

# How to Set Up Composition Cicerone VR App in Unity

Tools to Set up Composition Cicerone App

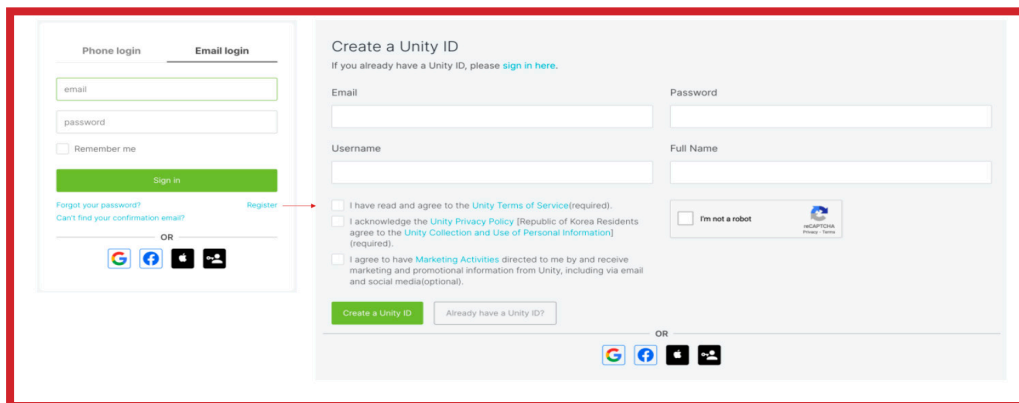
- An Android phone
- Google Cardboard
- Unity
- CompositionCicerone\_gdin3226.unitypackage

## UNITY SET UP

### Step 1– Create a Unity ID

To access a lot of important Unity services, including the Unity Asset Store and Unity Learn, we need to be signed in with a Unity ID.

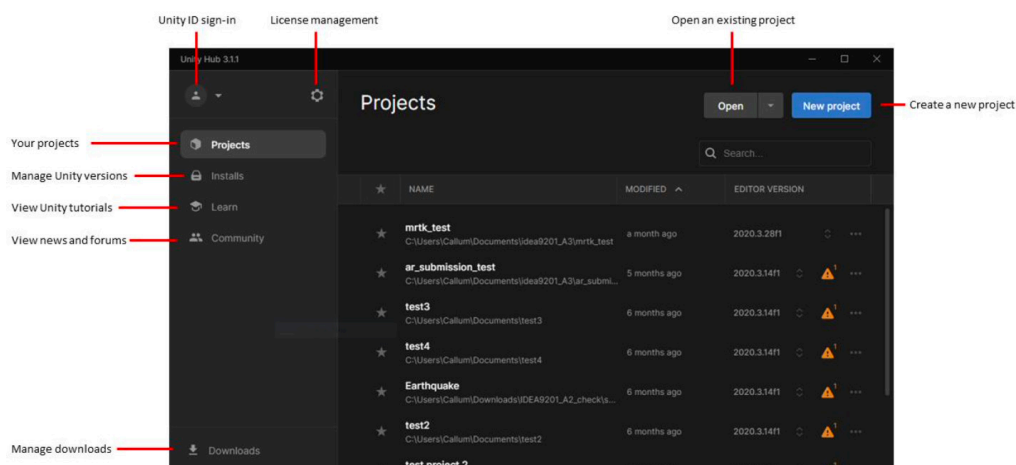
If you do not have a Unity ID yet, please create one here: <https://id.unity.com/>

A screenshot of the Unity ID creation and login page. The page is divided into two main sections. On the left, there is a login section with fields for 'email' and 'password', a 'Remember me' checkbox, and a 'Sign in' button. Below this are links for 'Forgot your password?' and 'Can't find your confirmation email?', and social media login options for Google, Facebook, and Apple. On the right, there is a 'Create a Unity ID' section. It includes a link for users who already have a Unity ID. The registration form has fields for 'Email', 'Password', 'Username', and 'Full Name'. Below these are three checkboxes for terms and conditions: 'I have read and agree to the Unity Terms of Service (required)', 'I acknowledge the Unity Privacy Policy (Republic of Korea Residents agree to the Unity Collection and Use of Personal Information) (required)', and 'I agree to have Marketing Activities directed to me by and receive marketing and promotional information from Unity, including via email and social media (optional)'. There is also a 'I'm not a robot' checkbox with a CAPTCHA image. At the bottom of the registration section are 'Create a Unity ID' and 'Already have a Unity ID?' buttons, followed by social media login options.

