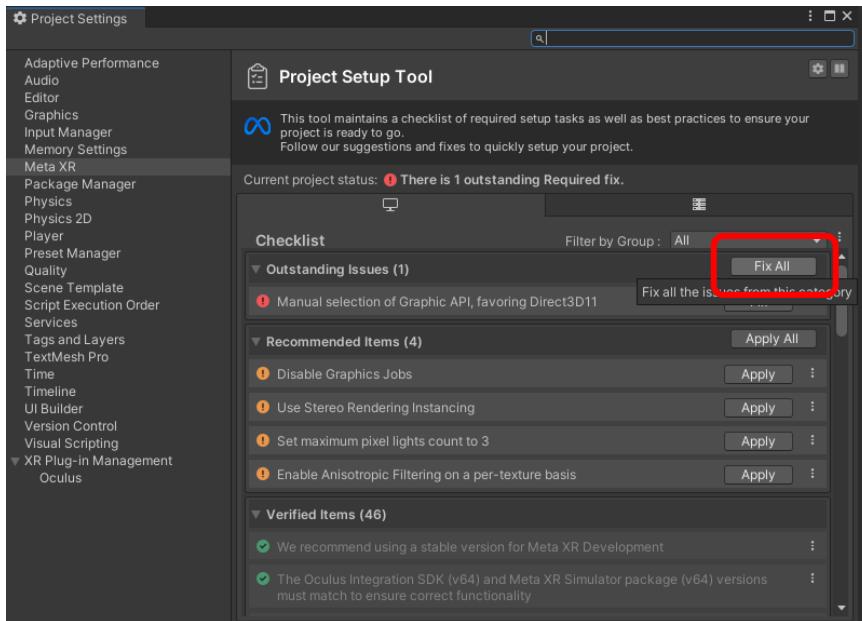
# 點右下角Oculus icon



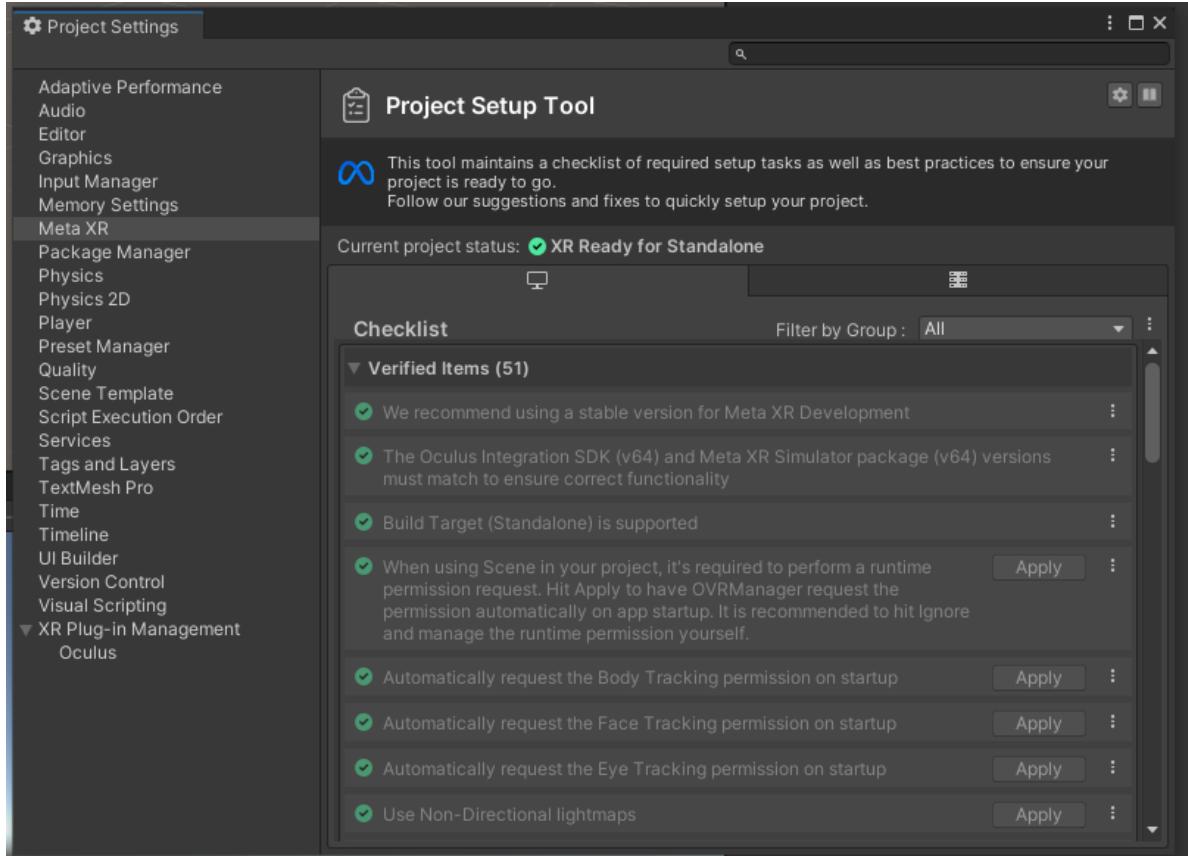
