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1. Description of the package.

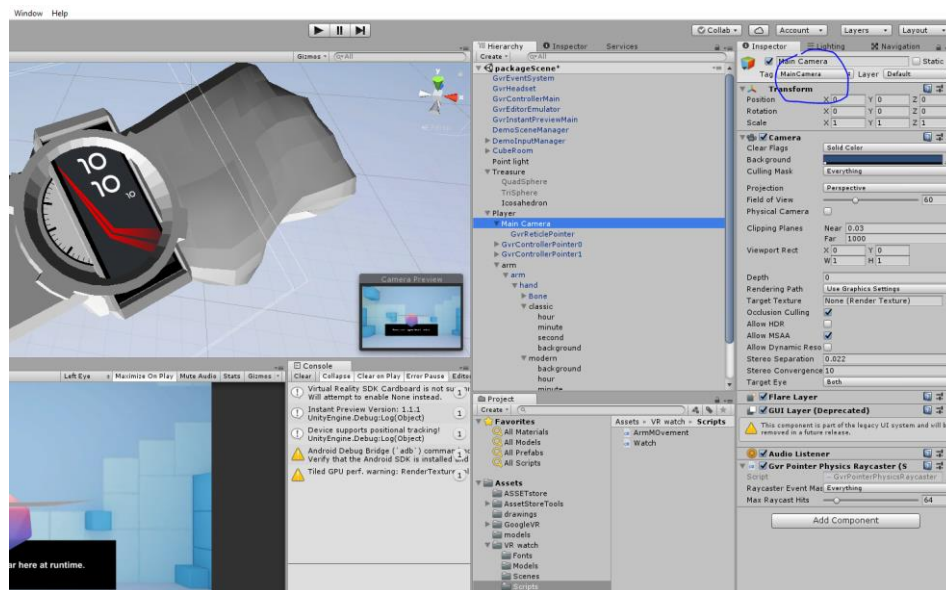
Are you looking for an immersive way to displaying the time in your VR game? Stop looking, you have found the best VR watch asset. Originally designed for the scene of google VR, it can be also easily adapted for a normal non-VR game. It contains a modern (based on a gear fit model) and a classic (based on an old Cassio) watch models. This is a package that works for google VR 2018. <https://developers.google.com/vr/unity/>

This package includes:

- scripts that control the time for the modern and classic watches.
- scripts that control arm movement with the head
- all the models, textures and scripts used in the video example.

2. Colliders and tags

The only tag used in this package is the “main camera” that is attached to the VR camera of the player’s game object.



3. Scripting

The VRwatch script is the most important part of the code.

```
public class Watch : MonoBehaviour {

    //se this for initialization

    //this allows simply to change the clock/watch type
    public clockType type;
    //these are the canvases with the watch parameters
    public Canvas classicWatch, modernWatch;
    public GameObject sphere, ortoedre;
```

```

// angle parameters
float offsetAngle = 0f; // Think of this like a time zone

//transforms used for the classic watch
Transform hourT, minT, secondT;

//know time publically
public float hourR ;
public float minuteR;
public float secondR;

//texts used for modern watch
public Text txtHour, txtMin, txtSec;

void Start () {

    //show or hide the objects that correspond to the style
    if(type==clockType.classic)
    {
        sphere.SetActive(true);
        ortoedre.SetActive(false);
        classicWatch.enabled = true;
        modernWatch.enabled = false;

        hourT = classicWatch.transform.GetChild(0);
        minT = classicWatch.transform.GetChild(1);
        secondT = classicWatch.transform.GetChild(2);

    }
    else
    {
        sphere.SetActive(false);
        ortoedre.SetActive(true);
        classicWatch.enabled = false;
        modernWatch.enabled = true;
    }
}

// Update is called once per frame
void FixedUpdate ()
{
    //get time data
    DateTime currentTime = System.DateTime.Now;
    hourR = currentTime.Hour;
    minuteR = currentTime.Minute;
    secondR = currentTime.Second;

    if (type == clockType.classic)
    {
        //set rotations of the gameobjects in case that is a classic watch
        secondT.localRotation = Quaternion.Euler(0, 0, secondR * 6 + 180);
        minT.localRotation = Quaternion.Euler(0, 0, minuteR * 6 + 180);
        hourT.localRotation = Quaternion.Euler(0, 0, hourR * 30 + 180);
    }
    else
    {
        //set the text values in cas it is a modern watch
        //set the text 0+value or value
        if(secondR<10)

