

# Virtual Reality in Unity 3D

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# Zeitplan für den Kurs

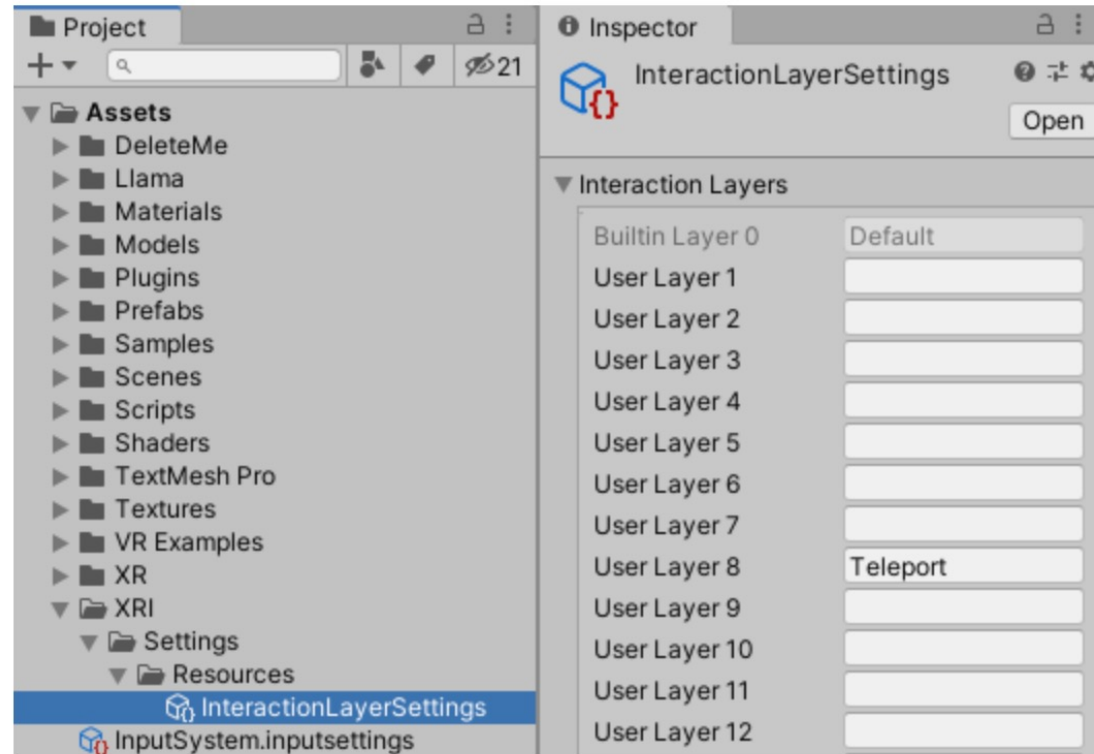
<b>10-07-2023</b>	<ul style="list-style-type: none"> <li>• Greifen der Objekte</li> </ul>
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# Greifen der Objekte

- Add `Capsule Collider`+ `Rigidbody` (Bropmstick)
- Add Layer: 6. `Interactable` (Bropmstick)

# Interaction Layers Settings

Add and remove interaction layers using **Edit > Project Settings > XR Plug-in Management > XR Interaction Toolkit** and editing the fields under Interaction Layers.



