

# Virtual Reality in Unity 3D

Linya Ruan

SRH Fachschulen

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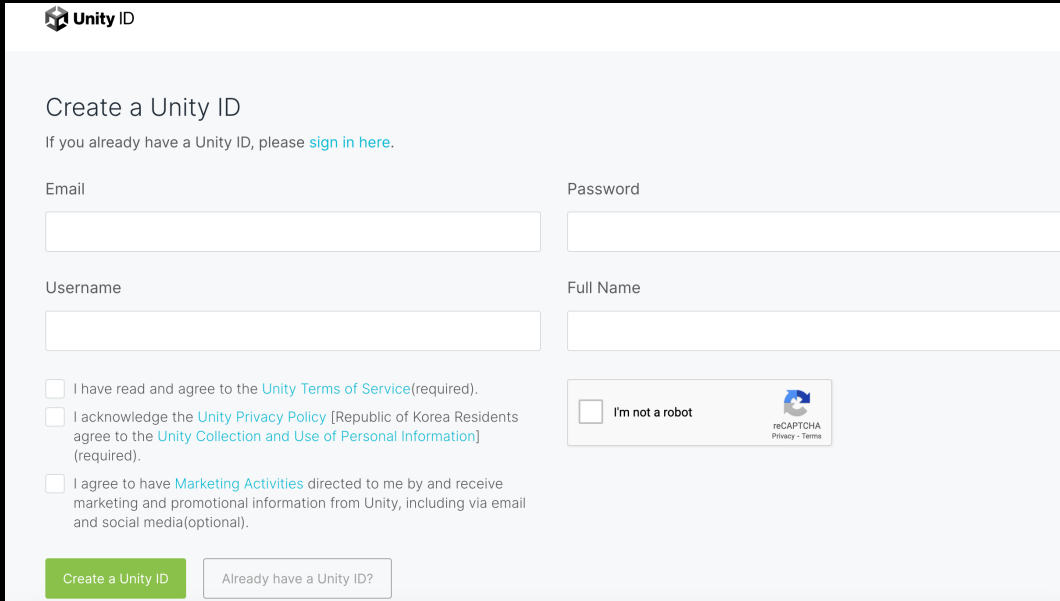
# Who



**Linya Ruan**

**ruanlinya@gmail.com**

- Erstellen Sie ein persönliches Konto unter <https://unity.com/de> oder melden Sie sich bei github student developer pack an, um eine kostenlose Unity Pro-Lizenz für ein Jahr zu erhalten (empfohlen) <https://id.unity.com/en/notGithubStudent>



The screenshot shows the 'Create a Unity ID' page. At the top left is the 'Unity ID' logo. Below it, the heading 'Create a Unity ID' is followed by a link: 'If you already have a Unity ID, please [sign in here](#).' The form contains four input fields: 'Email', 'Password', 'Username', and 'Full Name'. Below these fields are three checkboxes for terms and conditions: 'I have read and agree to the [Unity Terms of Service](#)(required).', 'I acknowledge the [Unity Privacy Policy](#) [Republic of Korea Residents agree to the [Unity Collection and Use of Personal Information](#) (required).', and 'I agree to have [Marketing Activities](#) directed to me by and receive marketing and promotional information from Unity, including via email and social media(optional)'. To the right of these checkboxes is a reCAPTCHA widget with the text 'I'm not a robot' and the reCAPTCHA logo. At the bottom left is a green button labeled 'Create a Unity ID', and to its right is a button labeled 'Already have a Unity ID?'.

Unity ID

Create a Unity ID

If you already have a Unity ID, please [sign in here](#).

Email

Password

Username

Full Name

☐ I have read and agree to the [Unity Terms of Service](#)(required).

☐ I acknowledge the [Unity Privacy Policy](#) [Republic of Korea Residents agree to the [Unity Collection and Use of Personal Information](#) (required).

☐ I agree to have [Marketing Activities](#) directed to me by and receive marketing and promotional information from Unity, including via email and social media(optional).