# 選 Project Setup Tool



# 點上 Fix All 跟 Apply All

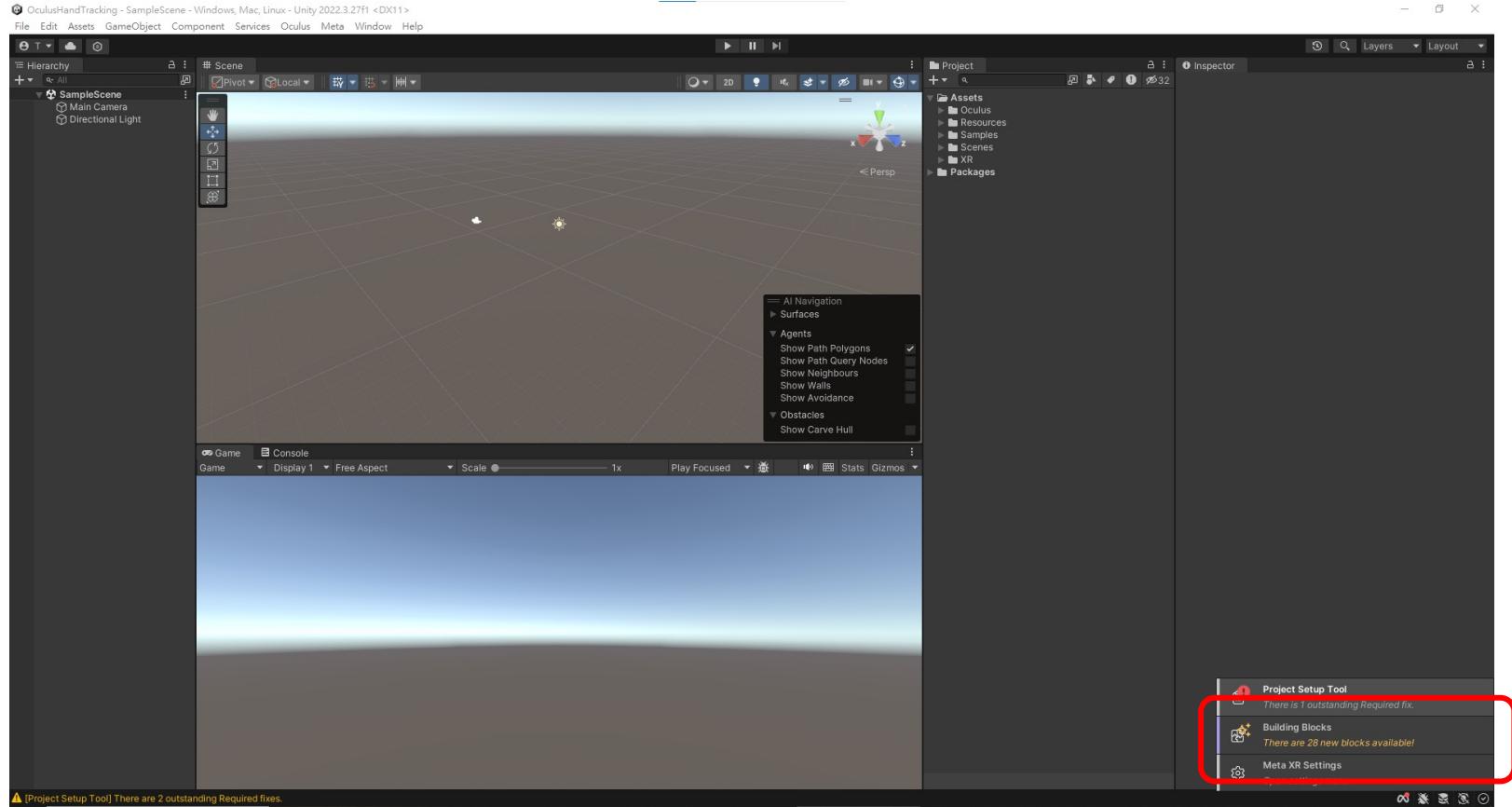


# 設定完成

