* **Multiple virtual buttons:**
  + Add virtual button
  + Set sensitivity to medium
* **ADD VIDEOS TO A PLANE:**
  + Add 3 videos to the scene
  + Add plane to hierarchy and drag and drop the video to the plane
  + In play mode:
    - Video is upside down:
      * Rotate along y-axis to 180 degrees
    - Audio is not audible:
      * Create an audio source inside image target
      * Drag and drop the audio source from hierarchy to plane’s video’s audio
  + To modify the dimension of the plane:
    - See the dimension of the video in property
    - Set the scale x-axis to the width and z-axis to height
    - Then rescale the size of the plane using 3d scale tool to match that of image target
* **DEACTIVATING PLANE OBJECTS:**
  + Add a script to the image target containing the reference to 3 planes.
  + Drag and drop the planes to respective reference targets.
  + In start function, set all gameobjects to false.
  + Then add the scripts as in the video