

Virtual Reality in Unity 3D

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Zeitplan für den Kurs

11-07-2023	<ul style="list-style-type: none"> • Teleport locomotion
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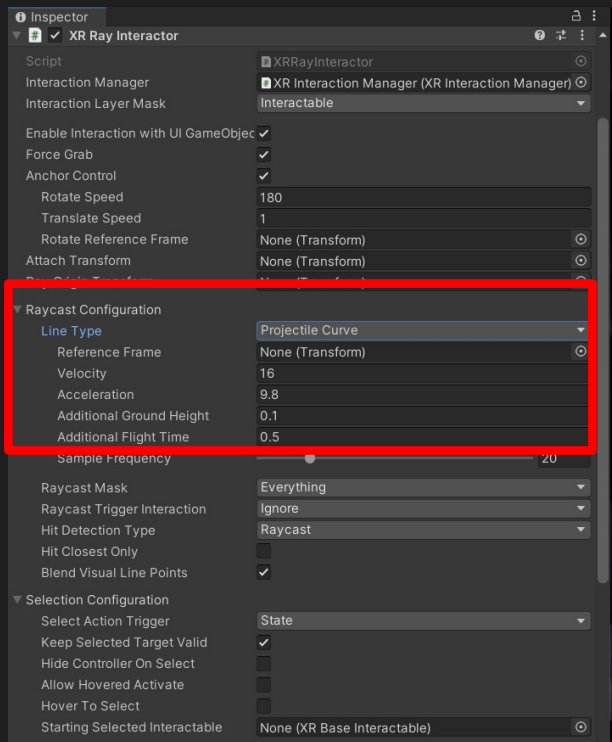
Teleportation locomotion

- Go to XR Origin -> Add Component -> Teleportation Provider (C#) -> Add System (XR Origin (Locomotion System))
- Change name (RightHand Controller -> **RightHand Teleport Controller**)

Teleportation locomotion



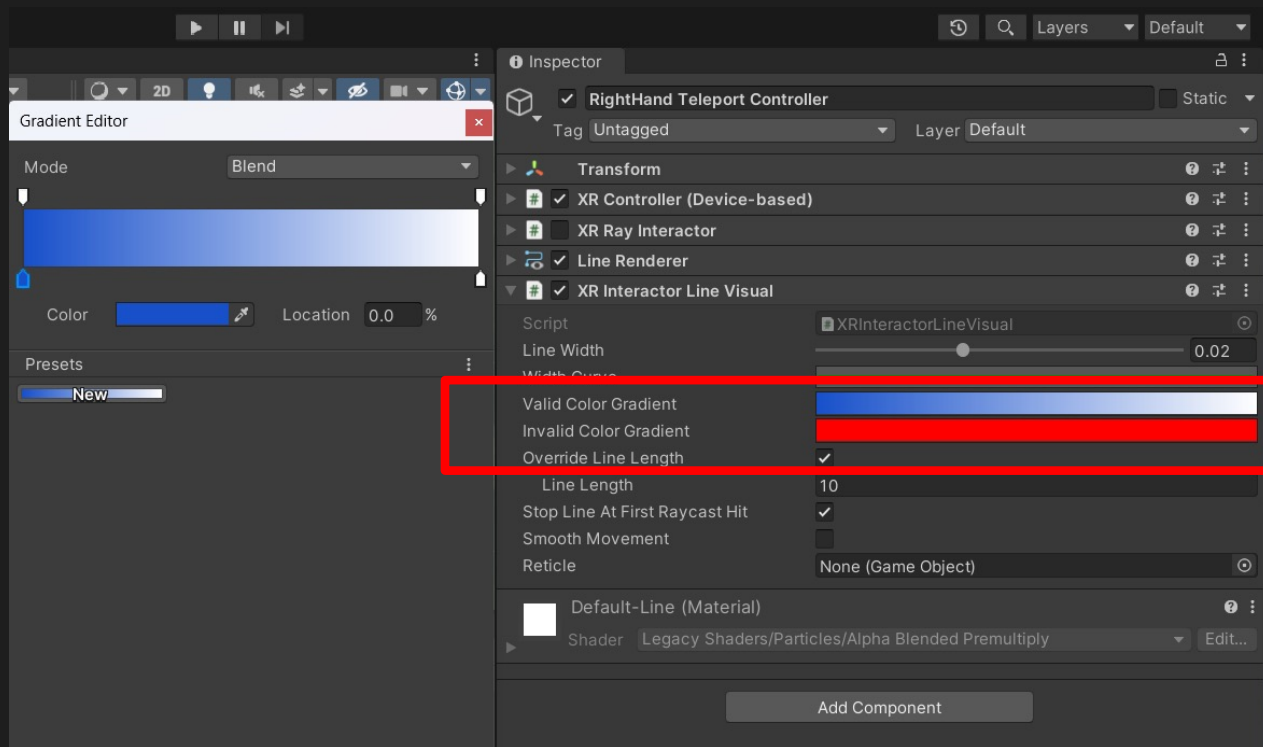
➤ Go to RightHand Teleport Controller -> XR Ray Interactor > Line Type **(Projectile Curve)**



