DESIGNING YOUR OWN ROOM

Firstly, Download all the project files from this link:https://connect-prd-cdn.unity.com/20210402/8a67971c-e957-4844-9964-8445a85103e8/Create-with-VR_2020LTS.zip and open this project in Unity.

ADDING ROOM AND BACKGROUND:

1. **Add a room to the scene:**

   - **In the Project window, expand Course Library > _Prefabs > Rooms.**
   - **Drag one of the Room_[style] prefabs into the Hierarchy.**
   - **From the Hierarchy, delete the Plane object.**

2. **Add an environment outside the room's windows:**

   - **Open the Course Library > _Prefabs > Environments folder**
   - **Drag one Foreground object and one Background object into the Hierarchy.**

3. **Adjust the sunlight in the room:**

   - **Change the X and Y rotation of the Directional Light object to change the way sunlight enters your room.**

You should now have room, foreground, and background objects in your scene from the course library, with sunlight entering the room at the desired angle.

FILL THE ROOM WITH FURNITURE:

You now have a room, but it's empty. You need to add spaces in the room where VR interactions can take place.

1. **Locate the furniture prefabs:**

    ● **In the Project window, open Course Library > _Prefabs.**

2. **Define an entryway:**

    ● **In one corner of the room, add a mirror object and hook object.**

3. **Define a living area:**

    ● **In one half of the room, add a seating object, a television object, and a fireplace object.**

4. **Define another area:**

    ● **Add a rug object and either a table object or storage object to provide a surface.**

You should now have: an entry area with a hook and a mirror; a seating area, a living area with a television and a fireplace; and another area with some surface space to hold objects.

It is up to you to design the rest of the room as per your wish