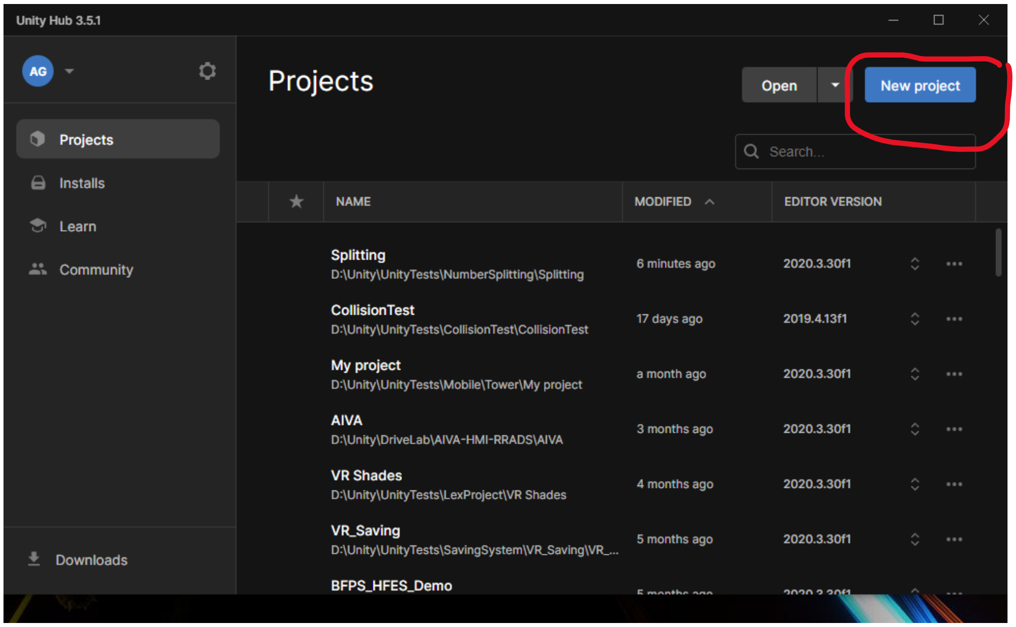
Setting Up Unity for VR Development

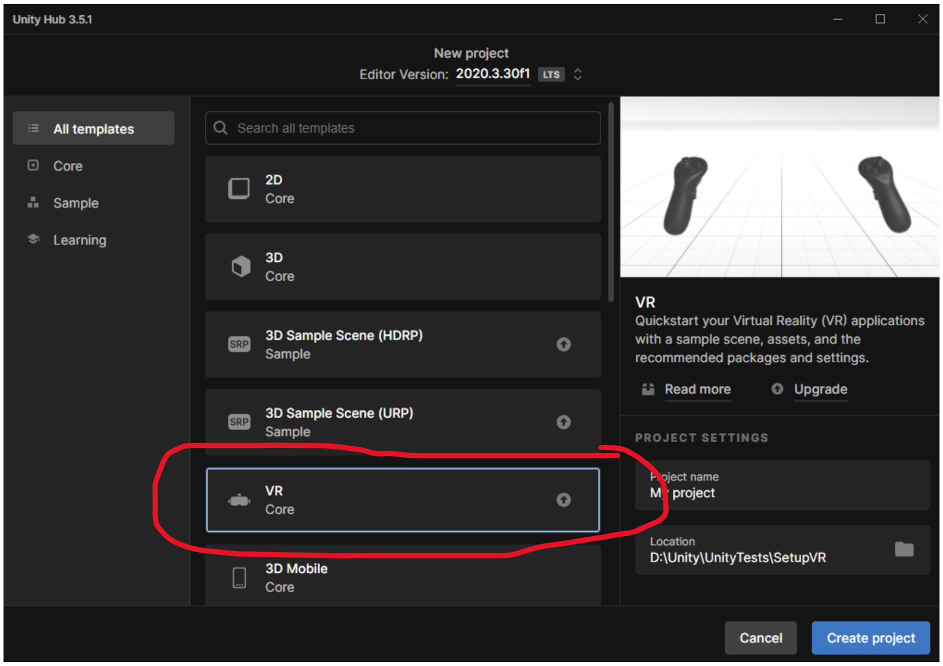
1. Open the Oculus Application (download and install if necessary, from meta.com) Minimize app

2. Open Unity Hub.
3. Click on New Project.



★	NAME	MODIFIED	EDITOR VERSION
	Splitting D:\Unity\UnityTests\NumberSplitting\Splitting	6 minutes ago	2020.3.30f1
	CollisionTest D:\Unity\UnityTests\CollisionTest\CollisionTest	17 days ago	2019.4.13f1
	My project D:\Unity\UnityTests\Mobile\Tower\My project	a month ago	2020.3.30f1
	AIVA D:\Unity\DriveLab\AIVA-HMI-RRADS\AIVA	3 months ago	2020.3.30f1
	VR Shades D:\Unity\UnityTests\LexProject\VR Shades	4 months ago	2020.3.30f1
	VR_Saving D:\Unity\UnityTests\SavingSystem\VR_Saving\VR_...	5 months ago	2020.3.30f1
	BFPS_HFES_Demo	5 months ago	2020.3.30f1

4. Select VR Core Template.



Editor Version: 2020.3.30f1 LTS

VR

Quickstart your Virtual Reality (VR) applications with a sample scene, assets, and the recommended packages and settings.

PROJECT SETTINGS

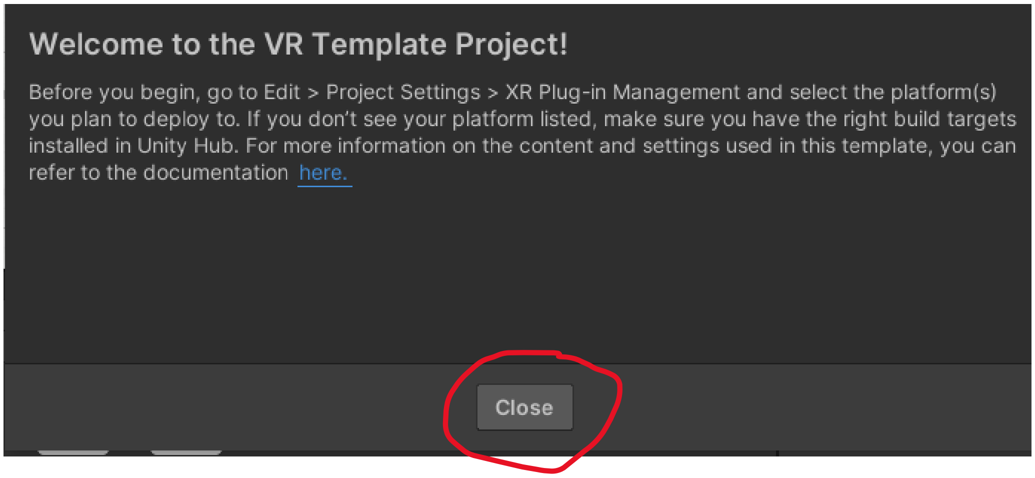
Project name
My project

Location
D:\Unity\UnityTests\SetupVR

5. Name your project and set saving location.

6. Click Create Project.

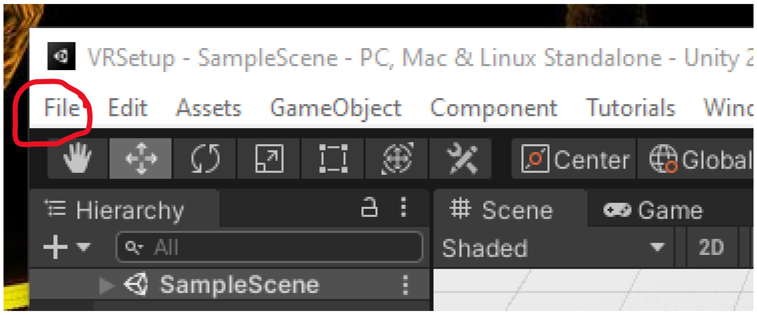
7. Close Template



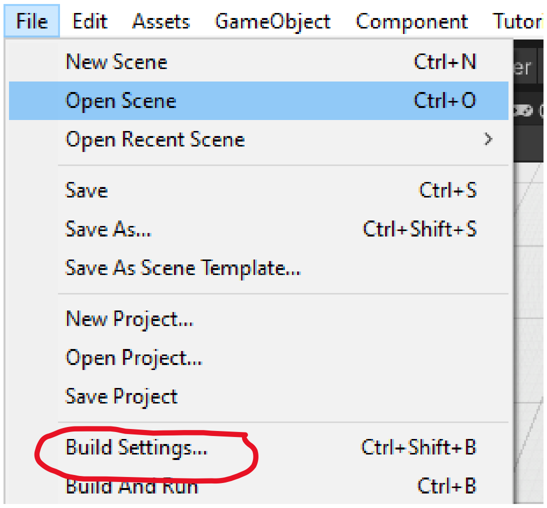
Welcome to the VR Template Project!