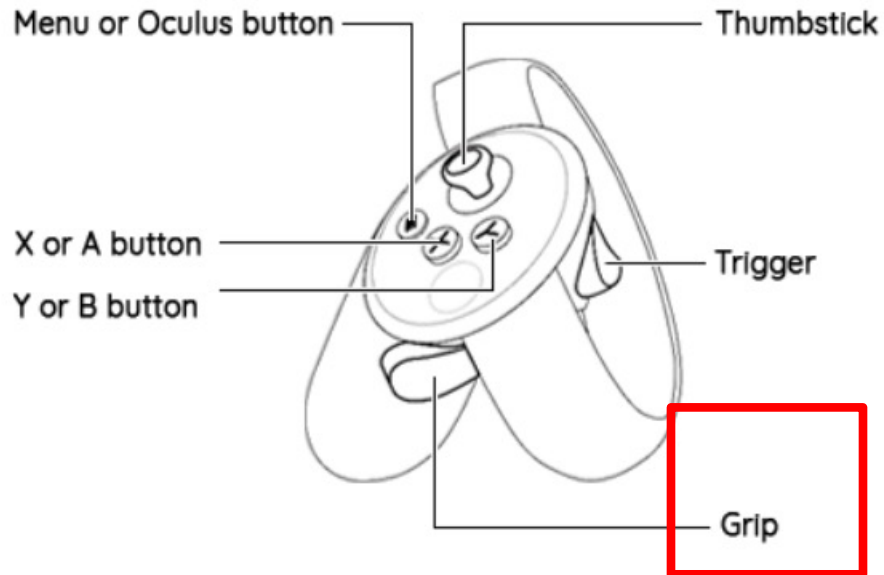
Teleportation locomotion



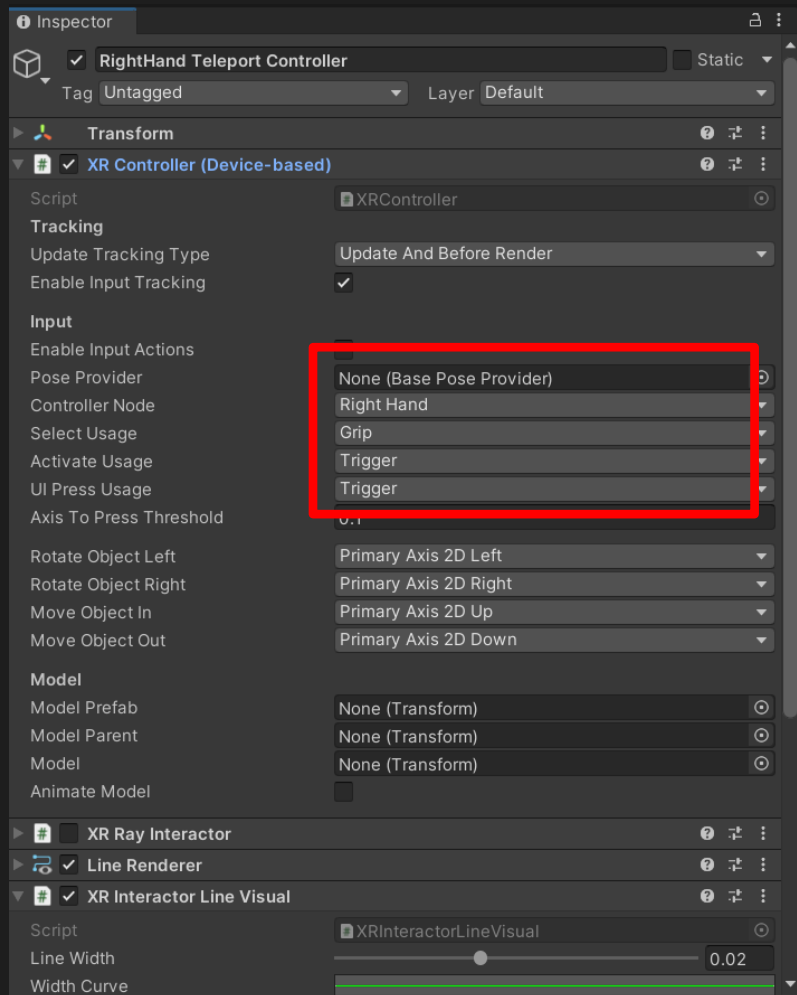
- Go to RightHand Teleport Controller -> XR Interactor line Visual> Valid Color Gradient (blue)



