Virtual Reality in Unity 3D

Linya Ruan

SRH Fachschulen
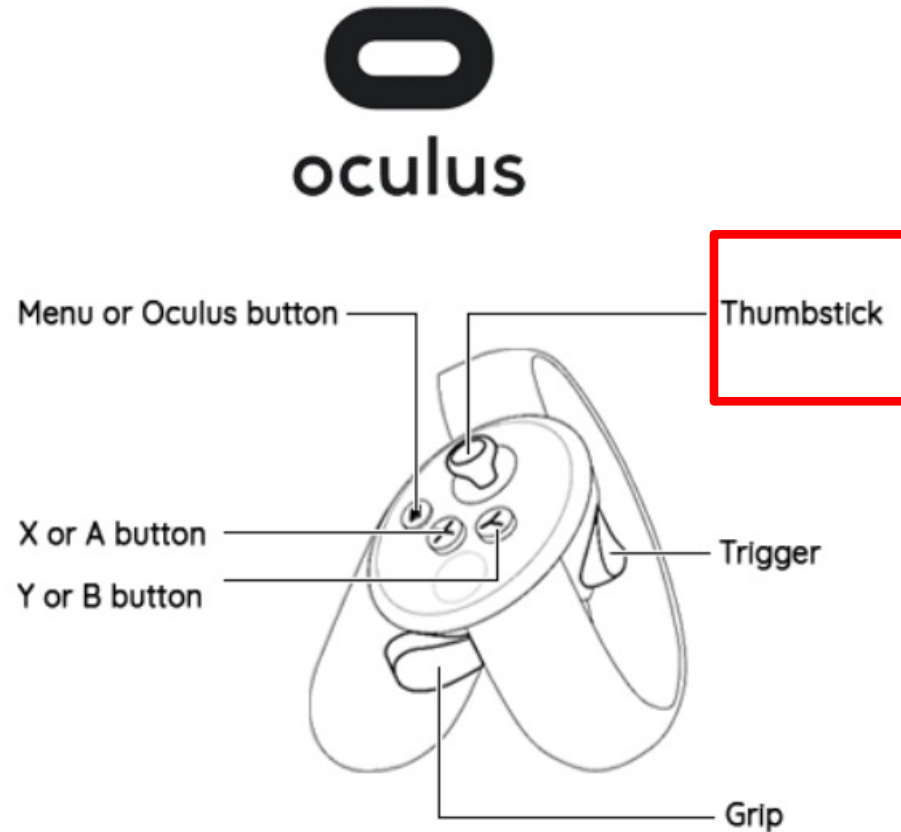
Stuttgart, 06. Juli, 2023

Zeitplan für den Kurs
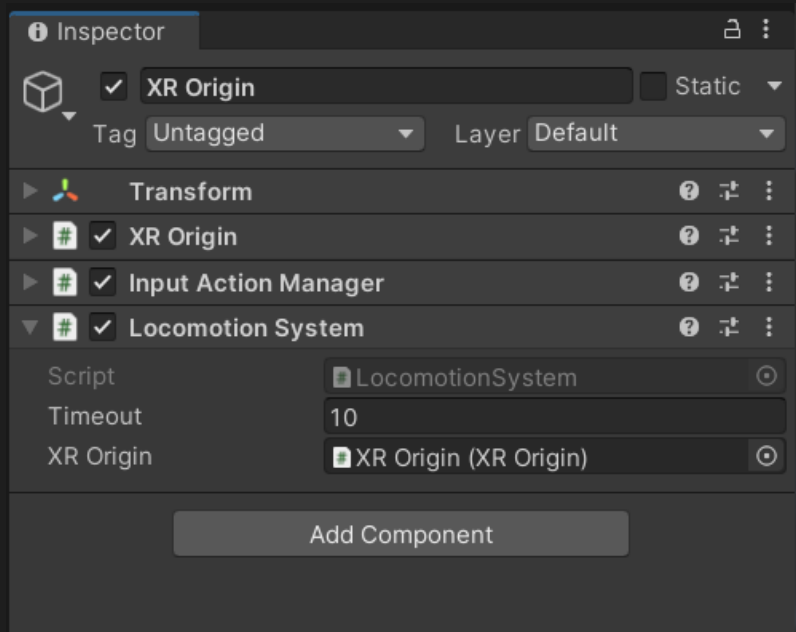
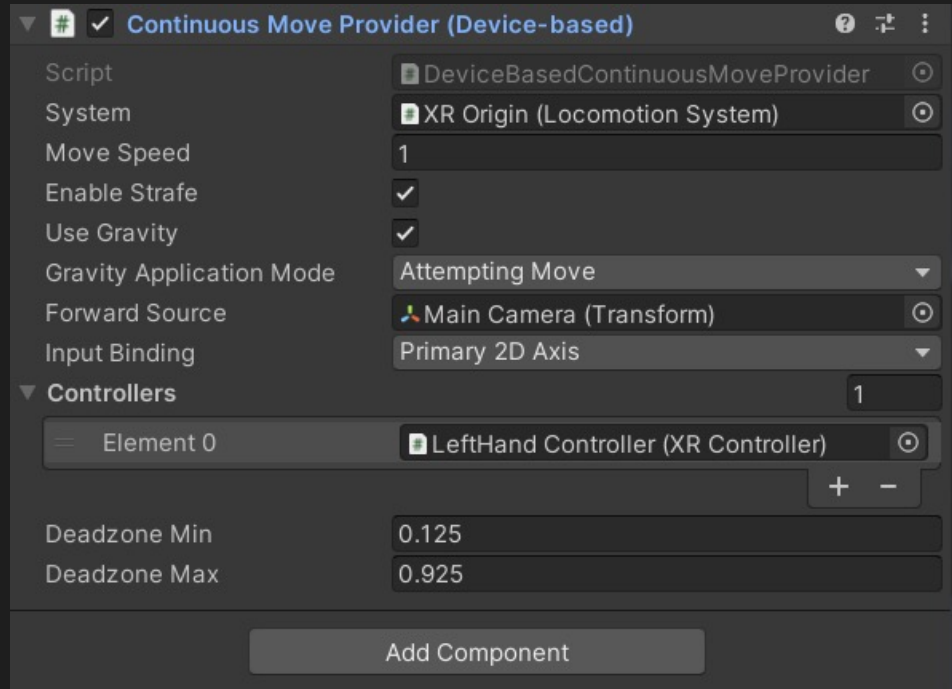| 10-07-2023	• Klassische locomotion