### Step 2– Install Unity Hub

The Unity Hub is a management tool that you can use to manage all of your Unity projects and the installed Unity versions.

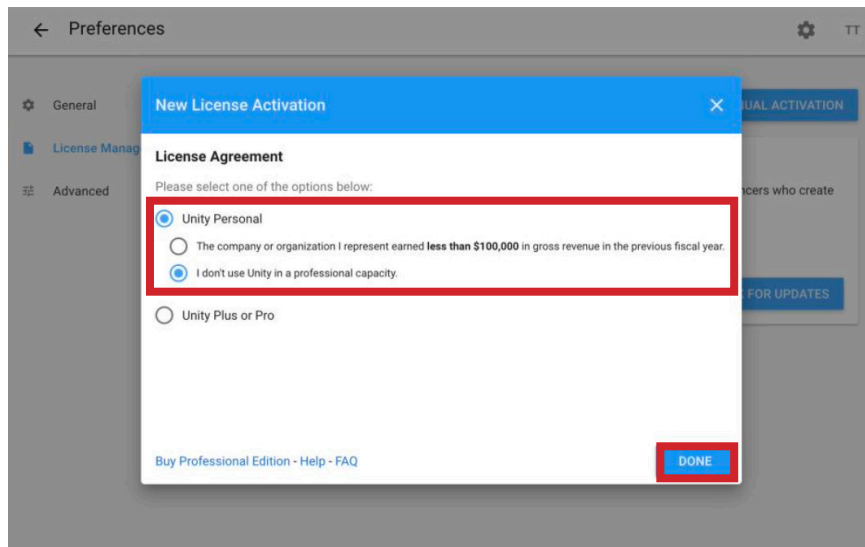
- Go to <https://unity3d.com/get-unity/download>, then click on Download Unity Hub. Once installed successfully, the Unity Hub will look like one of the below images (first is the version on the lab computers, second is the latest version of Unity Hub).
- Sign in using your Unity ID



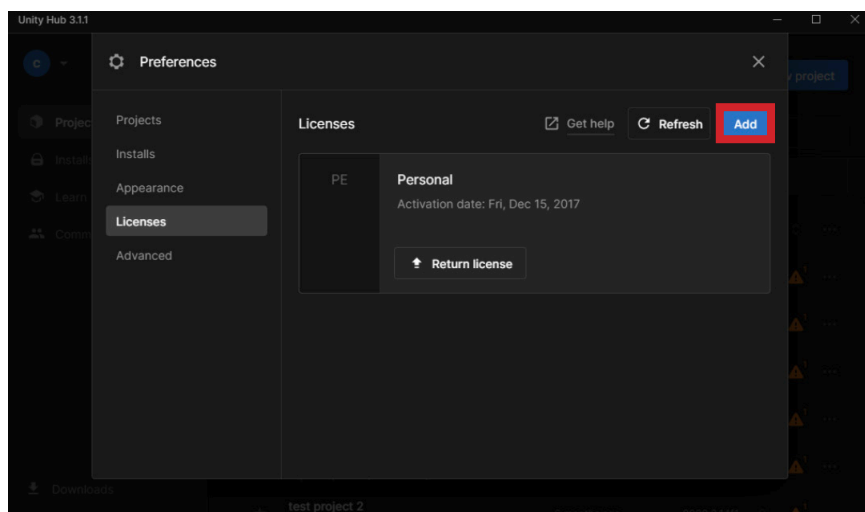
### Step 3 – Activate a Unity License

To use Unity, you need an activated license. For Unity Plus and Pro licenses, you need to get a serial number; for a Unity Personal license, you don't need a serial number.