oculus Controller



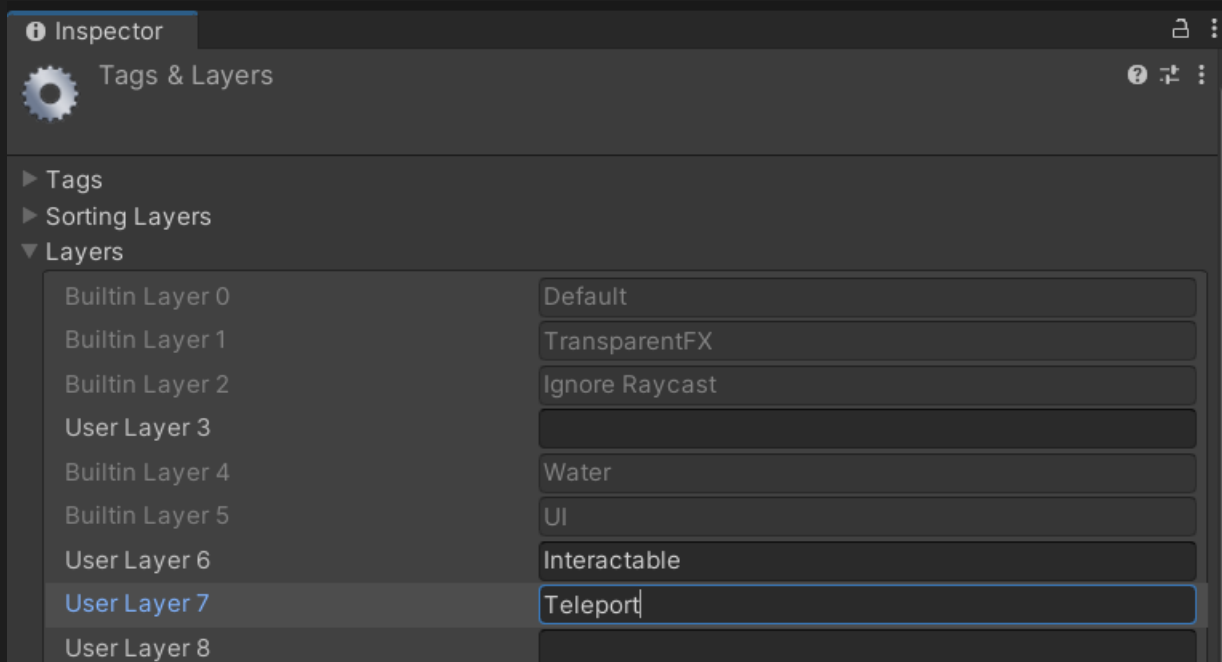
Teleportation locomotion



Teleportation locomotion



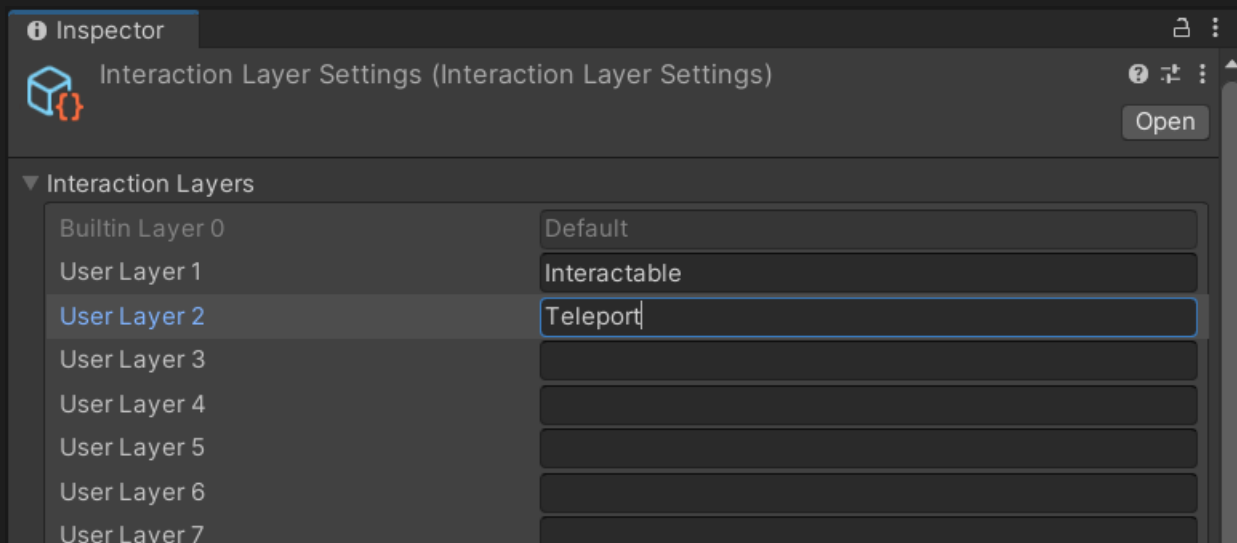
- Go to `_STADIUM PLAY AREA` -> User Layer 7 (Teleport)