Before you begin, go to Edit > Project Settings > XR Plug-in Management and select the platform(s) you plan to deploy to. If you don't see your platform listed, make sure you have the right build targets installed in Unity Hub. For more information on the content and settings used in this template, you can refer to the documentation here.

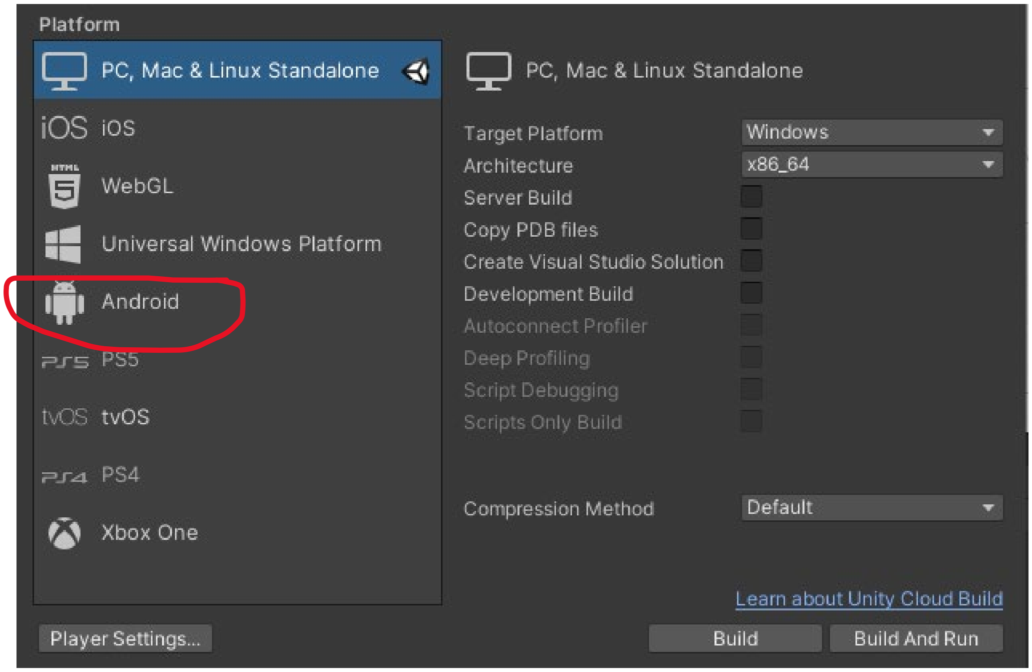
8. Set the Unity project build settings.
   Click on File



Click on Build Settings...



Click on Android under Platform



Platform

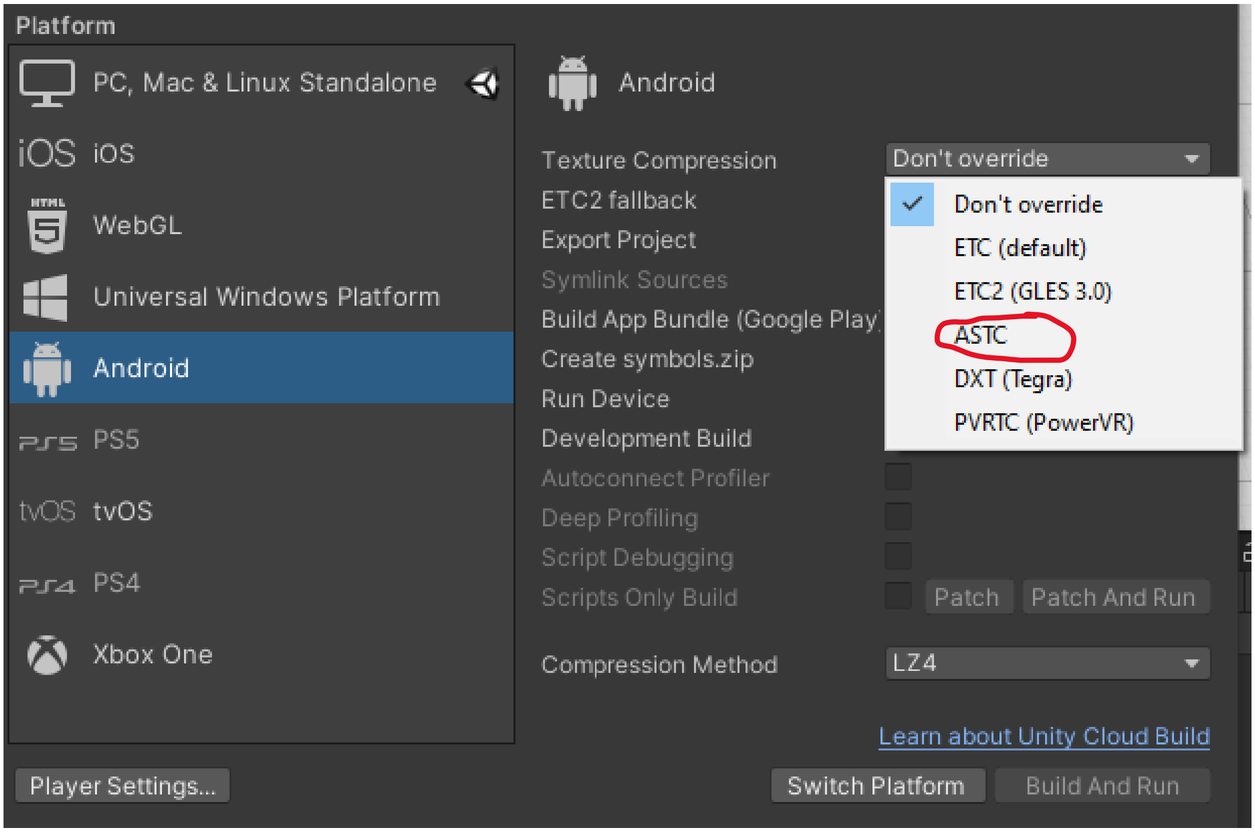
PC, Mac & Linux Standalone

Target Platform: Windows
Architecture: x86_64
Server Build
Copy PDB files
Create Visual Studio Solution
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Scripts Only Build

Compression Method: Default

PC, Mac & Linux Standalone
iOS
WebGL
Universal Windows Platform
Android
PS5
tvOS
PS4
Xbox One
Learn about Unity Cloud Build
Player Settings...
Build
Build And Run