# Greifen der Objekte

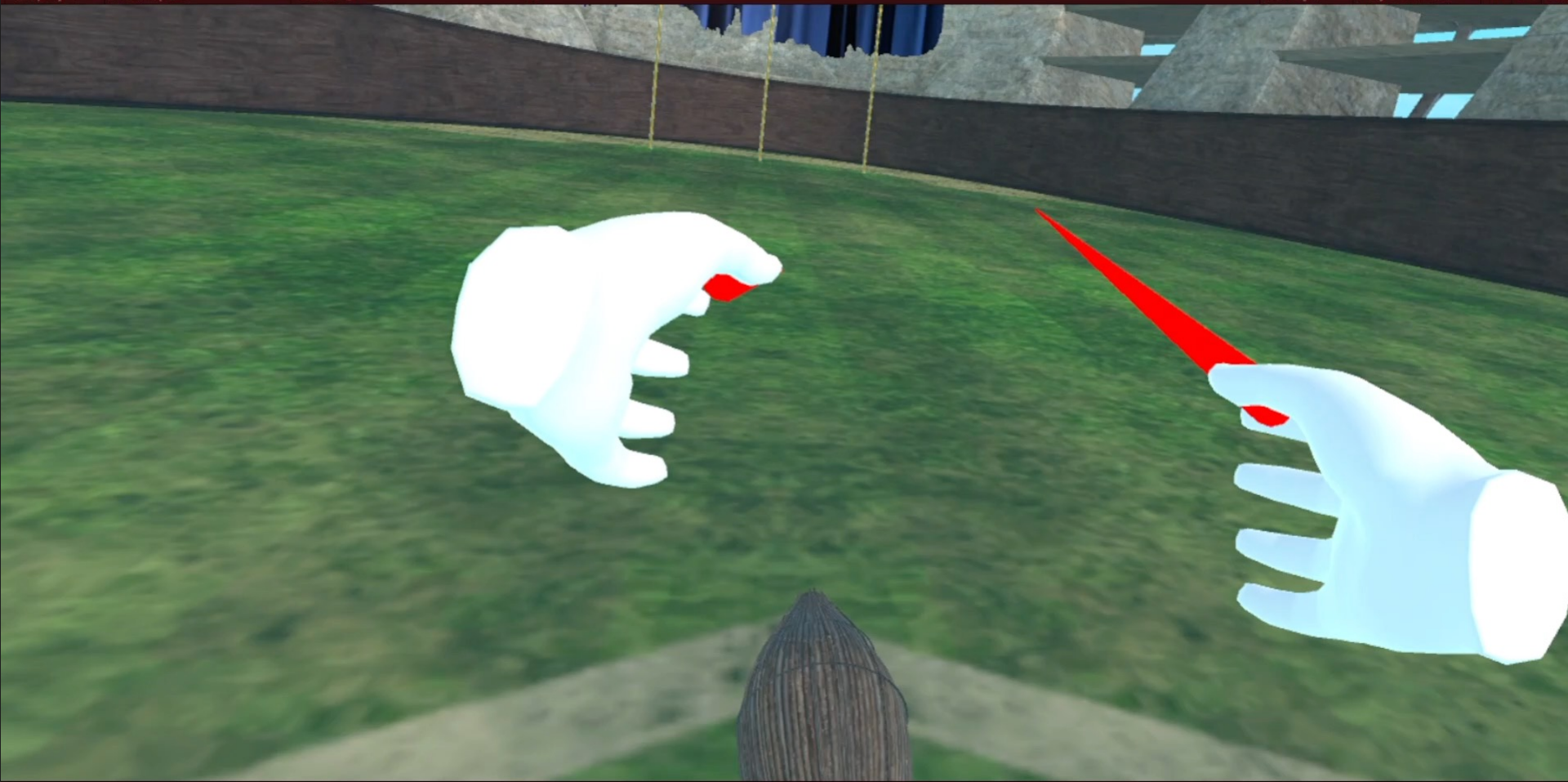
- Add **C# XR Grab Interaction** -> Interaction Layer Mask **Interactable** (Bropmstick)
- Deactive Use Gravity and active Is Kinematic of **Rigidbody** (Bropmstick)
- Add LeftHand Controller/RightHand Controller - XR Ray Interactor - Interaction Layer Mask **Interactable** (LeftHand Controller/RightHand Controller)