Teleportation locomotion



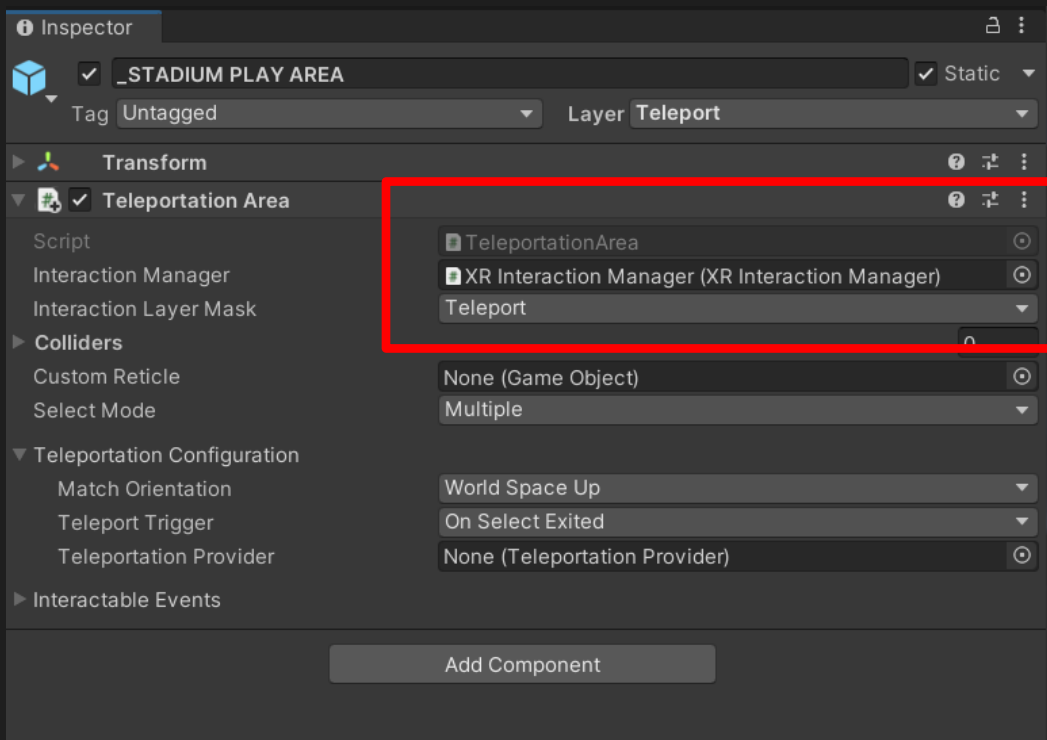
- Go to Asset -> XRI -> Setting -> Resources -> Interaction Layer Settings -> User Layer 2 (Teleport)