Set Texture Compression to ASTC



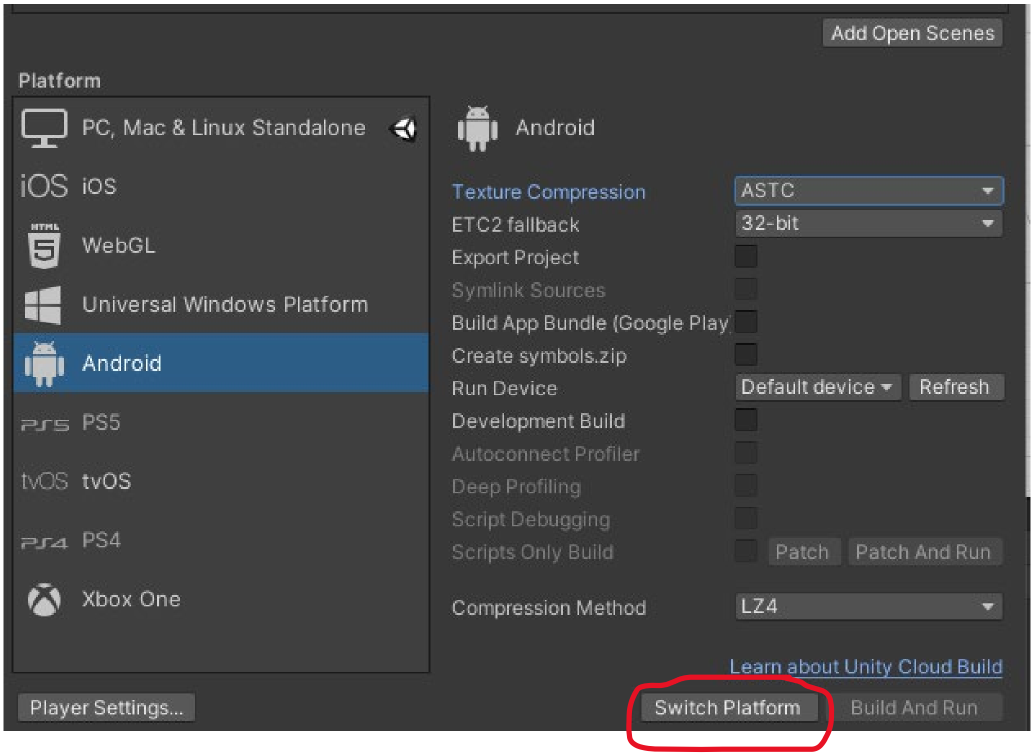
Platform

Android

Texture Compression: Don't override
ETC2 fallback
Export Project
Symlink Sources
Build App Bundle (Google Play)
Create symbols.zip
Run Device
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Scripts Only Build

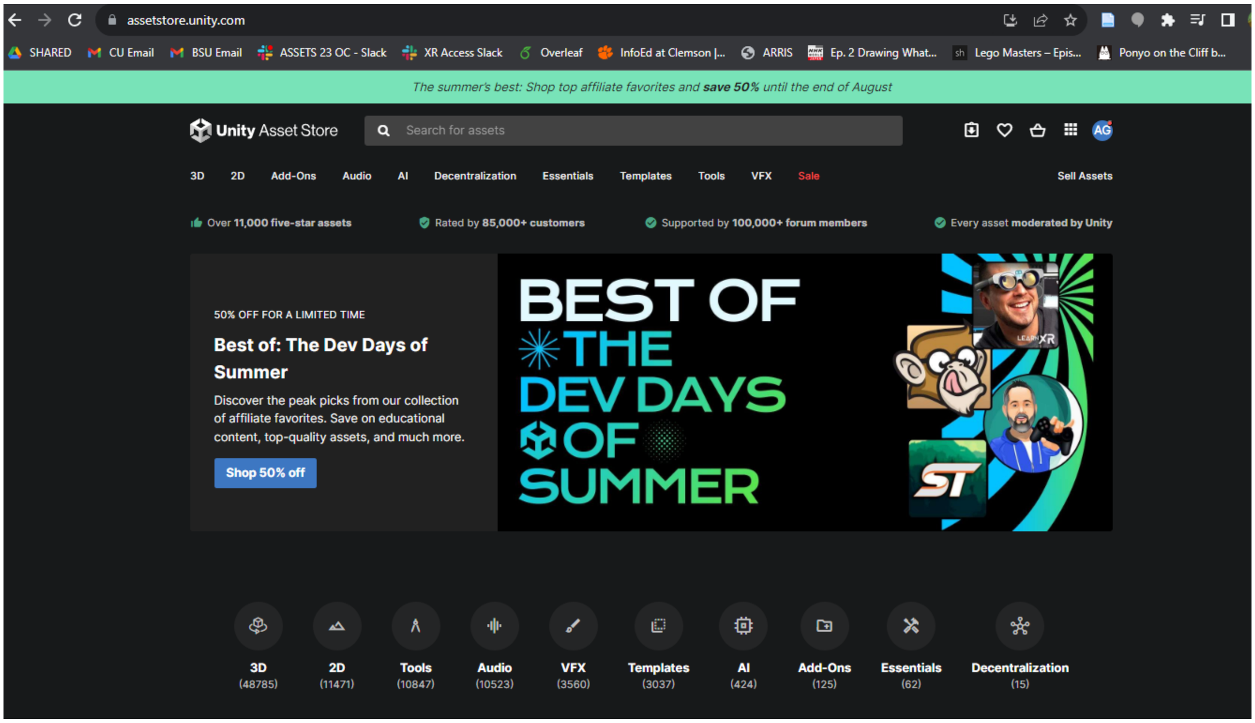
Compression Method: LZ4

Click Switch Platform (this will take approximately a minute), then close the Build Settings



Texture Compression: ASTC
ETC2 fallback: 32-bit
Export Project
Symlink Sources
Build App Bundle (Google Play
Create symbols.zip
Run Device: Default device
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Scripts Only Build
Compression Method: LZ4

9. Install Oculus XR Plugin
Goto Unity Asset Store (https://assetstore.unity.com/) and log into your account (same account and password as your Unity account).