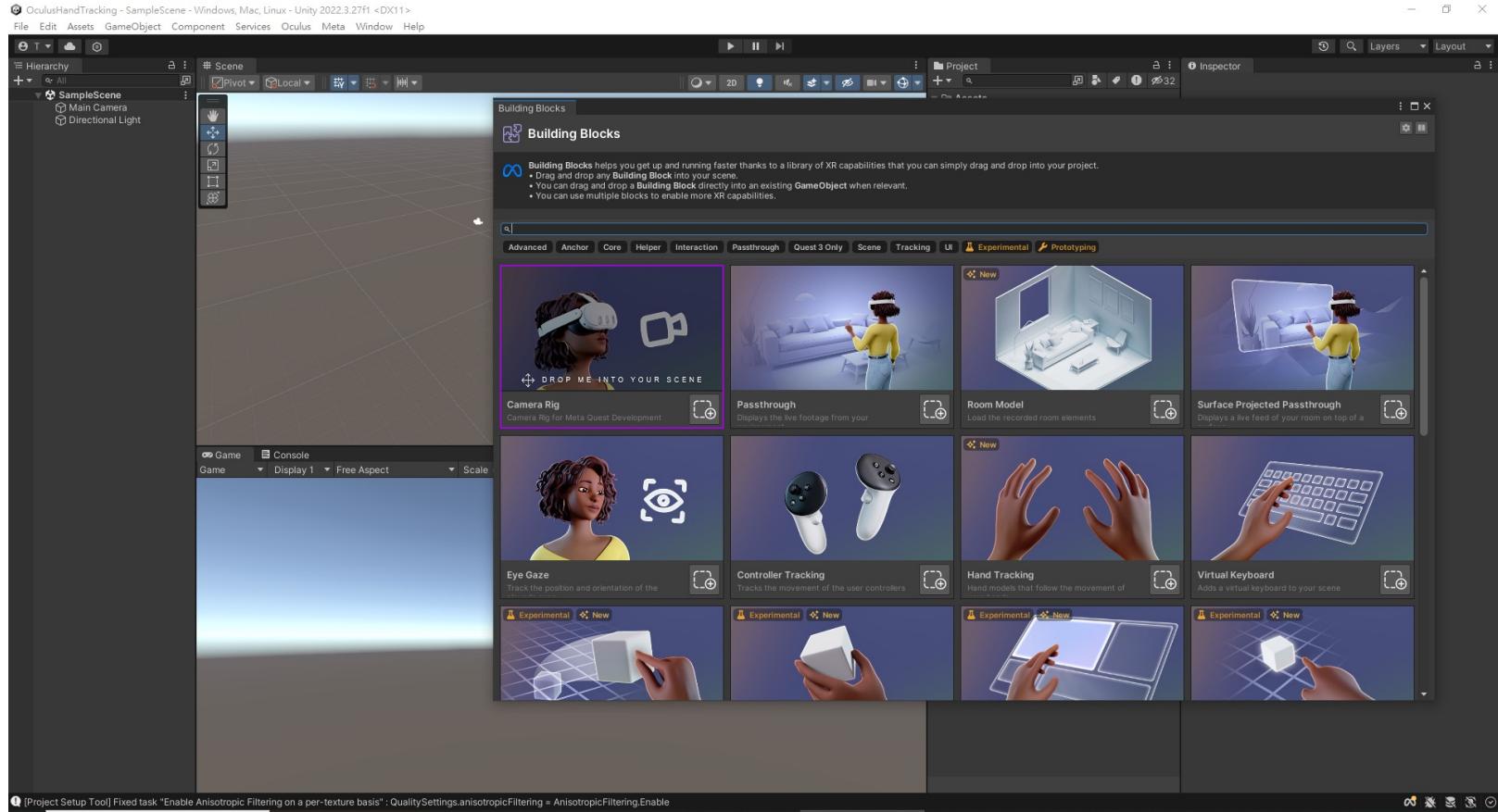


# Unity building blocks

# 點右下角Oculus icon 選 Building blocks



# Oculus提供可以直接使用的Prefabs