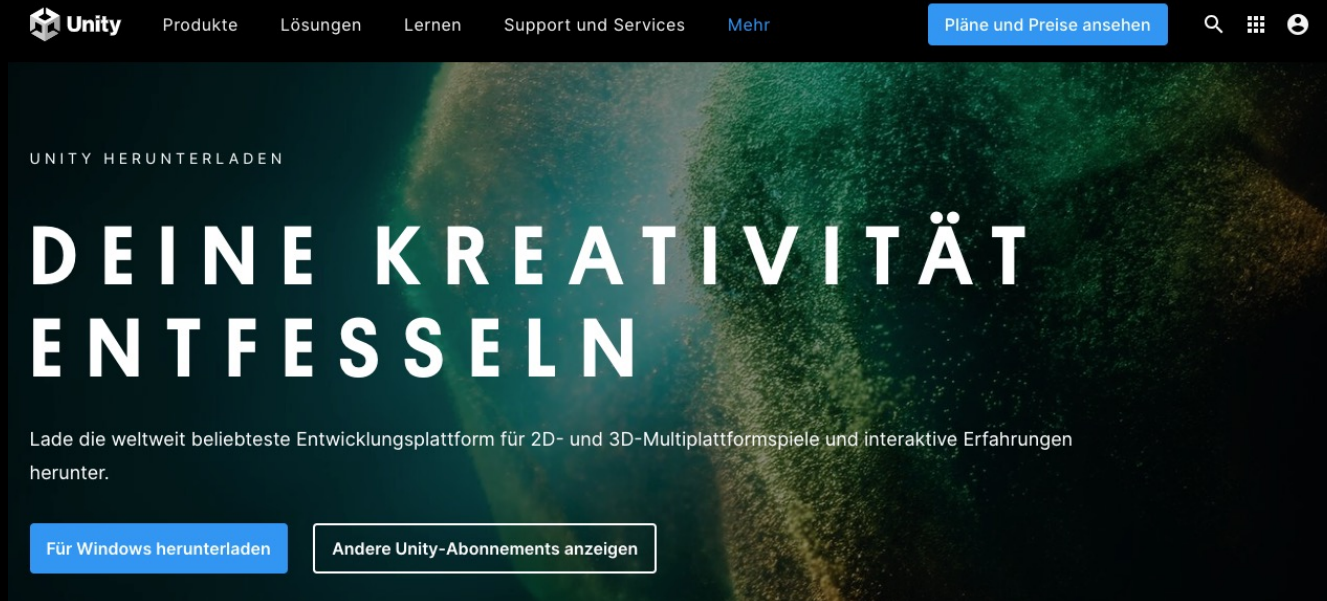
☐ I'm not a robot

reCAPTCHA  
Privacy - Terms

Create a Unity ID

Already have a Unity ID?

- Laden Sie den Unity Hub (Unity Hub 3.5.0): von herunter: <https://unity3d.com/de/get-unity/download>



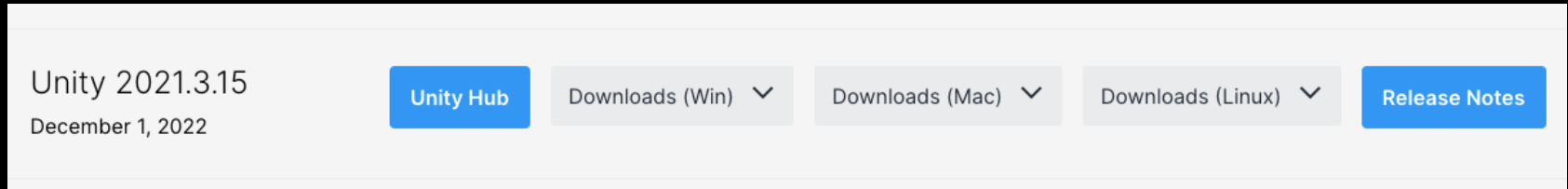
The screenshot shows the Unity website's homepage. At the top, there is a navigation bar with the Unity logo, links for 'Produkte', 'Lösungen', 'Lernen', 'Support und Services', and 'Mehr'. A blue button labeled 'Pläne und Preise ansehen' is on the right. Below the navigation bar, the main content area features a large, abstract green and blue background. The text 'UNITY HERUNTERLADEN' is in small white letters. Below it, the headline 'DEINE KREATIVITÄT ENTFESSELN' is written in large, bold, white capital letters. Under the headline, a paragraph reads: 'Lade die weltweit beliebteste Entwicklungsplattform für 2D- und 3D-Multiplattformspiele und interaktive Erfahrungen herunter.' At the bottom of the main content area, there are two buttons: a blue button labeled 'Für Windows herunterladen' and a white button with a black border labeled 'Andere Unity-Abonnements anzeigen'.