Go to **Settings** to activate a new Unity license. Click on **Activate New Licence** and select a **Unity Personal** plan since we are not using Unity in a professional capacity.



Unity Hub 3+ will look a bit different. After clicking on the settings icon, click **Licenses** and then click the blue **Add** button. Choose "Get a free personal license" and then click Agree to the terms.



### Step 4 – Install a Unity Version

Unity has many versions since the company keeps updating the software over the years. The version of Unity that we will be using in this class is the Unity 2020 Recommended Release.

In the **Installs** tab, click to **Add** a new Unity Version. Then select the **Recommended Release**, the version number could be **2020.3.14f1 (LTS)** as in the below photo or slightly different, then click **Next**. LTS stands for "Long-Term Support," a stable version of Unity that will be supported for two years.

## Step 4 – Install a Unity Version

The screenshot shows the 'Add Unity Version' dialog box with a blue header and a close button (X). It features two progress steps: '1 Select a version of Unity' (active) and '2 Add modules to your install'. Below the steps, there is a link to the download archive. The 'Recommended Release' section is highlighted with a red box, showing 'Unity 2020.3.14f1 (LTS)' selected with a radio button. Under 'Official Releases', there are three unselected options: 'Unity 2021.1.15f1', 'Unity 2019.4.28f1 (LTS)', and 'Unity 2018.4.36f1 (LTS)'. The 'Pre-Releases' section is partially visible. At the bottom, there are 'CANCEL', 'BACK', and 'NEXT' buttons, with the 'NEXT' button highlighted by a red box.

**Add Unity Version** [X]

1 Select a version of Unity — 2 Add modules to your install

Can't find the version you're looking for? Visit our [download archive](#) for access to [long-term support](#) and [patch releases](#), or join our [Open Beta program](#) releases.

**Recommended Release**

☒ Unity 2020.3.14f1 (LTS)

**Official Releases**

☐ Unity 2021.1.15f1

☐ Unity 2019.4.28f1 (LTS)

☐ Unity 2018.4.36f1 (LTS)

**Pre-Releases**

CANCEL BACK **NEXT**

In the next step, we are going to select several supporting modules:

- Visual Studio: An integrated development environment developed by Microsoft. We are going to use it to write Unity scripts.
- Build Support: This module helps to build and run Unity applications on your phone.
  - If you are using an Android phone: select Android Build Support (Important! Make sure Android SDK & NDK Tools, and OpenJDK checkboxes are selected).
  - If you are using an Apple phone: select iOS Build Support

The screenshot shows the 'Add Unity Version' dialog box with a blue header and a close button (X). It features two progress steps: '1 Select a version of Unity' (completed with a checkmark) and '2 Add modules to your install' (active). Below the steps, it shows the selected version 'Unity 2020.3.15f1' and the available space '22.1 GB' versus required space '23.6 GB'. The 'Dev tools' section has 'Visual Studio for Mac' checked. The 'Platforms' section has 'Android Build Support' checked, which is expanded to show 'Android SDK & NDK Tools' and 'OpenJDK' also checked. 'iOS Build Support' is unchecked. At the bottom, there are 'CANCEL', 'BACK', and 'NEXT' buttons, with the 'NEXT' button highlighted by a red box.

**Add Unity Version** [X]

☒ Select a version of Unity — **2 Add modules to your install**

Add modules to Unity 2020.3.15f1 : total space available 22.1 GB - total space required 23.6 GB