oculus Controller

Klassische locomotion

➢ **Go to Asset** -> `Samples` -> `2.0.4` -> `Starter Assets`
➢ **Go to XR Default Continuous Move** -> **Add to ActionBasedContinuousMoveProvider default**
➢ **Go to XR Default Continuous Tum**-> **Add to ActionBasedContinuousTumProvider default**
➢ **Go to XR Origin** -> **Add Component** -> **Locomotion System (XR Origin: C# XR Origin)**
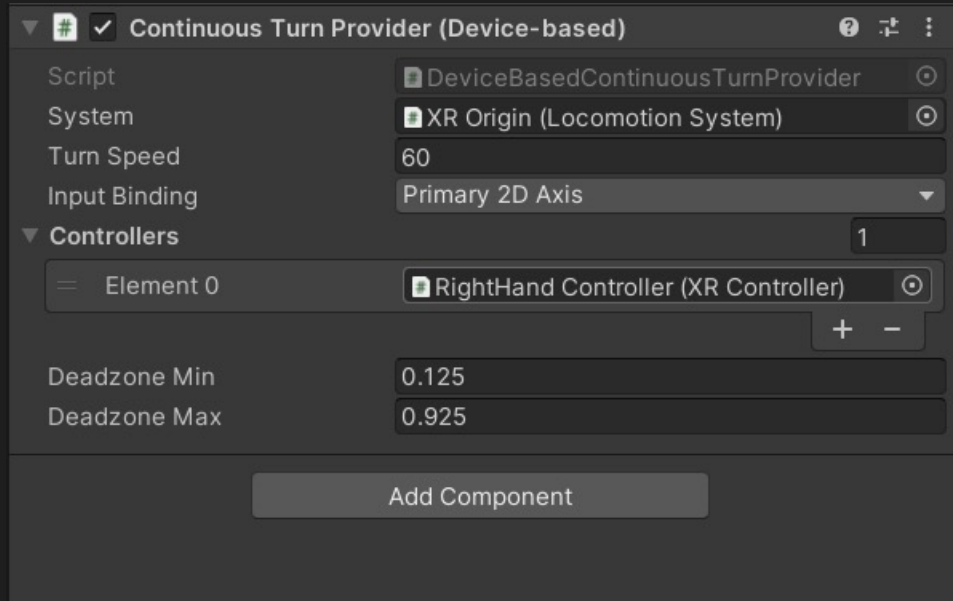
Klassische locomotion

