

About:

Dolly Effect Script - 27 of March 2015 - Created by Rob de Jager (www.tinyflame.co.uk)

A simple script that can be used with the Oculus Rift (DK2) to add a Dolly or Vertigo effect to your scene(s).

An example of the script in action can be found here: <https://www.youtube.com/watch?v=UfhAJR4cjzU>

I made it for a project and thought it might be useful to others. I tested this script with the Oculus Rift (DK2) I don't know how it will work on other Dev kits. There is no guarantee this script will keep working with future Oculus Unity Integration releases if the OVRCameraRig changes.

Quick Guide:

1. Install the Oculus SDK and Runtime (0.4.4 was used)
2. Download the UnityIntegration Package and import all of it
3. Attach the DollyInterface.cs script to the OVRCameraRig prefab in your desired scene
4. Set a target gameObject to be used as a point of reference
5. Click play and see the effect in action!

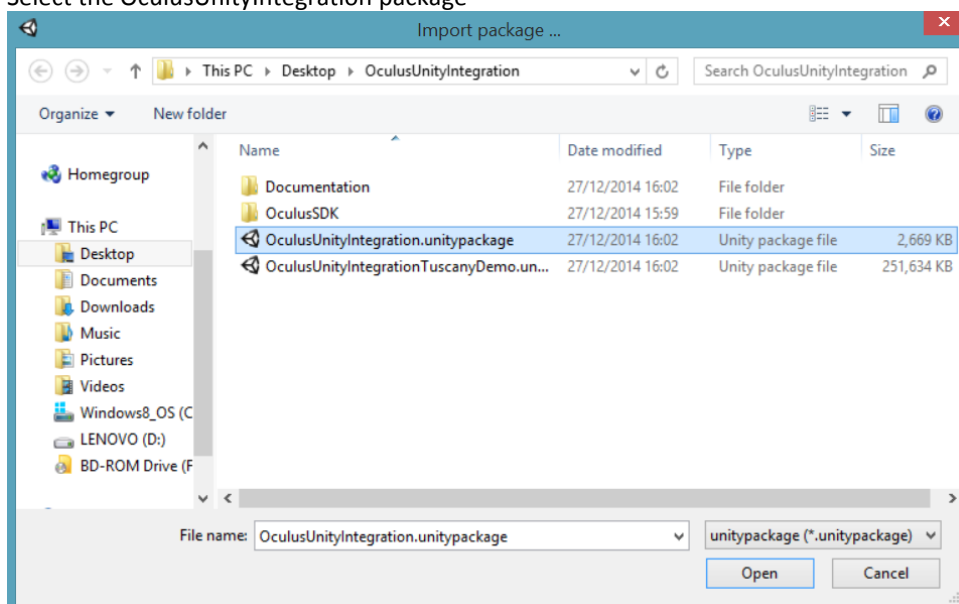
Detailed Guide:**Setting up the Unity 4 Oculus Integration (OVR contents):**

This script works with the Oculus Rift OVR scripts that should come with the Unity 4 Integration package available from the Oculus Rift site here <https://developer.oculus.com/downloads/>

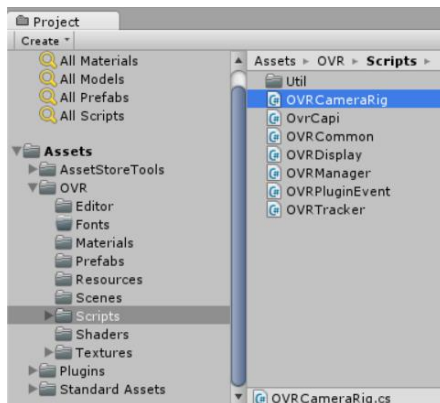
Please refer to the Oculus Rift documentation for more info on installing the Oculus Rift SDK and Runtime. Once this is done you should be able to import the OVR contents by doing the following in a project:

Assets > Import Package > Custom Package

Select the OculusUnityIntegration package –

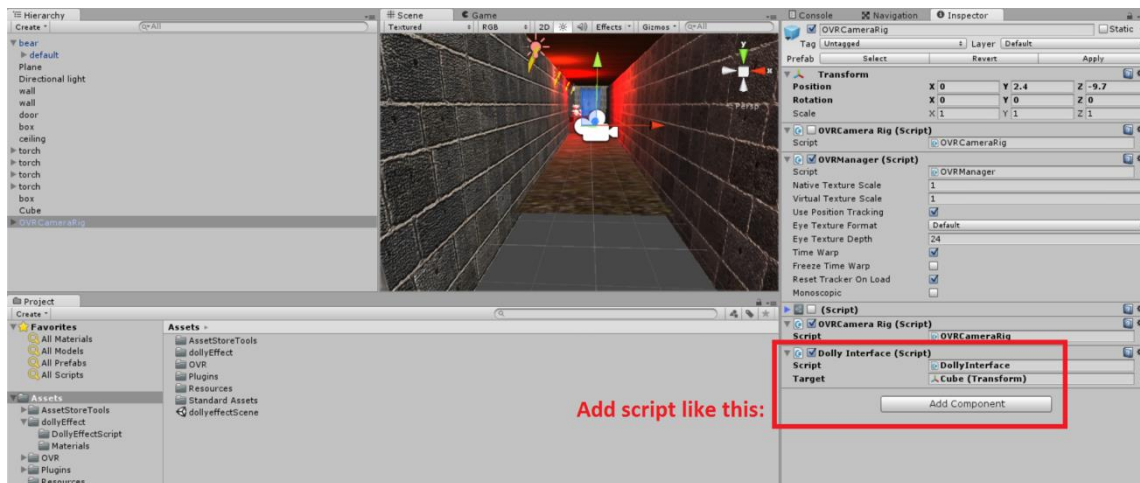


Import all of the package. This will then import the required OVR contents you need to make your awesome Oculus Rift DK2 stuff! The dolly script makes use of the OVRCamera script. This script is required to render things to the rift properly when using the UnityIntegration package –

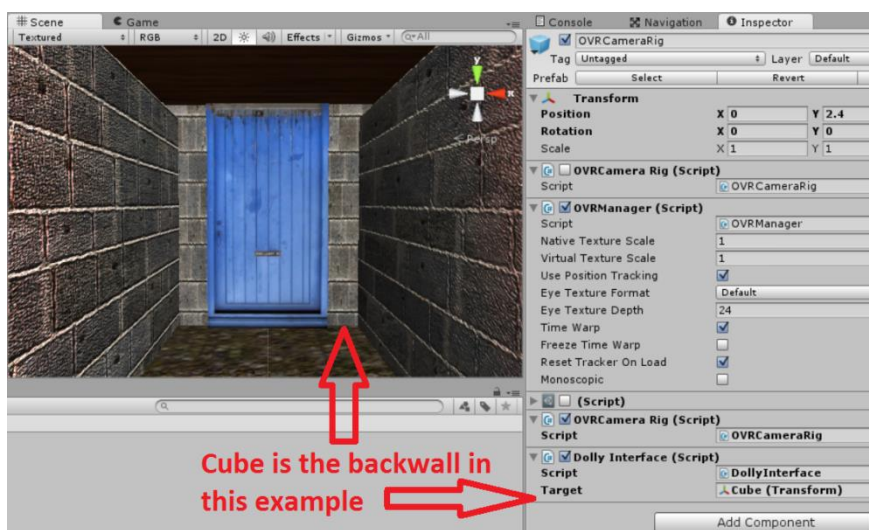


Using the DollyInterface.cs script

Using the script is pretty straight forward.



Attach it to the OVRCameraRig object, then assign a target gameObject to the target field in the inspector. You can play around with the target game objects to get the right effect. In the demo scene I attach a cube as the Target gameObject. This cube is the wall panel located behind the door or object I want to place the effect on.



Please note you should not have to modify the OVR scripts in any way to get the dollyscript to work. It simply sets the FOV of the eye anchors that the OVRCameraRig uses during runtime. It seems to me this was the intended way to interact with the OVRCameraRig script as these are the only two public variable declarations in the script.

That's it! Now you'll have a basic dolly effect applied to the rift (OVRcamera) using the target gameObject as the point reference. Have fun!