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SER 401 Fall 2024

Documentation for Task #80 of #79

- URL: [📺 Learn VR Development in 3 Hours - Unity VR Tutorial Complete Course](#)
- In the 3-hour long tutorial that was followed for the task, it starts off with creating a Universal 3D template, rather than the VR template, to show how to create a VR project in Unity from scratch.
- After following through most of the video, this would be a good reference for the team to use as a starting template approach for when we start to develop and code the actual Surface Data VR itself.
- The way the team can develop the environment of the VR software is how it is shown in this 3-hour tutorial video where you can customize the VR hands where we customize the hands to the most appropriate and fitting appearance as if you are actually on planet Mars.
- There is a very beneficial built-in tool that Unity has for those that don't have VR headsets, called XR Device Simulator. Because only two out of the four team members have VR headsets to test the VR software, the rest of the team can use the XR Device Simulator to do testing of the software.
- The provided link in this document will also be added to the README.md file of the team's remote repository with listed relevant chapters of the 3-hour video.

- List of relevant chapters:
 - ❖ Part 1 - VR Setup and Custom Hand
 - ❖ Part 2 - Building The Environment
 - ❖ Part 3 - Grab and Throw
 - ❖ Part 4 - Grab and Use
 - ❖ Part 5 - Continuous Movement and Teleportations
 - ❖ Part 6 - Snapping Button and Door
 - ❖ Part 9 - User Interface
 - ❖ Part 10 - Game Audio
 - ❖ Part 11 - Build and Optimization

- Overall, the full tutorial was not copied or followed but rather, taking all of the key aspects from it that will be very useful starting points for the team. The only part completed of the project, which was found the most crucial as far as setting up testing without VR headsets, was the first Chapter.

- This will be the very last research and tutorial task of this project. Going forward, the team will work on diagramming, designs, pseudocoding, prototyping, 3D modeling for the Unity scenes, and actual coding implementations.

- OneDrive URL to brief Unity practice project:

https://arizonastateu-my.sharepoint.com/:u:/r/personal/jlgrijal_sundevils_asu_edu/Documents/ASU%20SER%20Fall2024-Spring2025%20Capstone%20-%20Surface%20Data%20VR/Unity%203D%20engine%20files/US79_Task80.zip?csf=1&web=1&e=MAMGgp