Teleportation locomotion



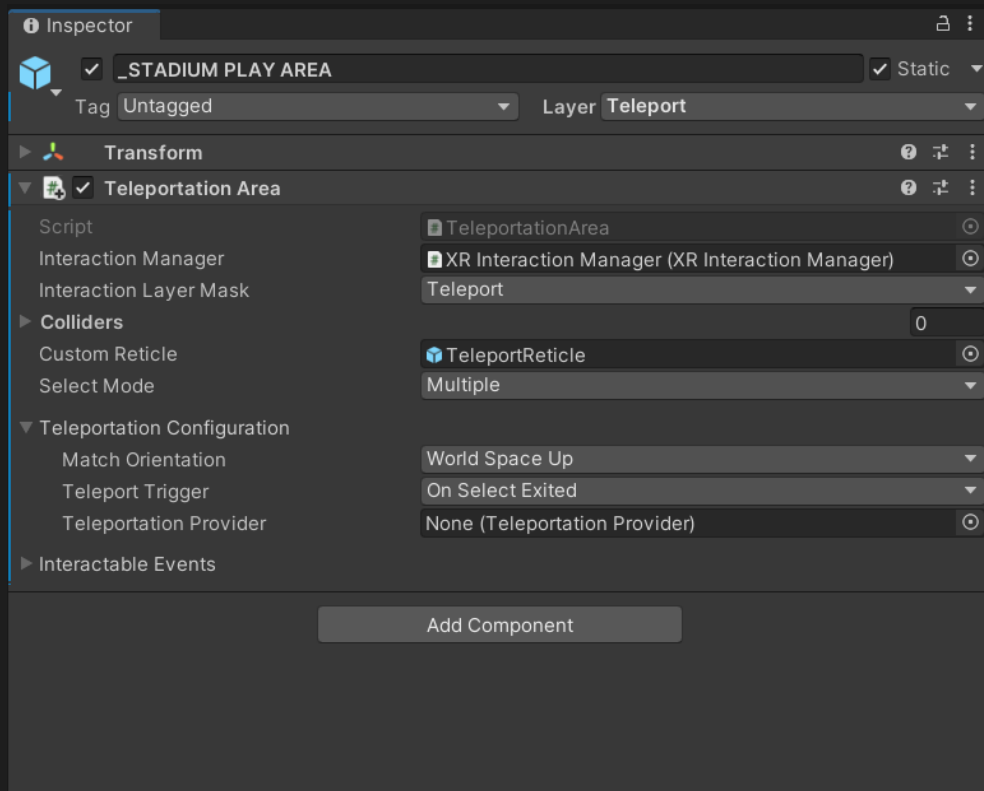
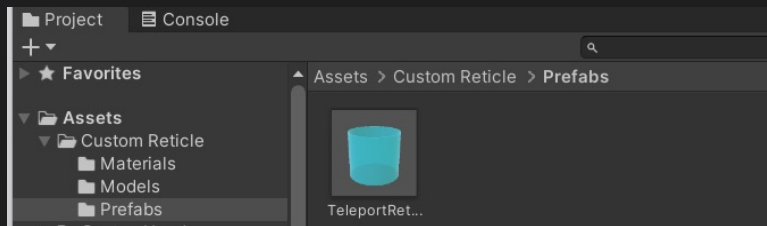
➤ Go to **_STADIUM PLAY AREA** -> Add C# (Teleportation Area)