Display 1 ▾ Free Aspect ▾

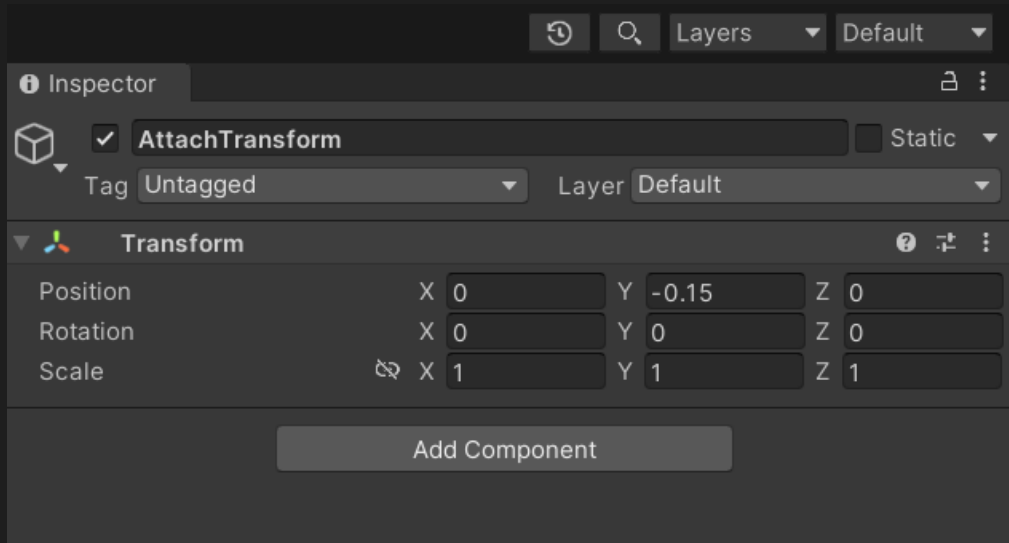
Scale ● 1x

Left Eye ▾ Play Focused ▾



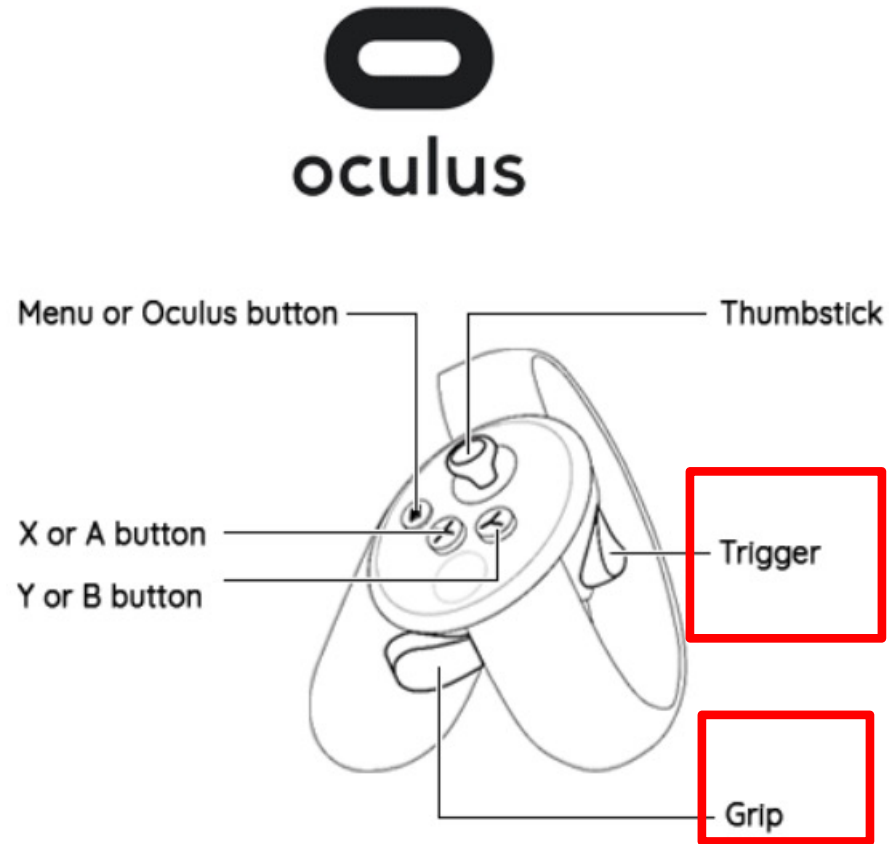
# Greifen der Objekte

- Create GameObject (**AttachTranform**) (Bropmstick)