```

```

        {
            txtSec.text = "0" + secondR;
        }
        else
        {
            txtSec.text = "" + secondR;
        }

        if (minuteR < 10)
        {
            txtMin.text = "0" + minuteR;
        }
        else
        {
            txtMin.text = "" + minuteR;
        }

        if (hourR < 10)
        {
            txtHour.text = "0" + hourR;
        }
        else
        {
            txtHour.text = "" + hourR;
        }
    }
}
}

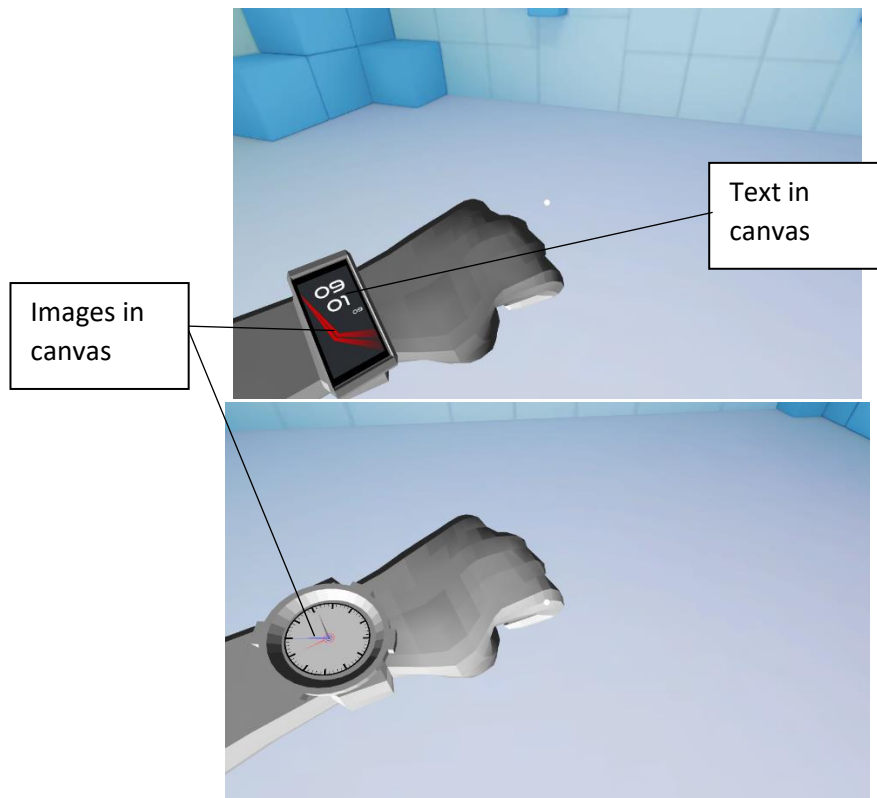
```

4. How to use the package

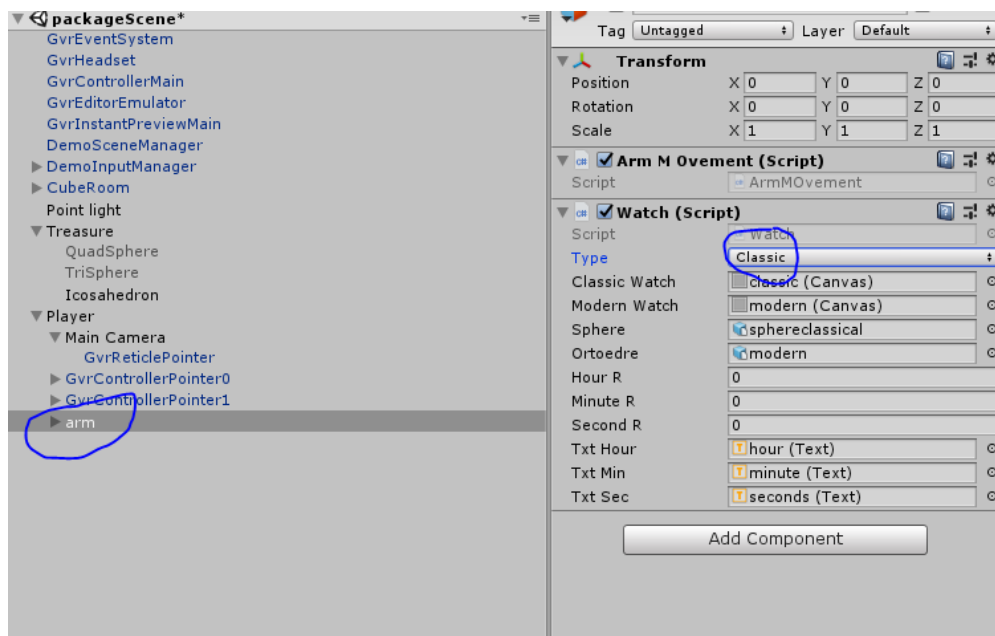
This means that:

- First of all, the different meshes and canvases are activated in order to show which watch is used.
- Then the time is obtained from the device.
- Finally the time is displayed in the watch sphere as a rotation of the different images or as a text update.

The different gameobjects used for each watch are resumed here.



To change the different watch models just check the in “player > arm > watch.cs”



5. Video tutorial

We have a video tutorial explaining how the scripts and game mechanics works.

<https://www.youtube.com/watch?v=Mdd5fpt-k9g>