Navigation Basic Thrust for Vive Controllers / Ancientc
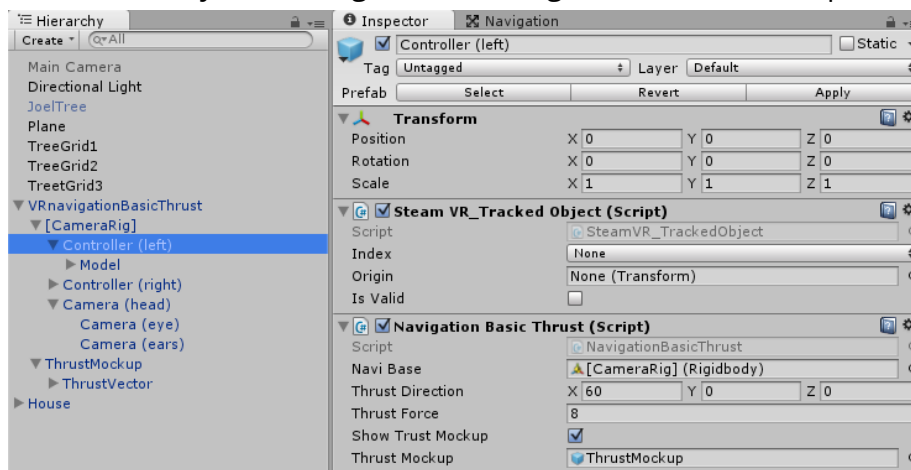
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Introduction

Fist you need a HTC Vive and the SteamVR plugin to use this asset.

Basically what happens is that when the Vive controller trigger is pulled then a certain amount of Force is applied to the Camera Rig in the direction of the trigger. This way you can fly like a superhero.

You can modify the settings in the "Navigation Basic Thrust" part.

It is a very basic approach, this is why the asset is free. In case you need extensions or other features you can contact me at shine@ancientc.com.

Steps

Then you follow these steps to have this kind of flying navigation:

1. Create a new project
2. Import SteamVR asset from the asset store
3. Import this VRnavigationBasicThrust asset store
4. Drag and drop VRnavigationBasicThrust into your scene
5. Start the scene

If something is not clear, then you can check the scene "naviTest".