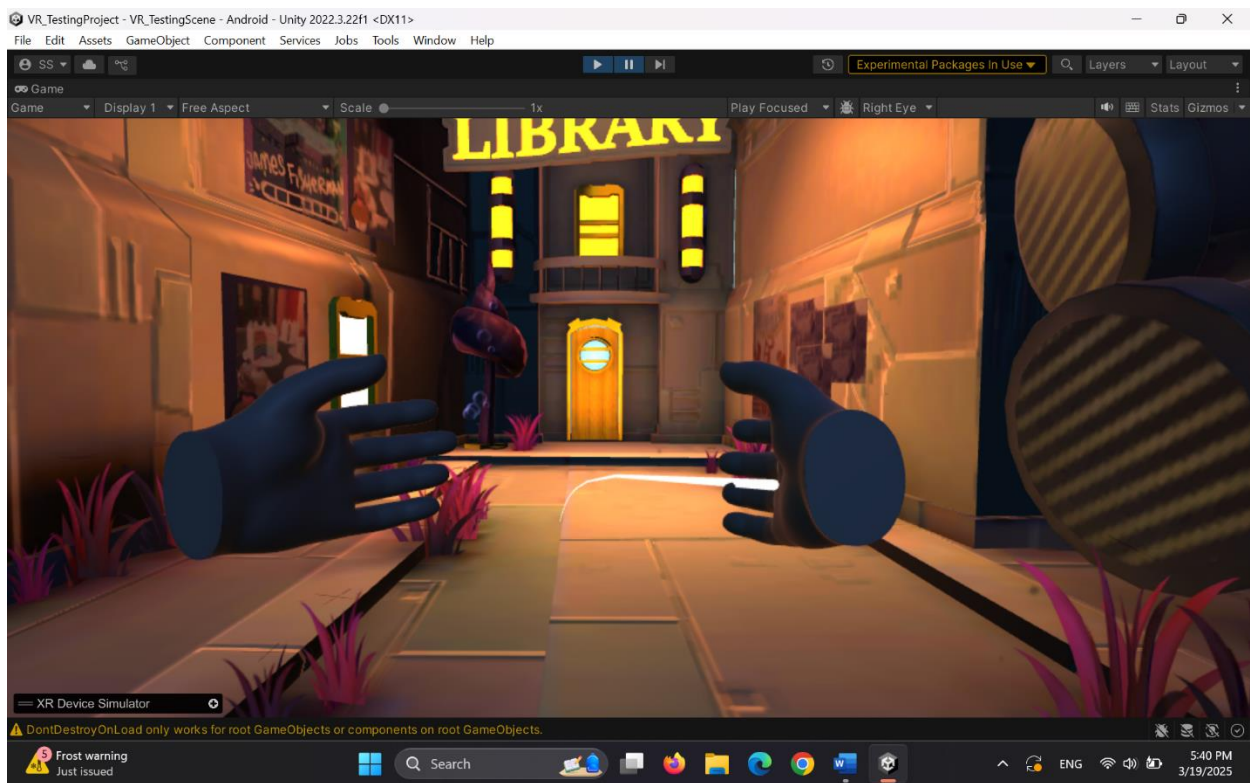


Greetings

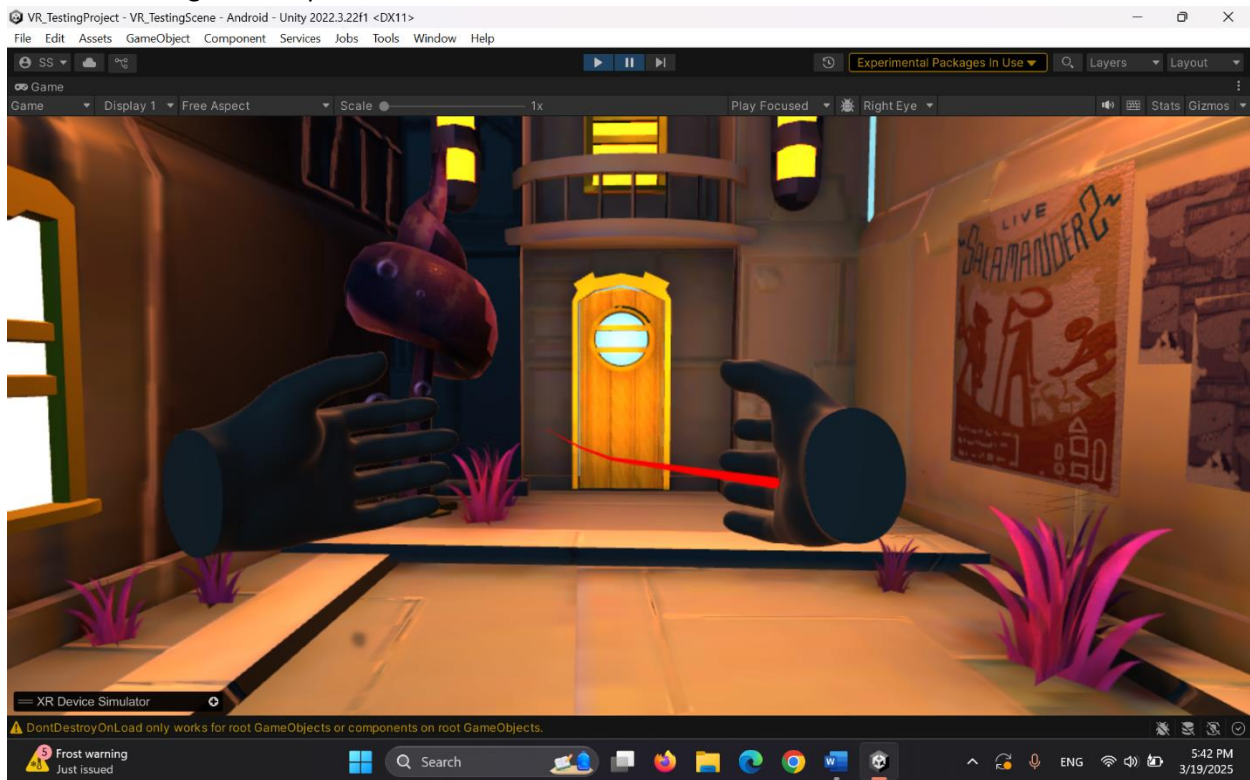
In this short portfolio, I want to show you some screenshots from my VR project.

Project description: this project was developed in a short period of time (between one and two weeks). Since I created a few C# scripts for this VR projects to implement some functionalities, my VR project is not focused on demonstrating my programming skills. The purpose of it is to show my ability to work with