**Installation and setup Steps:**

1. Download andInstall Unity
2. Download and import Google VR sdk in unity
3. Import the Google VR Unity package
4. Open Unity and create a new **3D** project.
5. Select **Assets** > **Import Package** > **Custom Package**.
6. Select the GoogleVRForUnity\_\*.unitypackage file that you downloaded.
7. In the **Importing Package** dialog, click **Import**.

Accept any [API upgrades](https://docs.unity3d.com/Manual/APIUpdater.html), if prompted.

1. Android Environmental setup
2. Install the Unity **Android Build Support** platform module
3. Install the Android Software Development Kit (SDK)
4. Install the Native Development Kit (NDK)
5. By default, Unity installs a Java Development Kit based on [OpenJDK](http://openjdk.java.net/" \t "_blank).

Note: If using Unity 2018 version or lesser then need to install the sdk and ndk manually and set the path in the edit->preferences in unity

But if using Unity 2019 then these packages can be added from the Unity hub->Installs->click 3 dots from the required version of Unity->Add modules->Android build support ->check the Android sdk and ndk check box->click next

1. Enable the developer option and USB debugging option in the android phone
2. In Unity go to Files->Build settings->Android->Switch platform
3. From the same window go to Player settings->XR settings->Virtual Reality supported->check the box->click ‘+’ from the Virtual Reality SDKs->cardboard

**Error:**

Instant Preview requires your Unity Android SDK path to be set. Please set it under Preferences/External Tools/Android. You may need to install the Android SDK first.

UnityEngine.Debug:LogError(Object)

InstantPreviewHelper:Awake() (at Assets/GoogleVR/Scripts/InstantPreview/InstantPreviewHelper.cs:35)

**Solution:**

FYI, in my case, 2019.2.b6 was not setting the external editor to Visual Studio on install, resulting in this error message. (Apologies to airwolf - I should have looked at external tools right away, but I missed that in his post.) Going to preferences and changing it from 'internal' to 'visual studio' fixed it. So, in my case, the question becomes: why did Unity not set the external editor to VS when it installed, considering that it installed VS. Also: the error message could be clearer - it seems like Unity isn't handling the internal setting gracefully.