Teleportation locomotion



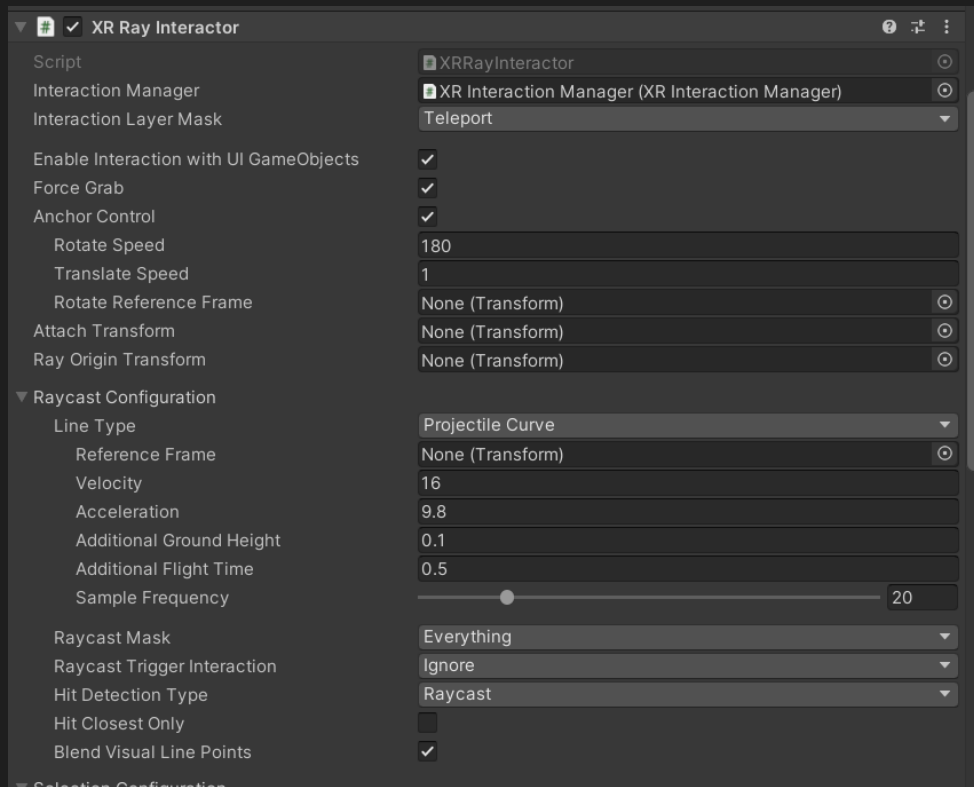
➤ Instal CustomReticleAsset.unitypackage