➢ **Add Component -> Continuous Move Provider Device-based (System: XR Origin (Locomotion System) ; Forward Source (Main Camera) ; Controller: LeftHand Controller)**
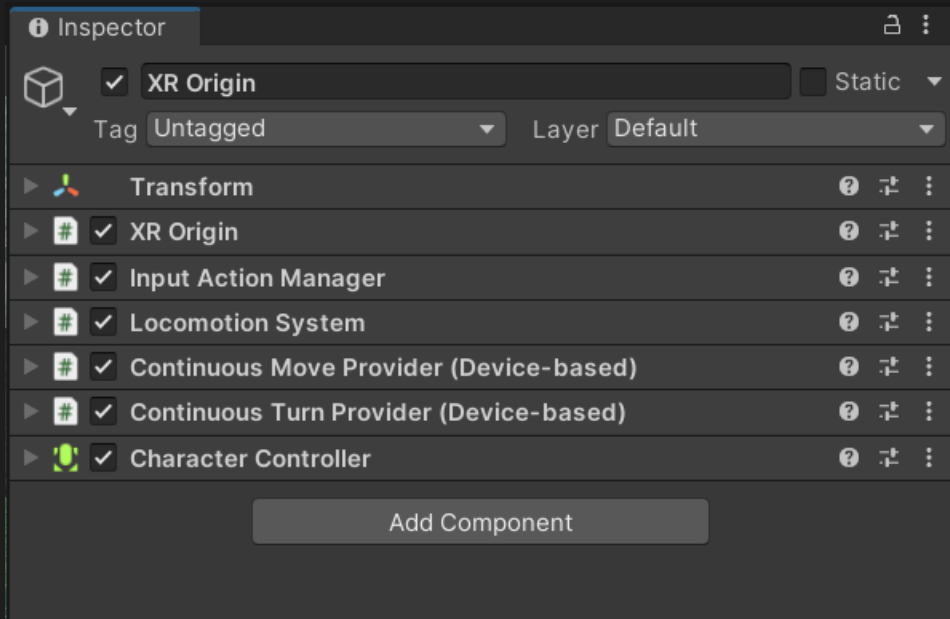
Klassische locomotion