unity's XR toolkits. Below you can see a list of functions which were implemented in the project.

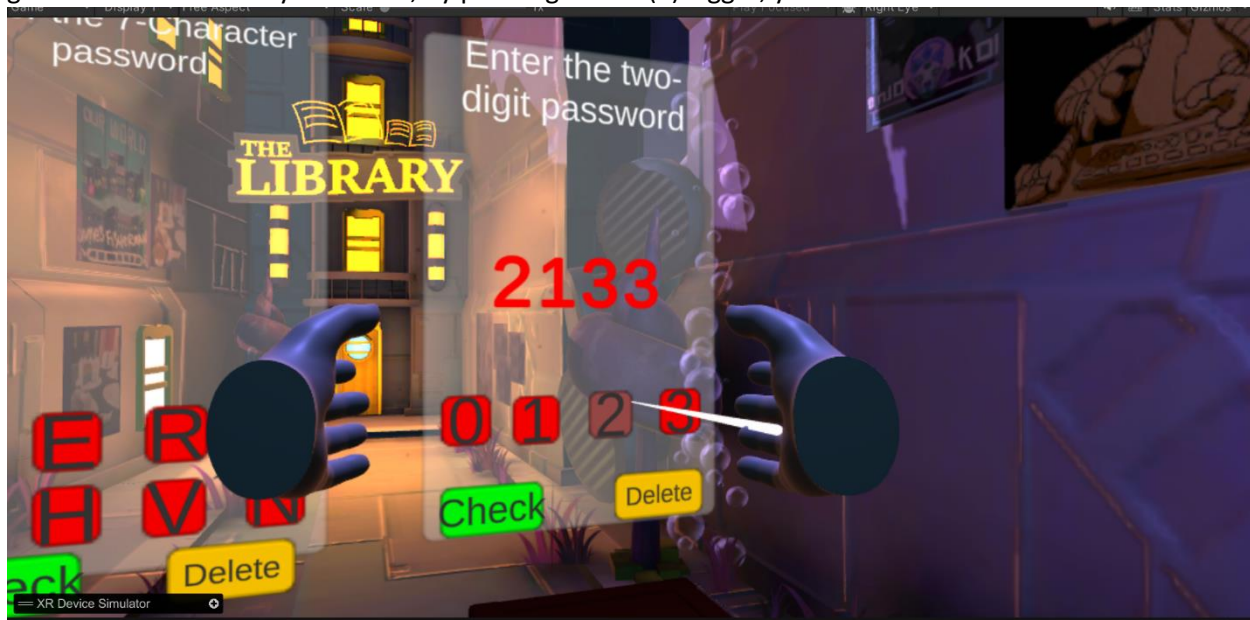
Teleportation: with an x-ray, you can teleport from one spot to another with either of your hand controllers. When you hold down the respective button (in my case, by moving forward the joysticks), a ray-cast appears from your hand, and once you release the button, you will be teleported to the point where the ray cast collided with the ground:



Note: in my set up, you can only use the ground for teleportation, meaning you can't shoot a ray-cast at walls or buildings for teleportation:

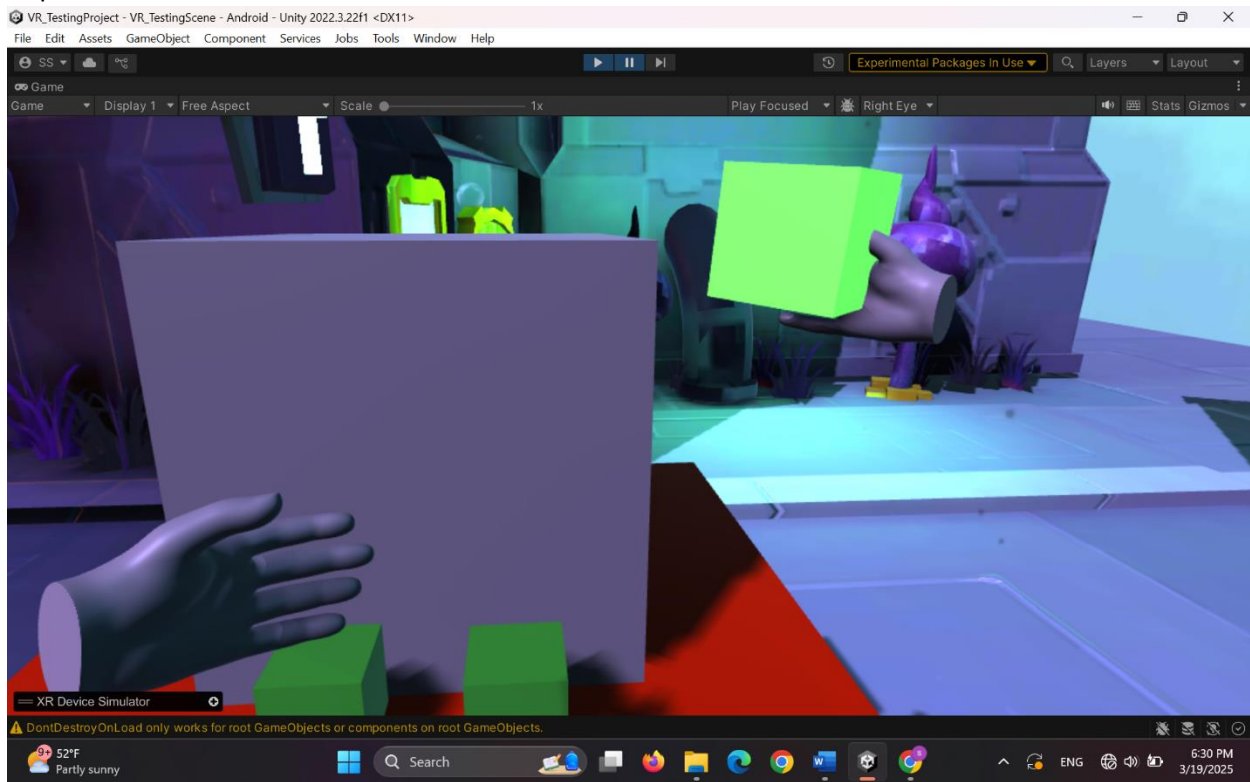


Interaction with UI elements: When your hands are in front of a UI element, a straight ray cast gets instantiated from your hands, by pressing `Button(0)trigger`, you can interact with the UI element:



In the above picture, you can aim for any of those UI buttons and press the trigger button to input numbers or letters.

Grabbable objects: With Button1(squeeze) you can pick up grabbable objects, throw them around or place them somewhere else:



Sockets: one powerful component that comes with unity's XR's toolkit is socket interactable, which turns game objects into sockets. In the following example, you can see how I used the socket interactable component on a key hole to create a drawer function.



First you must grab the key and insert it into the keyhole to unlock it, then you will be able to pull open the drawer:



Since I didn't work on this project for long, it doesn't include more features. Therefore, I want to end this portfolio right here.

My Thanks to you

Shervin Shafizad

Resources and List of packages used for this project:

Unity XR toolkit

Unity XR device simulator

Unity Input system

Note: the set up of the project was done by myself with the help of an online course, but the 3D models such as the hand model and the environment models were free assets from the internet. You can find the reference for the asset bundle in link below:

<https://assetstore.unity.com/packages/essentials/tutorial-projects/practical-game-accessibility-case-study-223056?srltid=AfmBOorTQJatJS7Q61M7ZcO5cmxe0PAFtQKndSdwpwkyKwkNuh7HDHyp>