**Dev tools**

☒ Visual Studio for Mac 1.3 GB 3.8 GB

**Platforms**

✓ ☒ Android Build Support 355.1 MB 1.1 GB

☒ Android SDK & NDK Tools 1.0 GB 3.2 GB

☒ OpenJDK 72.7 MB 165.0 MB

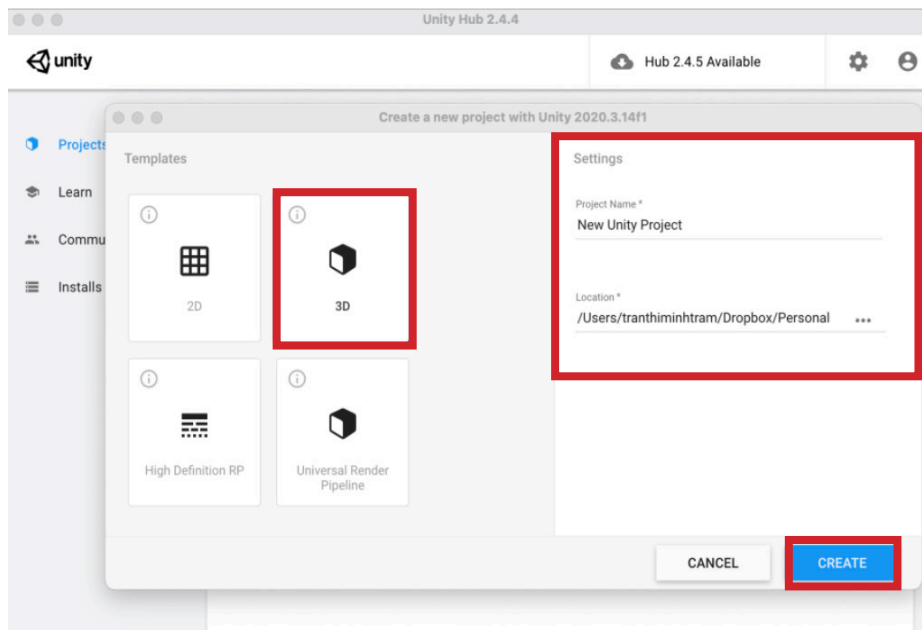
☐ iOS Build Support 555.6 MB 1.6 GB

CANCEL BACK **NEXT**

Click Next and agree to various end-user agreements. The installation will some time to finish.

## Unity Interface Overview

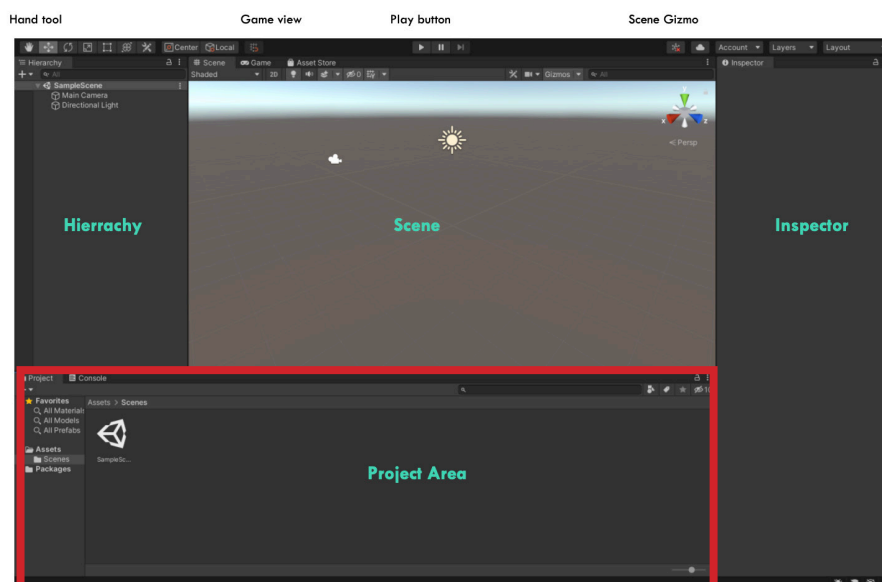
Let's first create a new project. Once you have launched Unity Hub, in the Projects tab, click the blue **New Project** button. Leave the template as 3D core. Inside Project Name type: Composition Cicerone and Choose your Location.



Once you click **Create**, Unity will load, and eventually you will be presented with the Unity interface.