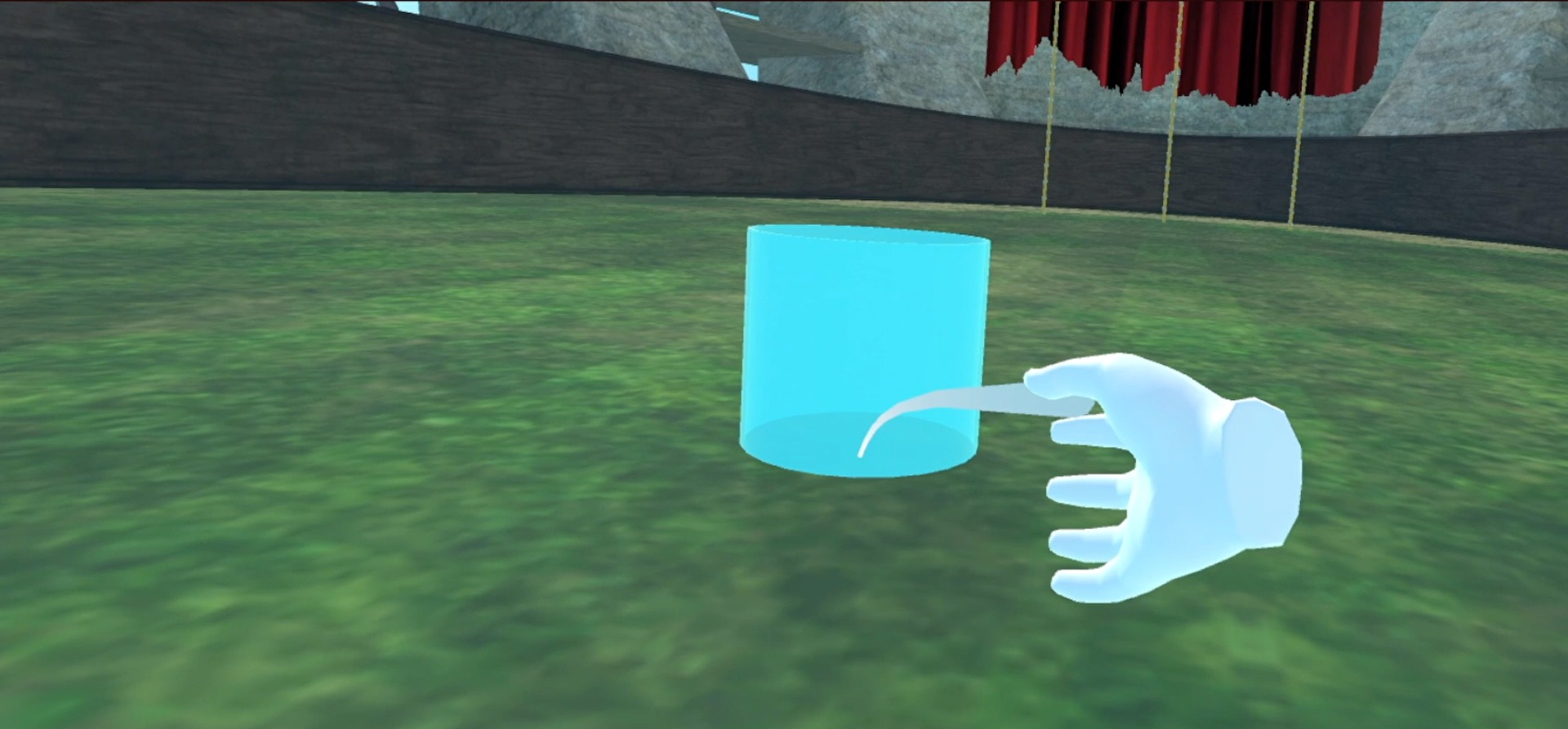


Teleportation locomotion



- Go to RightHand Teleport Controller -> XR Ray Interactor -> Interaction Layer Mask (Teleport)





Teleportation locomotion

Finish Part 5

