

ExtendedVRCore plugin for Unity.

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This project is done for version **Unity 2018.3.4** and is available for this and higher versions.

This project includes an asset package for Unity to implement virtual reality to any Unity application for Android and Windows using different devices. It also includes a test scene to know how it works.

This is a Virtual Reality core that lets the users develop VR apps in Unity that supports multiplatform.

The devices that the EVRC can handle are any type of cardboard, Oculus Gaze, Oculus Rift and the HTC VIVE.

This core not only is useful to develop virtual reality project very easy but also contains an internal architecture based on modules which includes an Event system available from every part of the project.

Features:

- Multiplatform for VIVE, Rift and Cardboard.
 - Easy way to switch between devices with a simple click in InputGeneralConfig.asset.
- HTC VIVE custom camera prefab ready for gameplay
- Oculus Rift custom camera prefab ready for gameplay
- Cardboard custom camera prefab ready for gameplay
- Own core with a system based architecture
 - Own Input system with every device included already mapped
 - Own Events system with events using ScriptableObjects
 - Prepared to be modular and scalable.
- Own UI system and custom interaction with items such as UI elements or gameObjects
- UI button and slider prefabs.

External Tools required:

- Oculus Integration
- Oculus Utilities for Unity
- Oculus Avatar SDK
- SteamVR