### Step 1 – Get to know the Unity

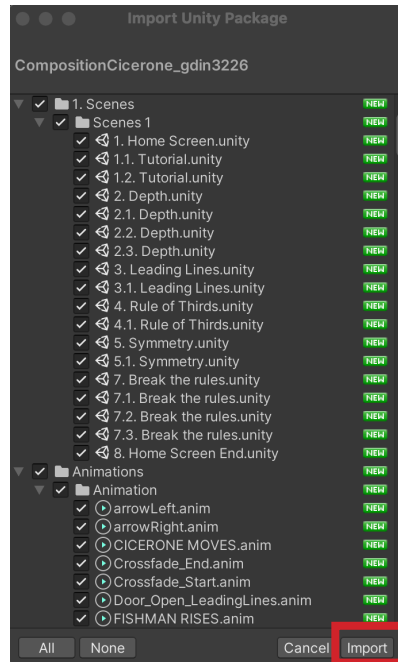
Before we start creating Composition Cicerone, let's get familiar with the Unity interface.



### Step 2- Unity Package into Unity

You will need to find your downloaded CompositionCicerone\_gdin3226.unitypackage and drag and drop it into the project area called "Assets".

## Step 2- Unity Package into Unity



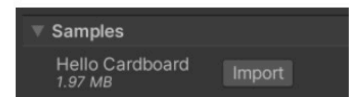
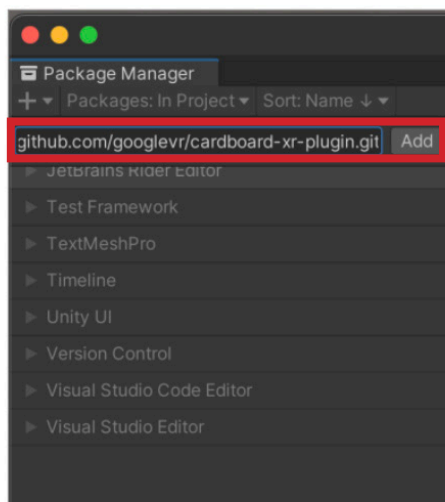
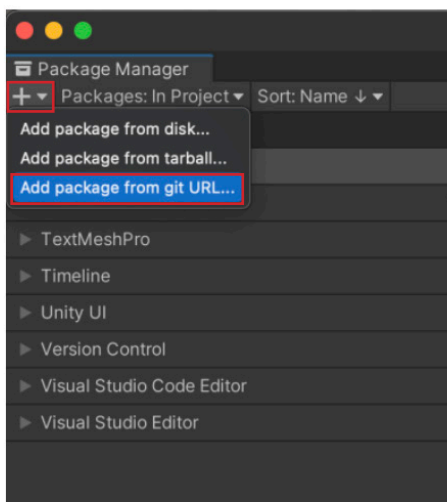
When Import Unity Package pops up. Click on the Import button.

You will find errors underneath and in your console.

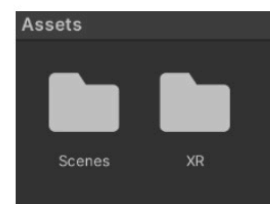
To fix this go to Window > Package Manager. Top left there is a '+' sign and click on 'Add package from git URL'.

Paste <https://github.com/googlevr/cardboard-xr-plugin.git>

into the text entry field (make sure there is no white space at the end of the link)



Note: **Do not** import this Sample.