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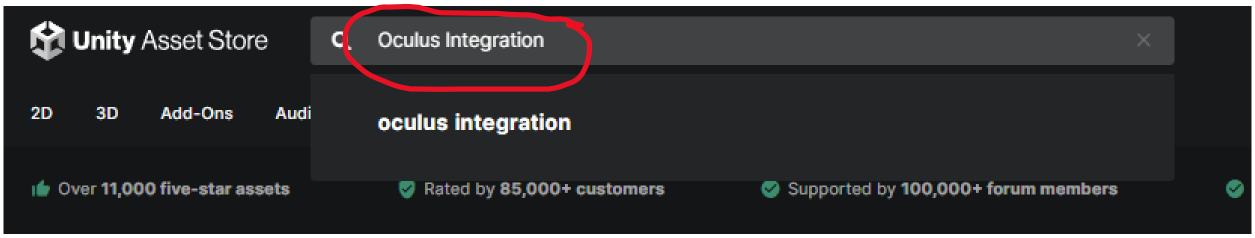
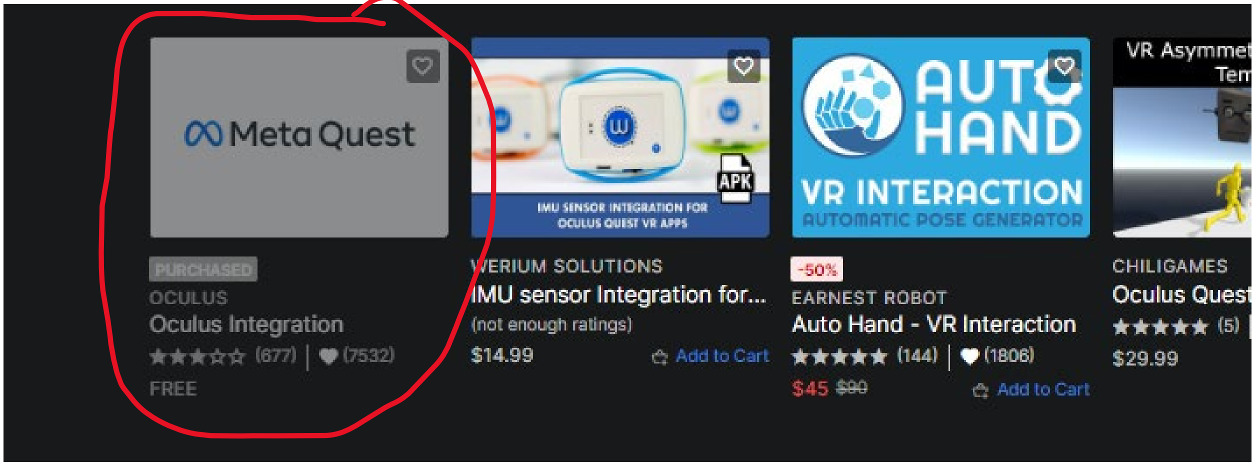
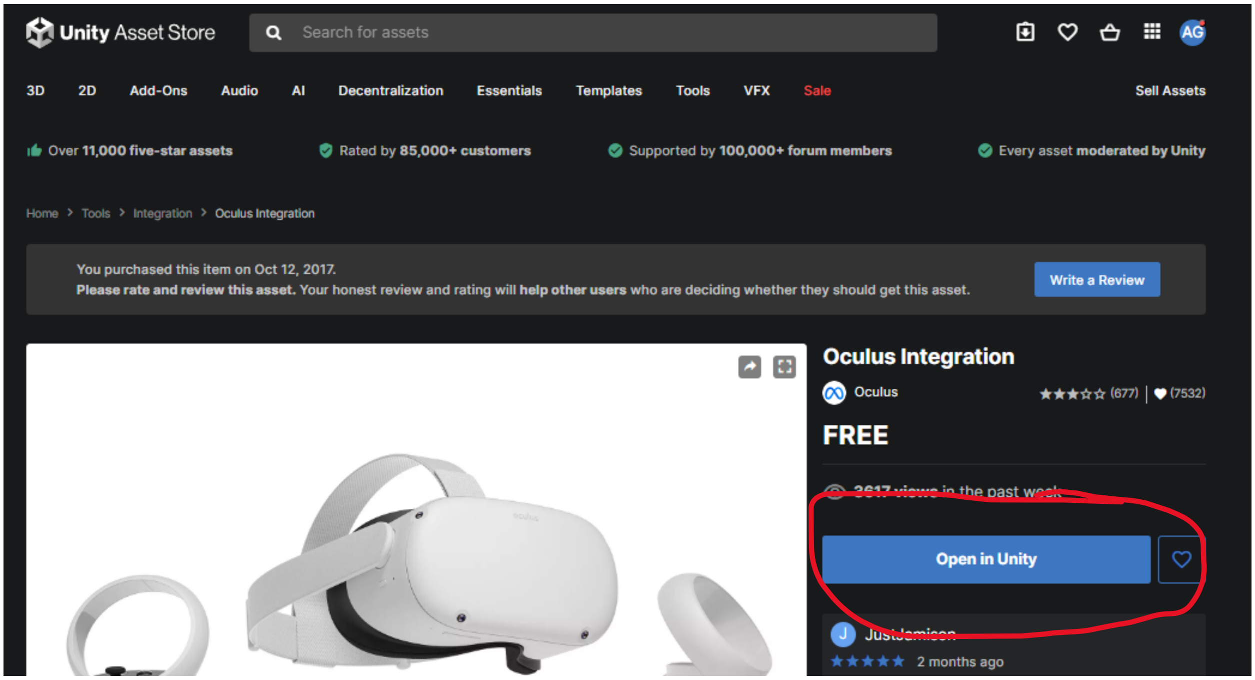
Search for Oculus Integration


Unity Asset Store
Oculus Integration
2D
3D
Add-Ons
Audi
oculus integration
Over 11,000 five-star assets
Rated by 85,000+ customers
Supported by 100,000+ forum members

Click on Oculus Integration asset link

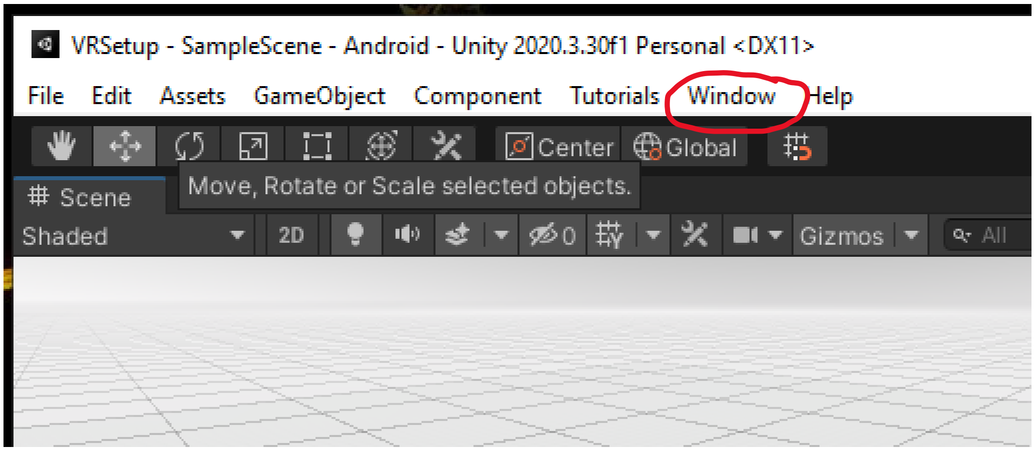


“Purchase” the Oculus Integration free asset.


Unity Asset Store
Search for assets
AG
3D
2D
Add-Ons
Audio
AI
Decentralization
Essentials
Templates
Tools
VFX
Sale
Sell Assets
Over 11,000 five-star assets
Rated by 85,000+ customers
Supported by 100,000+ forum members
Every asset moderated by Unity
Home > Tools > Integration > Oculus Integration

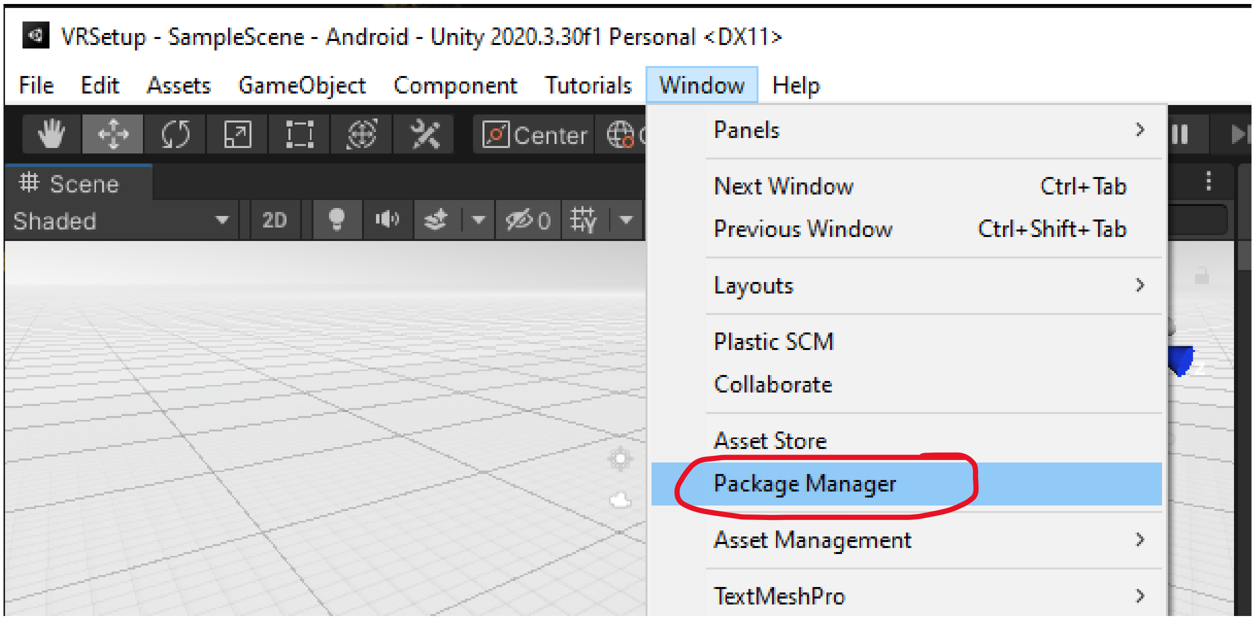
You purchased this item on Oct 12, 2017.
Please rate and review this asset. Your honest review and rating will **help other users** who are deciding whether they should get this asset.