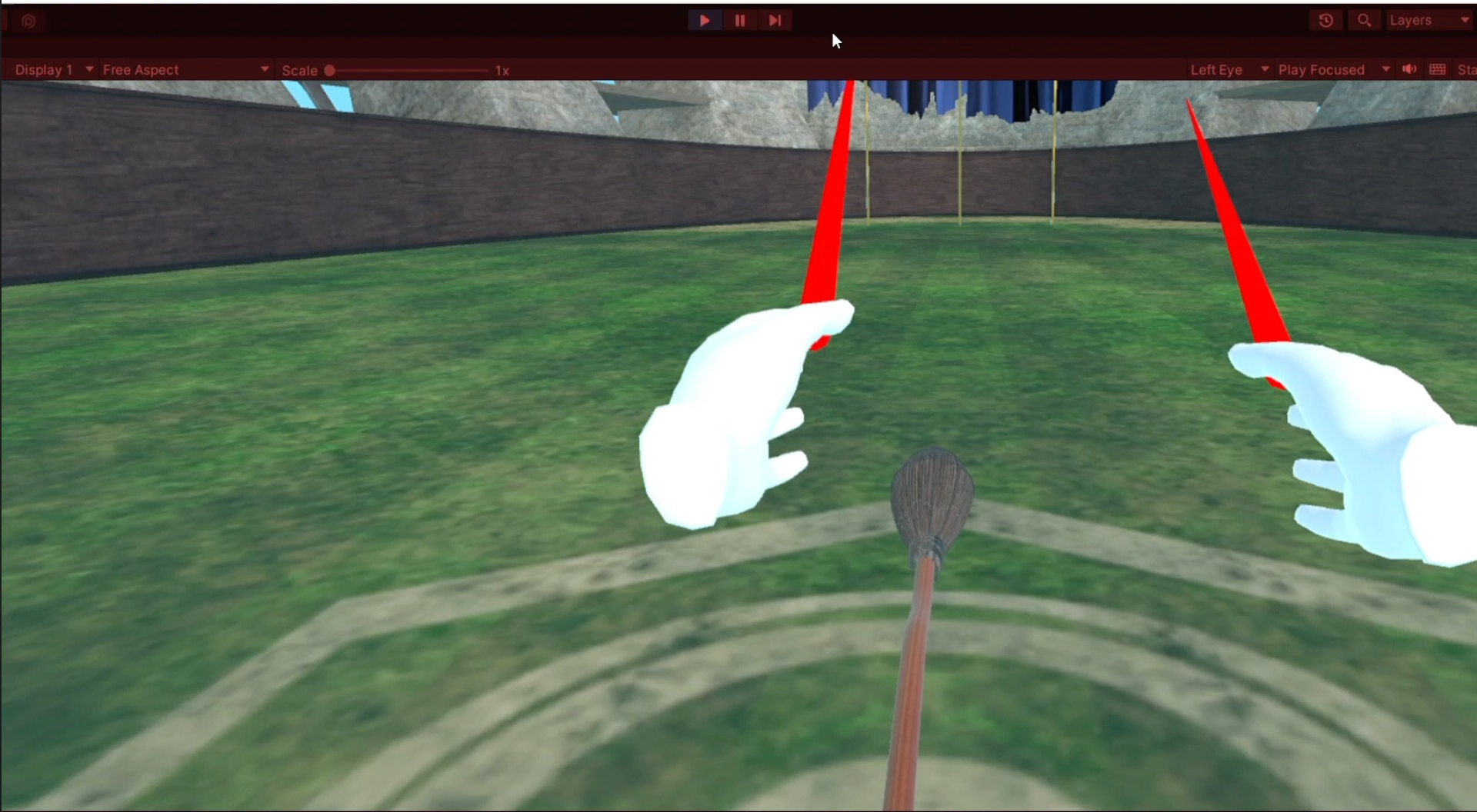
- put into C# XR Grab Interaction (Bropmstick)