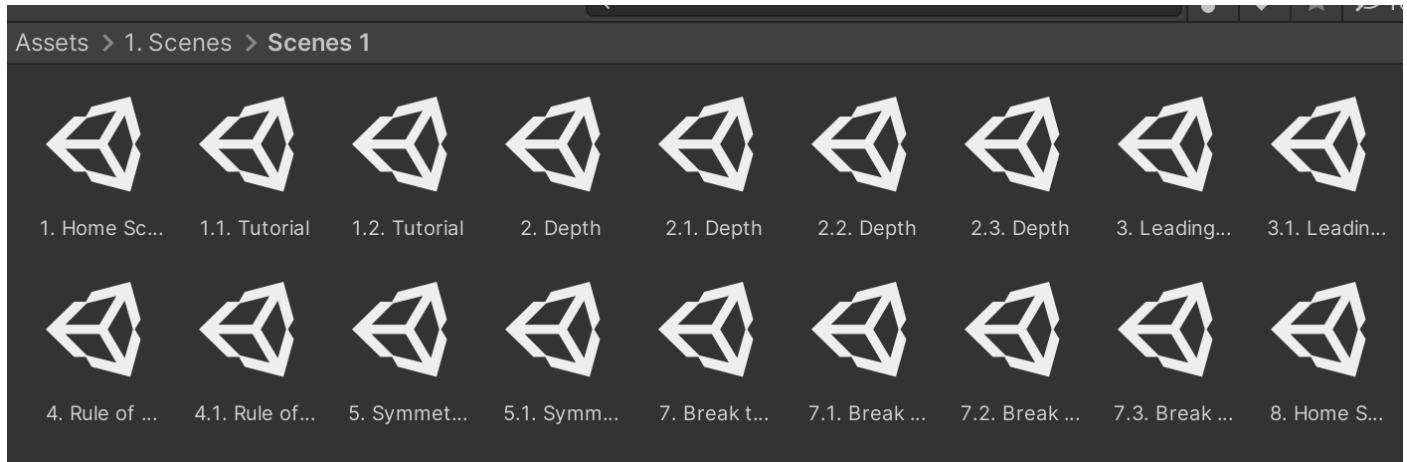


When it's done, you will see a new folder called XR.

## IMPORT THE LEVELS INTO THE GAME

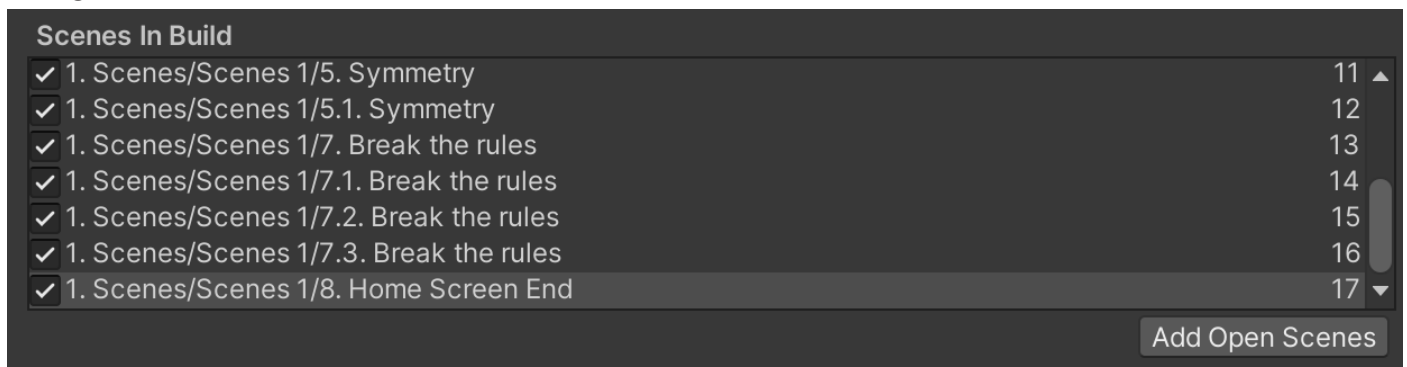
### Step 1- Composition Cicerone Scenes

Go to Assets > 1. Scene Folder > Scenes 1. These steps will help you find all the composition cicerone levels



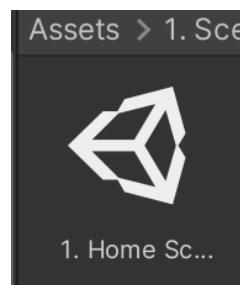
### Step 2- Scenes into Scenes in Build

Go to File > Build Setting and drag and drop all the scenes one by one inside the Scenes In Build box. (Make sure its in chronological order 1 , 1.1, 1.2, 2, 2.1 and so forth) To make the game run.

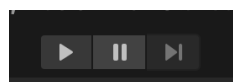


## INTERACT WITH THE APP IN UNITY

Set Up is All Complete and to play in Unity. Simply go to Assets > 1. Scene Folder > Scenes 1 and double click on 1. Home Screen.



And click play on top to start playing.



To see in VR Mode click on the Google cardboard box on the right and use 'option and click' or 'alt and click' to drag around the scene.