Return to Unity and click on Window

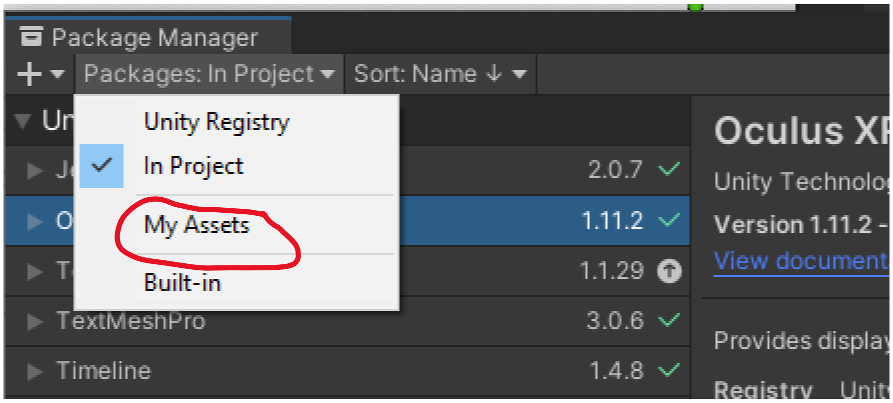


Move, Rotate or Scale selected objects.

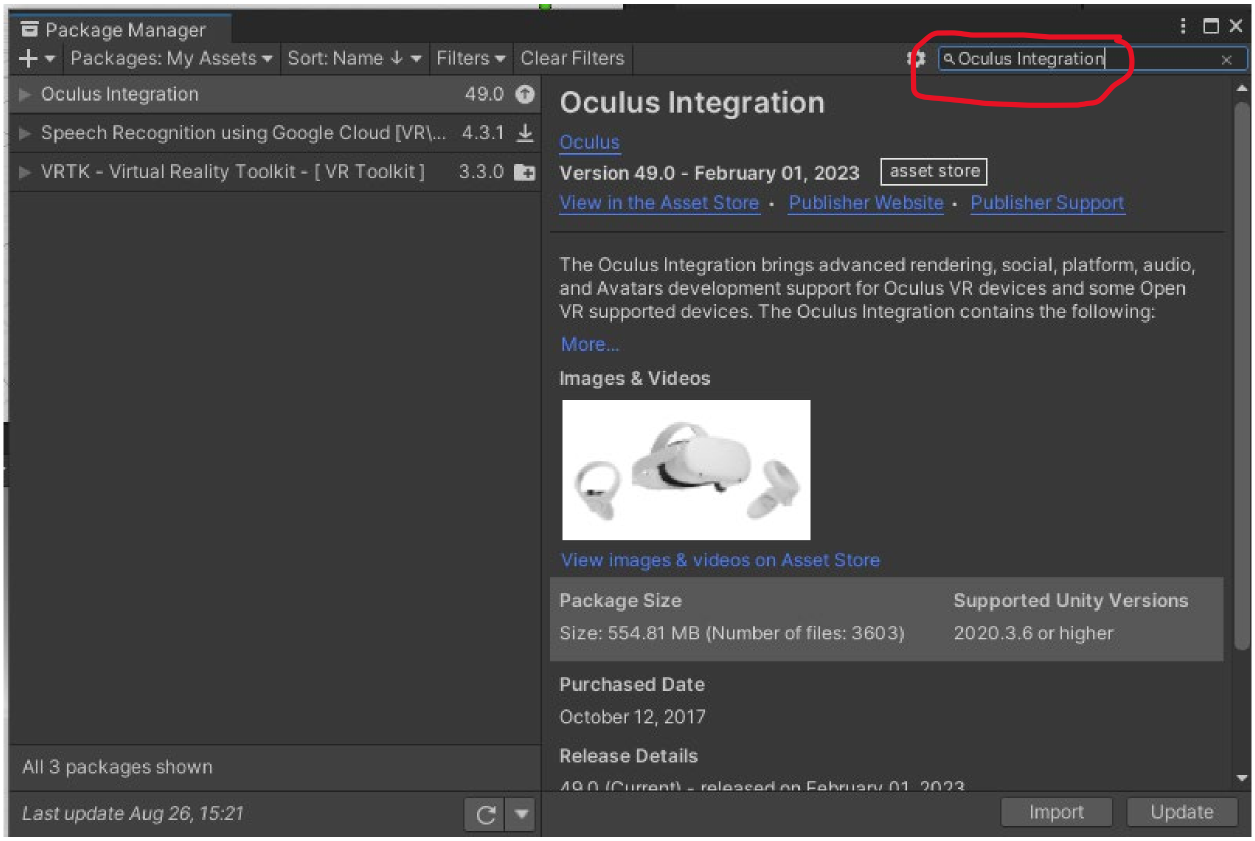
Click on Package Manager



In the Package Manager, click on the Packages: In Project drop down menu and select My Assets



In the search box, type in Oculus Integration



Oculus Integration 49.0
Speech Recognition using Google Cloud [VR\... 4.3.1
VRTK - Virtual Reality Toolkit - [VR Toolkit] 3.3.0

All 3 packages shown

Last update Aug 26, 15:21

Oculus Integration

Oculus

Version 49.0 - February 01, 2023 asset store

View in the Asset Store • Publisher Website • Publisher Support

The Oculus Integration brings advanced rendering, social, platform, audio, and Avatars development support for Oculus VR devices and some Open VR supported devices. The Oculus Integration contains the following:

More...

Images & Videos

View images & videos on Asset Store

Package Size

Size: 554.81 MB (Number of files: 3603)

Supported Unity Versions

2020.3.6 or higher

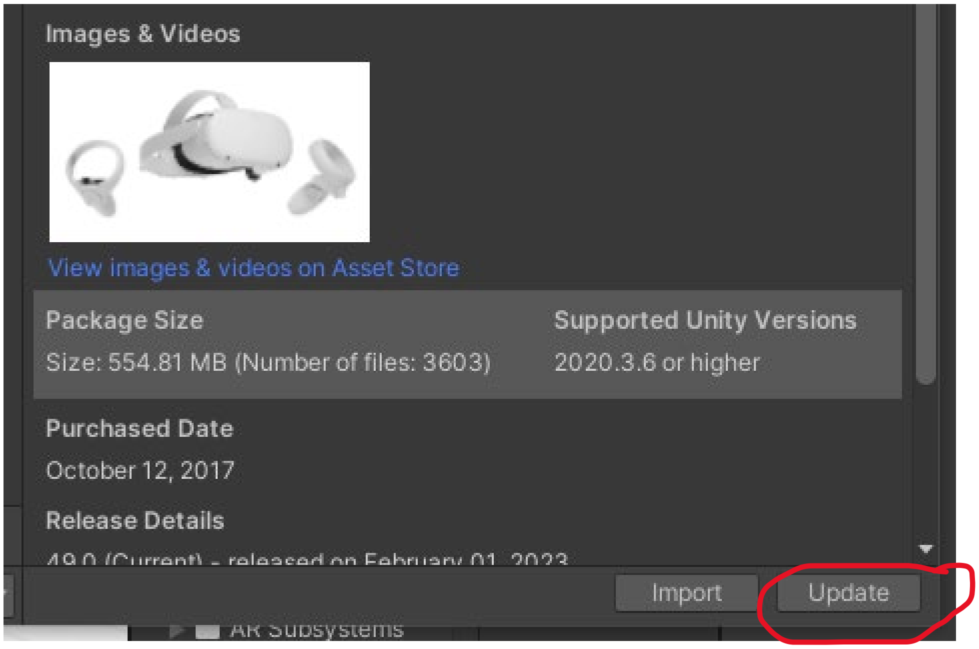
Purchased Date

October 12, 2017

Release Details

49.0 (Current) - released on February 01, 2023

Click on Update and wait for the update to complete (if needed).