# Start

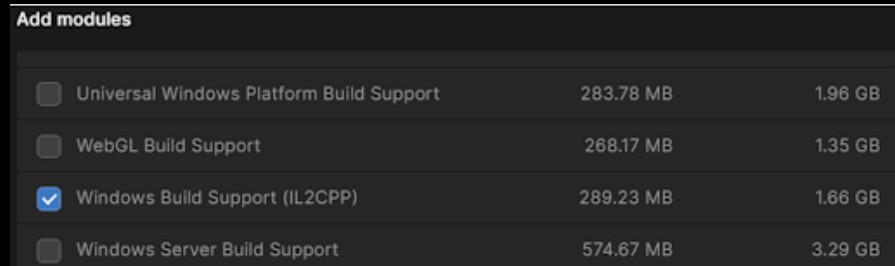
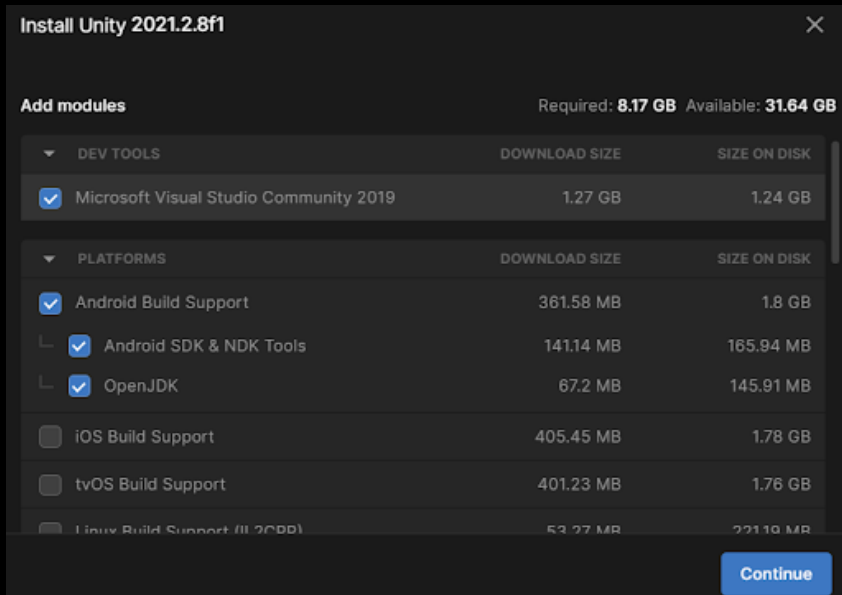


- Installieren Sie die Version (2021.3.5f1 LTS): Unity Hub -> Install Editor -> Archive -> download archive <https://unity.com/releases/editor/archive> -> Version (2021.3.5f1 LTS) -> Unity Hub



# Start

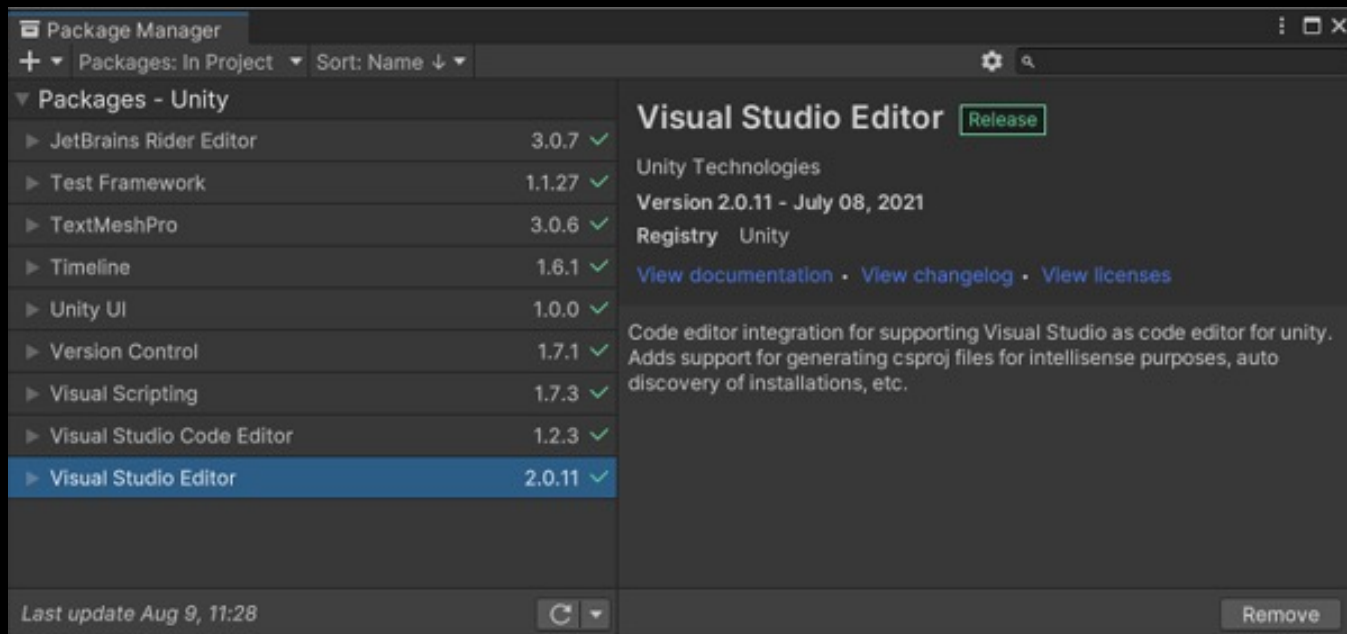
- Microsoft Visual Studio Community 2019 -> Spieleentwicklung mit Unity
- Android Build Support
- ✓ Android SDK & NDK Tools
- ✓ OpenJDK
- Windows Build Support (IL2CPP)



