

VAR-MIRI Q1. 2019-2020

Unity + Google Cardboard Project

This project will be carried out in groups of 2 people, and it has to be sent through the Racó on the 20th of December.

Project description:

The goal of this project is that you learn to develop a VR application using Unity and Google Cardboard. You can find all the information and necessary links on the slides that are already in the Racó.

The application should have:

- A small virtual environment with several objects.
- Navigation: You can use the reticle pointer provided by GVR or the accelerometer input to move the camera through the virtual environment (constant movement, teleportation, ...).
- Selection: let the user select objects in the environment to perform actions with them (Rotate, translate and/or scale objects in the environment)
- Control: implement control mechanisms to change different aspects of your application. For example: the color of a model, loading a model, changing between interaction methods, change the application state, ...

The topic for this project is free, you could develop any virtual environment that you wish. Some ideas: a virtual museum, a city scenario, a virtual shop, a game, ...

You do not mean to model your own objects, there are many available for free in the Unity Asset Store.

Submission:

You need to submit all the files required to build and run your project, and a document indicating the authors of the work, a brief description of your application, and how to interact with the environment and the elements within it.