



## 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](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**