# oculus Controller





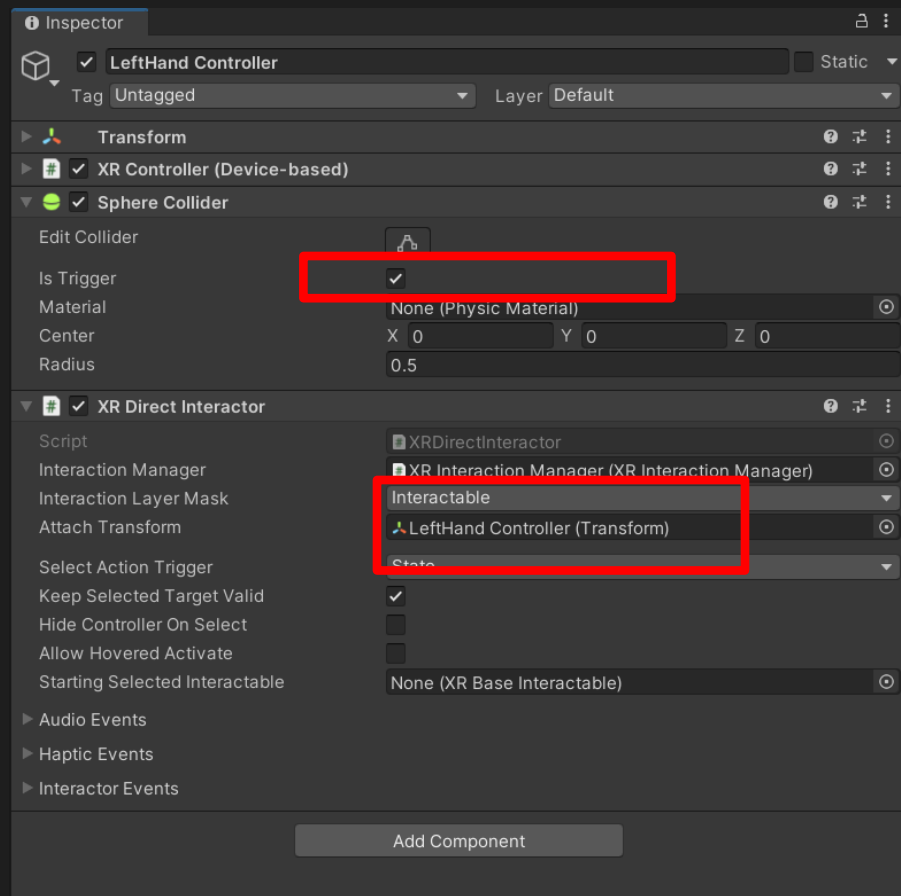
Assets GameObject Component Oculus Window Help

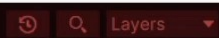


# Greifen der Objekte

- 2. Option (LeftHand Controller) :
  - Remove Component C# XR Ray Interactor
  - Remove Component C# Line Renderer
  - Remove Component C# XR Interactor Line Visual
  - Add Component Sphere Collider (**is Trigger**)
  - Add Component XR Direct Interactable (Interaction Layer Mask **Interactable**)
  - Add LeftHand Controller (Transform) into Attach Transform

# Greifen der Objekte





Display 1 ▾ Free Aspect ▾ Scale ● 1x

Left Eye ▾ Play Focused ▾ [Speaker Icon] [Grid Icon] Sta



## Finish Part 3