# Start

- Installieren Sie Visual Studio 2019 (update --- 2.0.18)

<https://docs.unity3d.com/Manual/VisualStudioIntegration.html>



The screenshot shows the Unity Package Manager interface. On the left, a list of packages is displayed under the 'Packages - Unity' section. The 'Visual Studio Editor' package is highlighted in blue. The right pane shows the details for the 'Visual Studio Editor' package, including its version (2.0.11), release date (July 08, 2021), and a 'Release' button. The package description states: 'Code editor integration for supporting Visual Studio as code editor for unity. Adds support for generating csproj files for intellisense purposes, auto discovery of installations, etc.'

Package Name	Version	Status
JetBrains Rider Editor	3.0.7	✓
Test Framework	1.1.27	✓
TextMeshPro	3.0.6	✓
Timeline	1.6.1	✓
Unity UI	1.0.0	✓
Version Control	1.7.1	✓
Visual Scripting	1.7.3	✓
Visual Studio Code Editor	1.2.3	✓
<b>Visual Studio Editor</b>	<b>2.0.11</b>	<b>✓</b>

Visual Studio Editor Release

Unity Technologies  
Version 2.0.11 - July 08, 2021  
Registry Unity  
[View documentation](#) • [View changelog](#) • [View licenses](#)

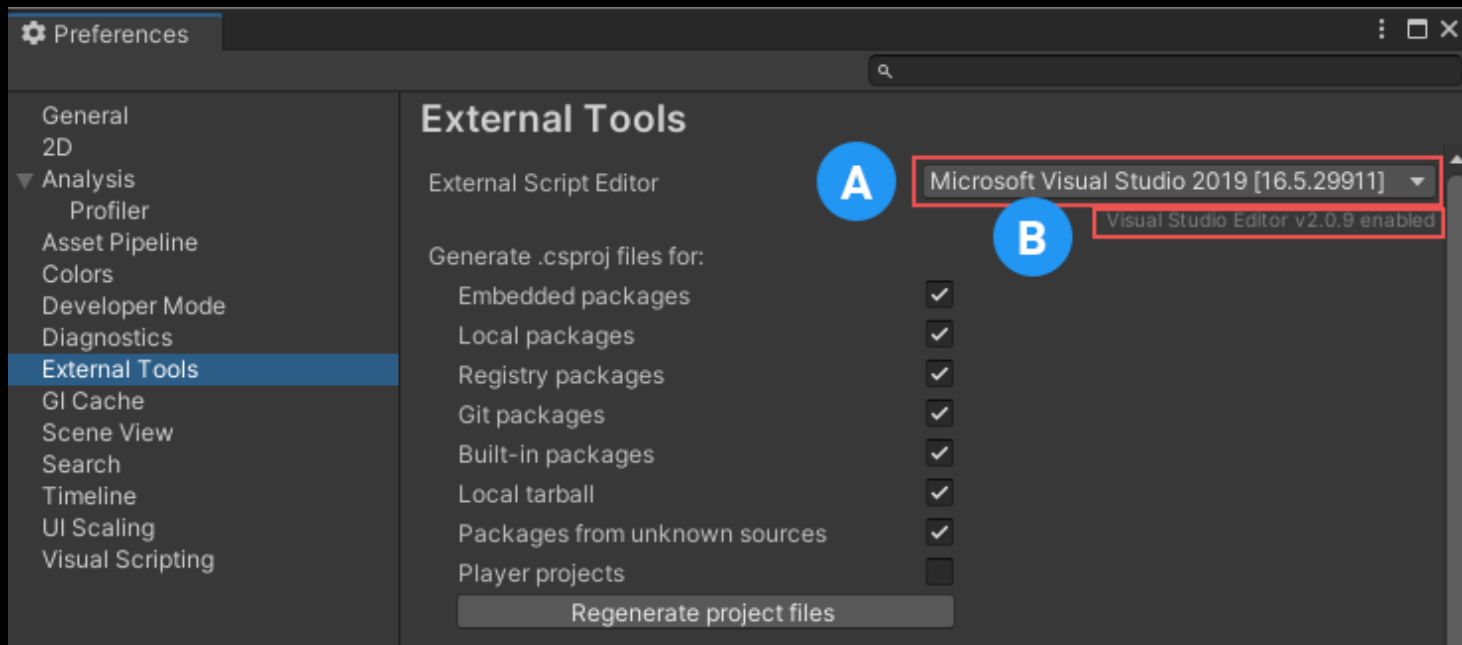
Code editor integration for supporting Visual Studio as code editor for unity.  
Adds support for generating csproj files for intellisense purposes, auto discovery of installations, etc.

