Storyteller’s Revenge Project Readme.md

This project uses the [GVR Unity SDK v1.60.0](https://github.com/googlevr/gvr-unity-sdk/releases/tag/1.70.0" \t "_blank).

This project was created on a MacBook Air version 10.12.6.

This project was built for IOS platform to an iPhone 7 device.

The videos have been edited to have a title and credit added though the Adobe Premiere Pro Trial.

How to play:

This project has a play and pause component when the space bar is pressed as the video is being played on a MacBook laptop.

A particle effect was used in the scene to symbolize water splashing around as what would seem like a lifelike effect from being on a boat as in the 360 film.

Credit:

This project uses stitched and edited videos from the Greece Repository provided by Udacity. The Pirate Ship and Ferry Ride 360 videos.

The video to this project has been uploaded to a personal DropBox account.

<https://www.dropbox.com/home/Samantha%20Bajis%20Team%20Folder>

The video for this project has been edited though the AutoPano Video Trial and Adobe Premiere Pro.

What was challenging in project:

I had challenges with stitching the videos. I really wasn’t sure how to do it even from watching the lessons. I had issues building the app to my iPhone 7 device through the Gvr Audio Listener issues with the Gvr 1.70 SDK which ultimately lead me to switch to the Gvr 1.60 SDK for this project.

I also had a lot issues using the Render Textures to implement the videos to make them work. It took me a long time to figure out what I was doing wrong. But I am extremely happy that the project finally worked out!!