Images & Videos

View images & videos on Asset Store

Package Size

Size: 554.81 MB (Number of files: 3603)

Supported Unity Versions

2020.3.6 or higher

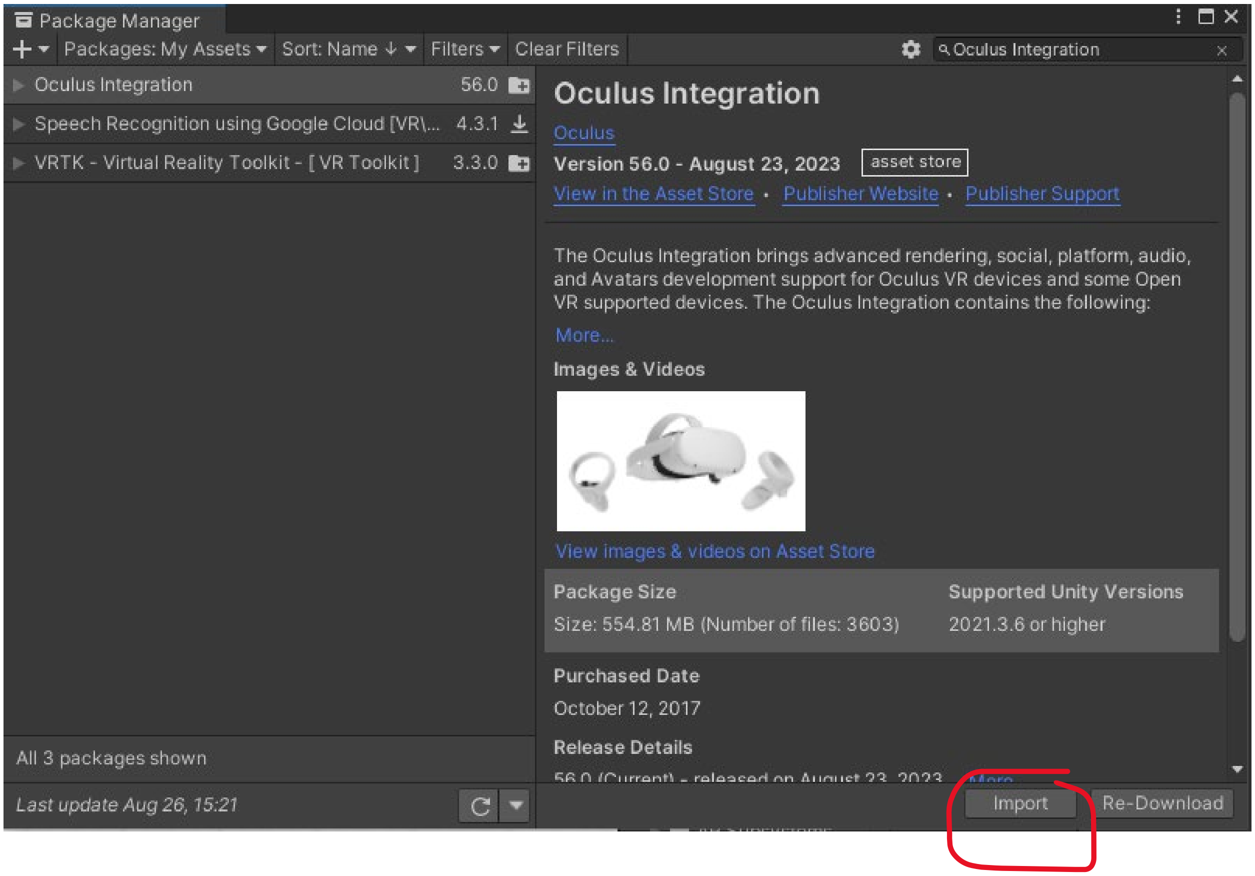
Purchased Date

October 12, 2017

Release Details

49.0 (Current) - released on February 01, 2023

Click on Import


Package Manager
+ ▾ Packages: My Assets ▾ Sort: Name ↓ ▾ Filters ▾ Clear Filters
Oculus Integration
Import
Re-Download

Oculus Integration 56.0

Speech Recognition using Google Cloud [VR\... 4.3.1

VRTK - Virtual Reality Toolkit - [VR Toolkit] 3.3.0

All 3 packages shown

Last update Aug 26, 15:21

Oculus Integration

Oculus

Version 56.0 - August 23, 2023 asset store

View in the Asset Store • Publisher Website • Publisher Support

The Oculus Integration brings advanced rendering, social, platform, audio, and Avatars development support for Oculus VR devices and some Open VR supported devices. The Oculus Integration contains the following:

More...

Images & Videos

View images & videos on Asset Store

Package Size

Size: 554.81 MB (Number of files: 3603)

Supported Unity Versions

2021.3.6 or higher

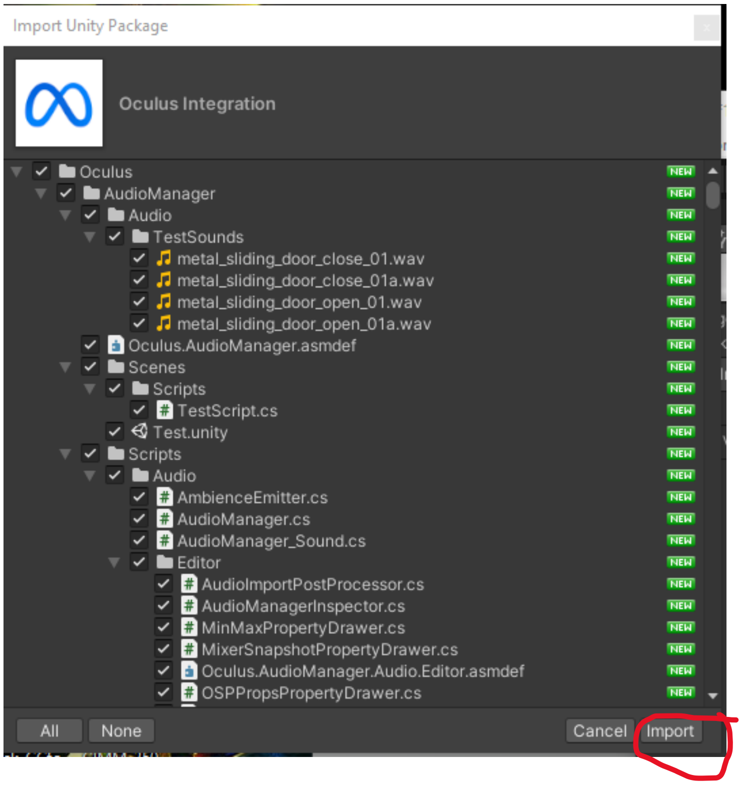
Purchased Date

October 12, 2017

Release Details

56.0 (Current) - released on August 23, 2023 More...