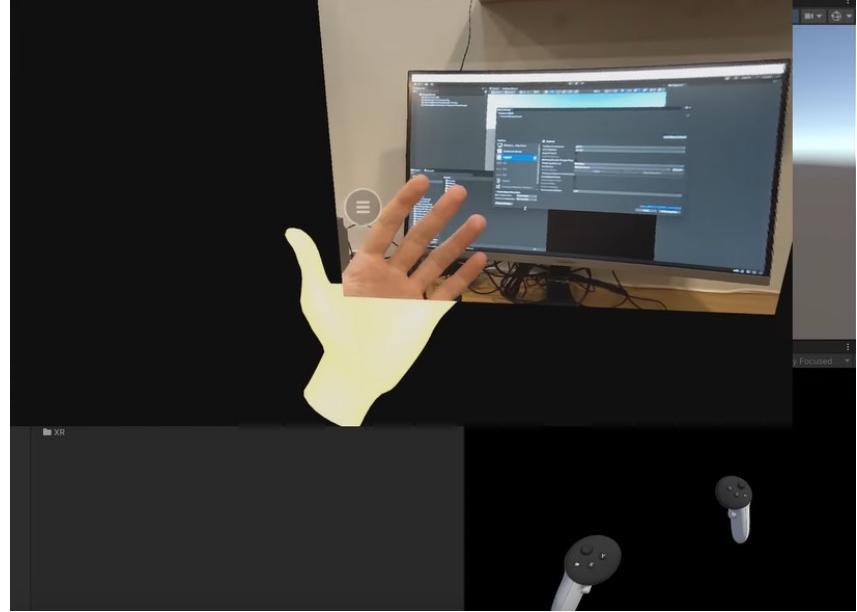
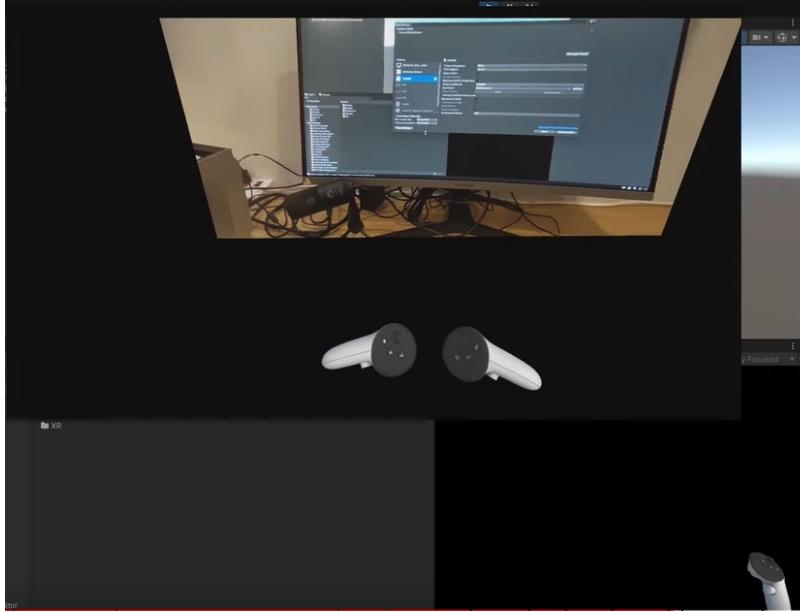
# Hand tracking