➢ **Add Continuous Tum Provider (System: XR Origin (Locomotion System) ; Controller: RightHand Controller)**
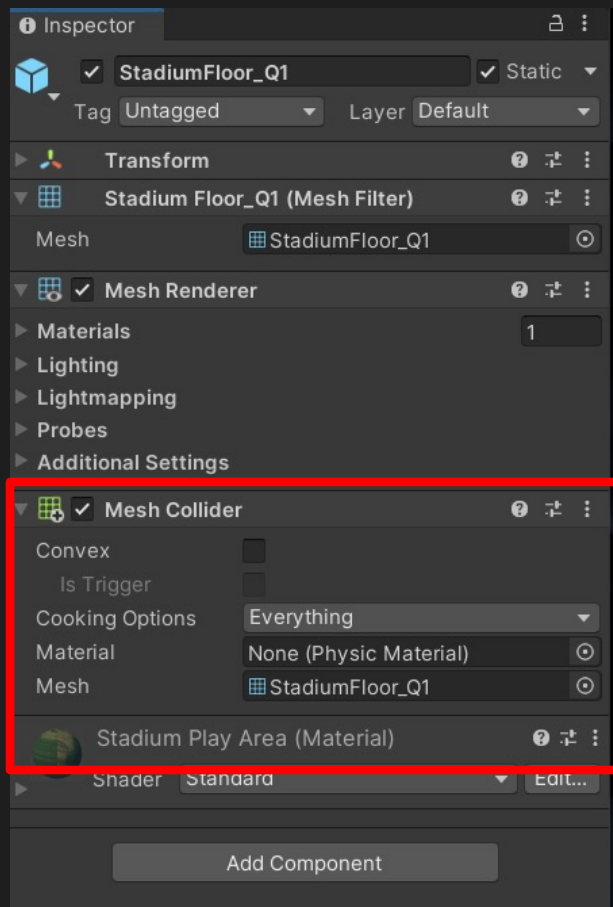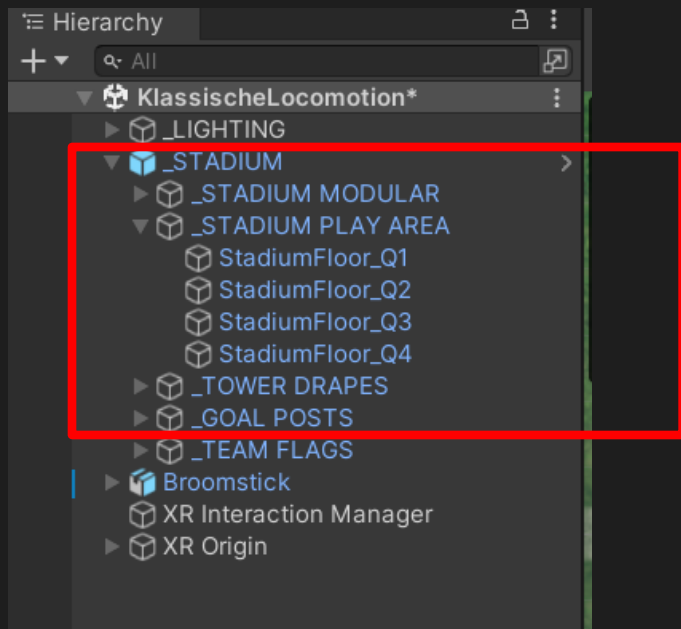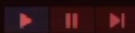
Klassische locomotion
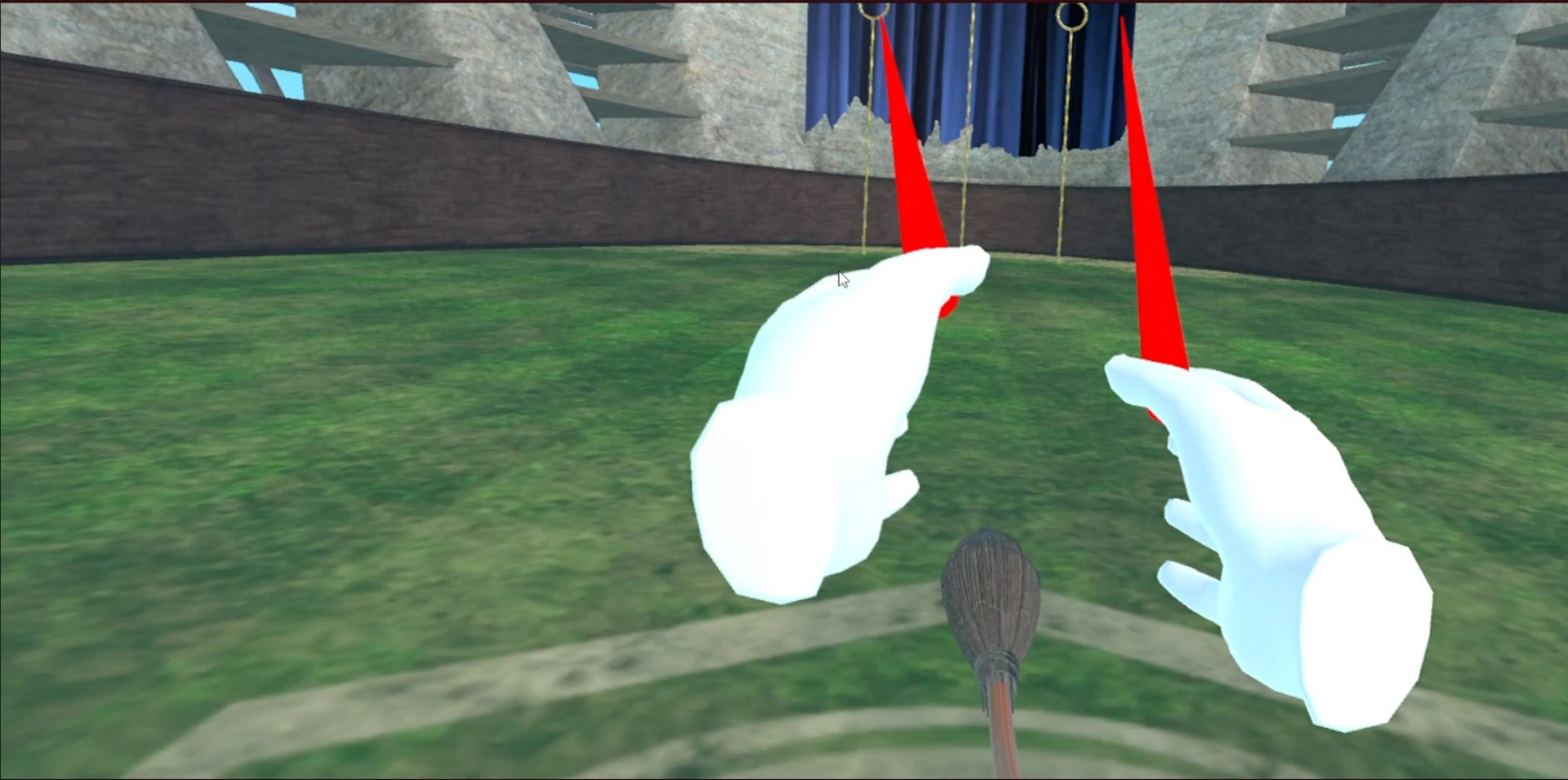
➢ **Add Character Controller**

Klassische locomotion

➢ **Add Mesh Colider**

sets　GameObject　Component　Oculus　Window　Help

Display 1　Free Aspect　Scale ●—————— 1x　Left Eye　Play Focused　Sta

Layers

Klassische locomotion

Finish Part 4