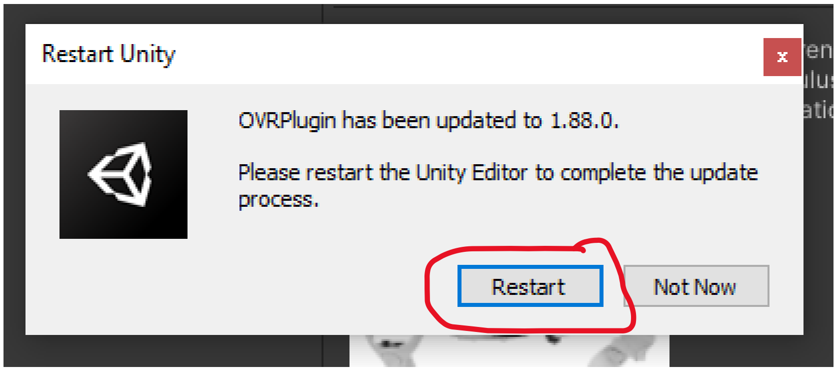
Then click on Import (this import can take multiple minutes)



Oculus Integration

```
☑ Oculus                                        NEW
  ☑ AudioManager                                NEW
    ☑ Audio                                     NEW
      ☑ TestSounds                              NEW
        ☑ metal_sliding_door_close_01.wav       NEW
        ☑ metal_sliding_door_close_01a.wav      NEW
        ☑ metal_sliding_door_open_01.wav        NEW
        ☑ metal_sliding_door_open_01a.wav       NEW
    ☑ Oculus.AudioManager.asmdef                NEW
    ☑ Scenes                                    NEW
      ☑ Scripts                                 NEW
        ☑ TestScript.cs                         NEW
      ☑ Test.unity                              NEW
    ☑ Scripts                                   NEW
      ☑ Audio                                   NEW
        ☑ AmbienceEmitter.cs                    NEW
        ☑ AudioManager.cs                       NEW
        ☑ AudioManager_Sound.cs                 NEW
        ☑ Editor                                NEW
          ☑ AudioImportPostProcessor.cs         NEW
          ☑ AudioManagerInspector.cs            NEW
          ☑ MinMaxPropertyDrawer.cs             NEW
          ☑ MixerSnapshotPropertyDrawer.cs      NEW
          ☑ Oculus.AudioManager.Audio.Editor.asmdef NEW
          ☑ OSPPropsPropertyDrawer.cs           NEW
```

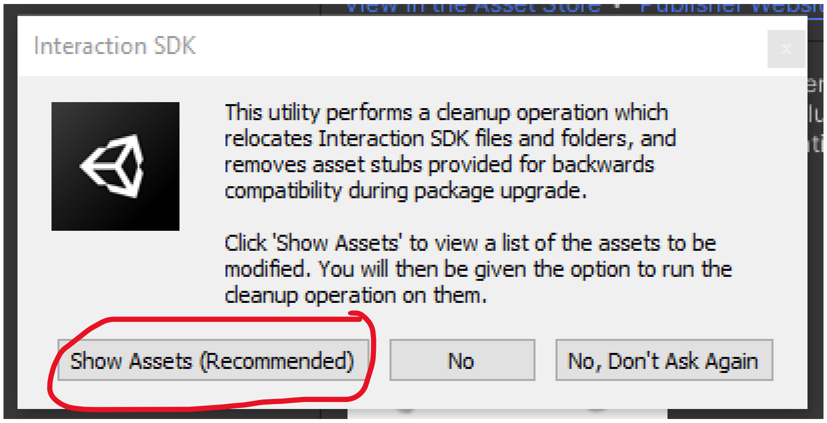
If it asks you to update the OVRPlugin, do so. Then it will ask you to Restart Unity to complete the update process. Do this now.


Restart Unity

OVRPlugin has been updated to 1.88.0.

Please restart the Unity Editor to complete the update process.

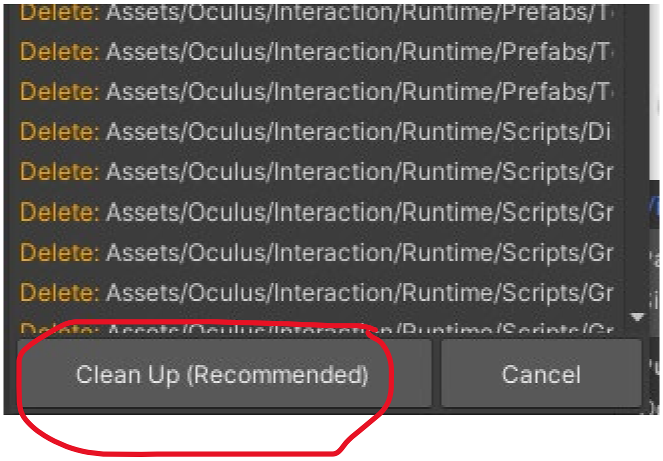
If asked, click on Show Assets


Interaction SDK

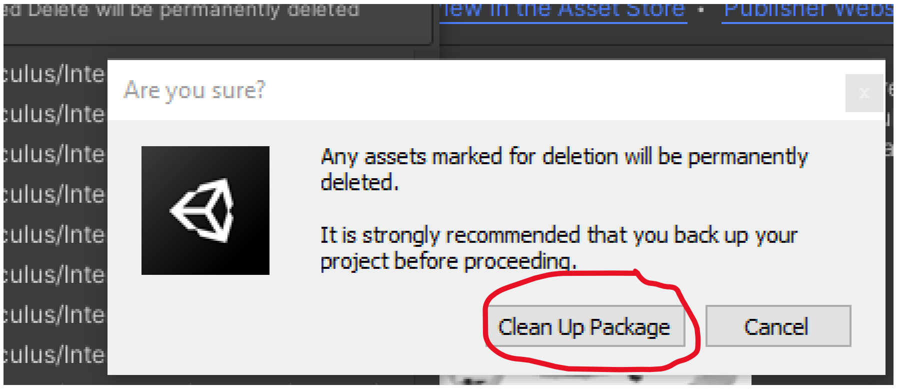
This utility performs a cleanup operation which relocates Interaction SDK files and folders, and removes asset stubs provided for backwards compatibility during package upgrade.

Click 'Show Assets' to view a list of the assets to be modified. You will then be given the option to run the cleanup operation on them.

If asked, click on Clean Up (Recommended)


```
Delete: Assets/Oculus/Interaction/Runtime/Prefabs/T
Delete: Assets/Oculus/Interaction/Runtime/Prefabs/T
Delete: Assets/Oculus/Interaction/Runtime/Prefabs/T
Delete: Assets/Oculus/Interaction/Runtime/Scripts/Di
Delete: Assets/Oculus/Interaction/Runtime/Scripts/Gr
Delete: Assets/Oculus/Interaction/Runtime/Scripts/Gr
Delete: Assets/Oculus/Interaction/Runtime/Scripts/Gr
Delete: Assets/Oculus/Interaction/Runtime/Scripts/Gr
Delete: Assets/Oculus/Interaction/Runtime/Scripts/Gr
```

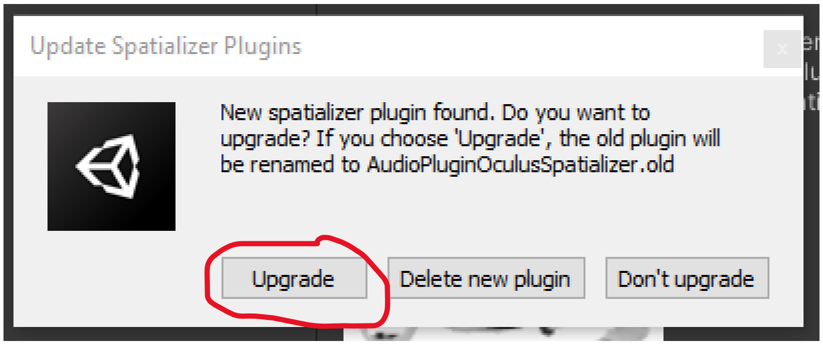
If asked, click on Clean Up Package



Any assets marked for deletion will be permanently deleted.