# Passthrough + grabbable item



# Surface projected passthrough



# Unity example scene

**AssetStore**

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Home > Tools > Integration > Meta XR Interaction SDK OVR Samples

Meta Quest

# Meta XR Interaction SDK OVR Samples



Add to My Assets

Meta XR Interaction SDK OVR Samples

Oculus ★★★★☆ (13) | ❤ (53)

FREE

788 views in the past week

License agreement Non standard EULA  
File size 47.1 MB  
Latest version 64.0.0  
Latest release date Nov 9, 2023  
Minimum Unity version 2021.3.26f1 or higher  
Support Visit site

Frequently bought together

**Package Manager**

Packages: My Assets Sort: Name (asc) Filters Clear Filters :  X

2D Game Kit	1.9.5 ↴
Meta XR Interaction SDK OVR Samples	64.0.0 ↴
UI Samples	1.2.3

**Meta XR Interaction SDK OVR Samples** Remove

64.0.0 · April 17, 2024 Asset Store

Oculus

*com.meta.xr.sdk.interaction.ovr.samples*

[View in Asset Store](#) | [Publisher Website](#) | [Publisher Support](#)

[Documentation](#) | [Changelog](#) | [Licenses](#)

Description Version History Dependencies Samples Images

Contains sample scenes, prefabs, and art assets for Interaction SDK, using OVR variants of the player rig.

▼ Overview

Purchased Date December 14, 2023

Interaction SDK is a library of components that adds controller and hand interactions and body pose detection to your experiences.

This package contains samples that use the OVR rig and data sources.

Minimal Unity Version - The minimum supported Unity version for Oculus app development is 2021.3.26f1.

Release Notes - See the [Release Notes](#) (<https://developer.oculus.com/downloads/package/meta-xr-interaction-sdk-ovr-samples>) for new features and changes included in this release.

All 3 packages shown Last update May 7, 21:02 C ▾

Package Manager

+ Packages: My Assets Sort: Name (asc) Filters Clear Filters

2D Game Kit 1.9.5 ↴

Meta XR Interaction SDK OVR Samples 64.0.0 ✓

UI Samples 1.2.3 +

Meta XR Interaction SDK OVR Samples

64.0.0 · April 17, 2024 Asset Store

Oculus

`com.meta.xr.sdk.interaction.ovr.samples`

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[Documentation](#) | [Changelog](#) | [Licenses](#)

Description Version History Dependencies Samples Images

Example Scenes 4.56 MB ✓ Reimport

Scenes that demonstrate multiple variations of an interaction model

Feature Scenes 1.6 MB ✓ Reimport

Scenes that demonstrate a single feature in isolation

Tools 236.13 KB Import

Scenes that demonstrate editor tooling

All 3 packages shown

Last update May 7, 21:02 C ▾

A screenshot of the Unity Package Manager window. The left sidebar shows installed packages: 2D Game Kit (version 1.9.5), Meta XR Interaction SDK OVR Samples (version 64.0.0, highlighted in blue), and UI Samples (version 1.2.3). The main content area displays the details for the selected 'Meta XR Interaction SDK OVR Samples' package. It includes the version (64.0.0), last updated date (April 17, 2024), and download source (Asset Store). Below this, it lists three asset categories: 'Example Scenes' (4.56 MB), 'Feature Scenes' (1.6 MB), and 'Tools' (236.13 KB). Each category has a 'Reimport' button next to its name. At the bottom of the main content area, there is descriptive text for each category. The bottom of the window shows a summary: 'All 3 packages shown' and 'Last update May 7, 21:02'. A small 'C' icon with a dropdown arrow is at the bottom right.