Last update Aug 9, 11:28 ↻ Remove

# Start !

- Installieren Sie Visual Studio 2019

<https://docs.unity3d.com/Manual/VisualStudioIntegration.html>



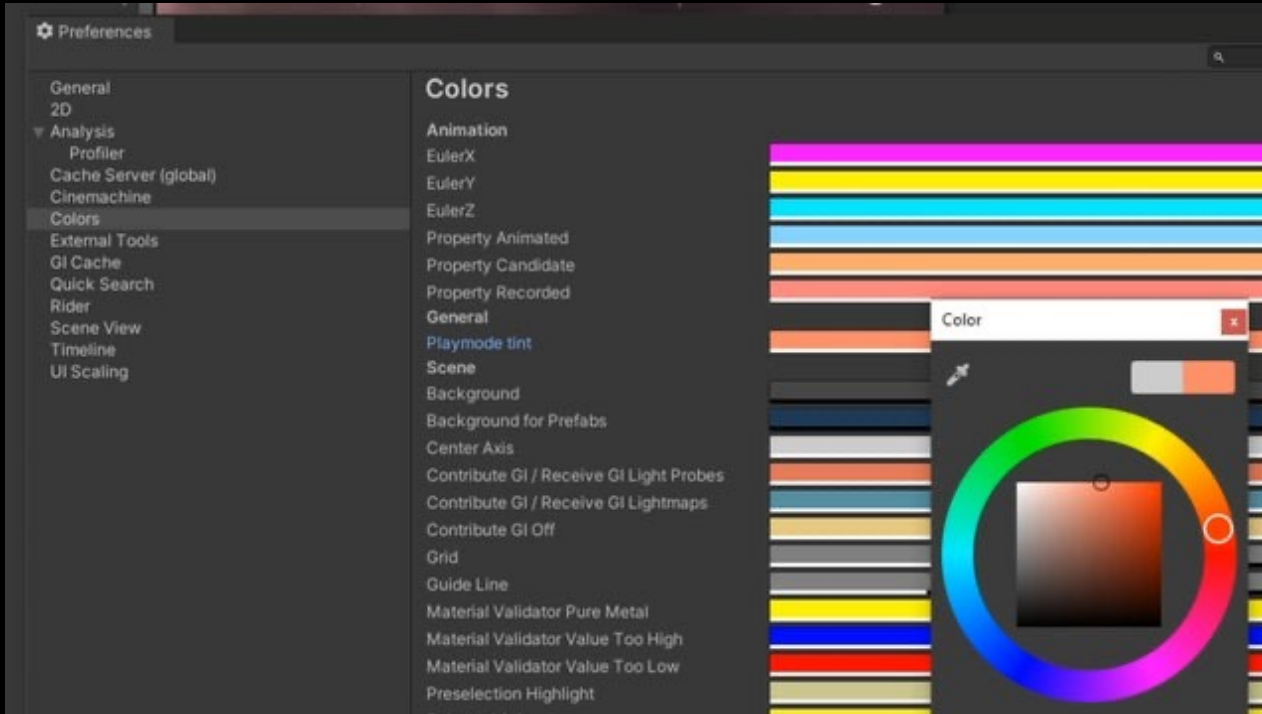


- Erstellen Sie einen neuen Ordner mit dem Namen **Test**

```
>HelloWorld.cs x
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  0 references
6  public class HelloWorld : MonoBehaviour {
7
8      // Use this for initialization
9      0 references
10     void Start () {
11         Debug.Log("Hello World");
12     }
13
14     // Update is called once per frame
15     0 references
16     void Update () {
17
18     }
19 }
```

# Play-modus

- Farbe im play-modus ändern



# Unity Asset Store



<https://assetstore.unity.com/>

Asset Refresh is on: **Save 50%** on top new assets this fall

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