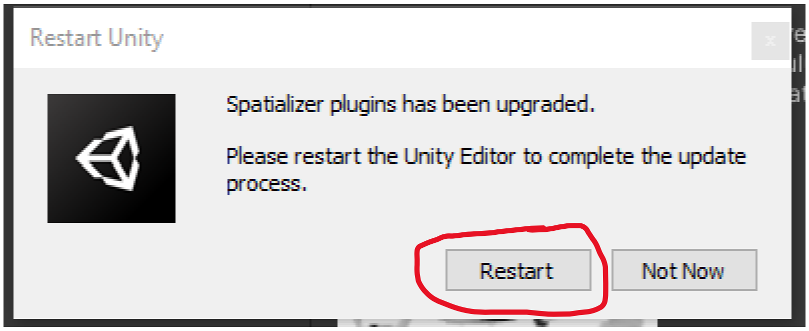
It is strongly recommended that you back up your project before proceeding.

Click on Upgrade to Update Spatializer Plugins



New spatializer plugin found. Do you want to upgrade? If you choose 'Upgrade', the old plugin will be renamed to AudioPluginOculusSpatializer.old

Click on Restart to Restart Unity

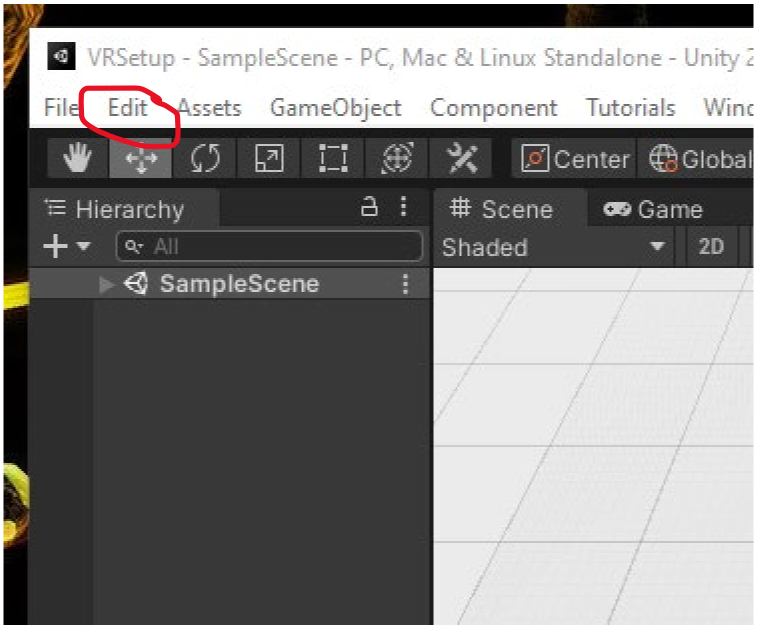


Spatializer plugins has been upgraded.

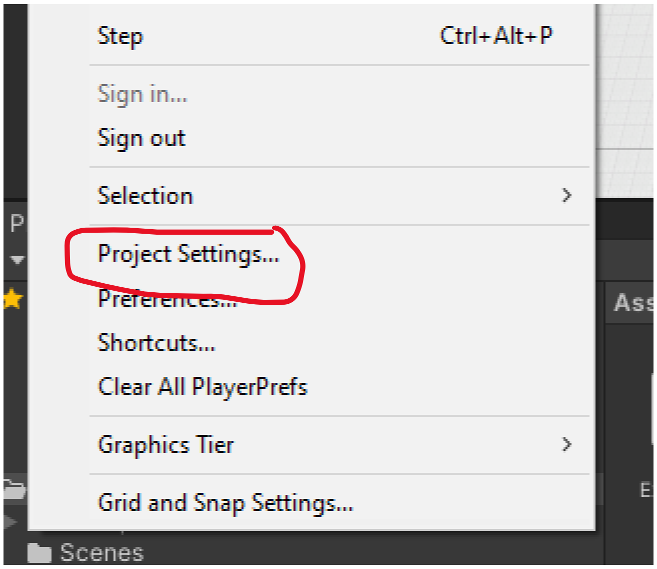
Please restart the Unity Editor to complete the update process.

10. Update Player Settings

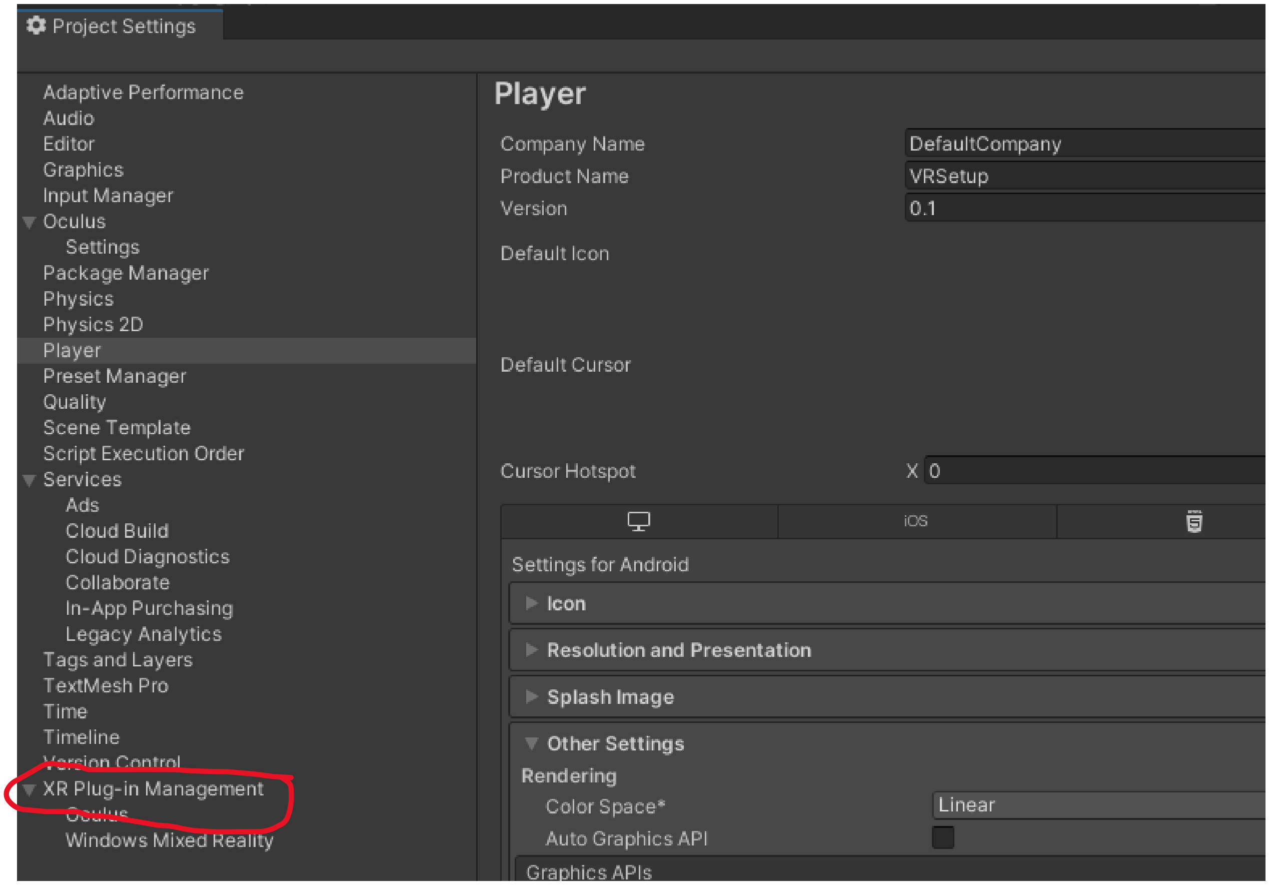
Click on Edit



Click on Project Settings



Click on XR Plug-in Management



Project Settings

- Adaptive Performance
- Audio
- Editor
- Graphics
- Input Manager
- Oculus
  - Settings
- Package Manager
- Physics
- Physics 2D
- Player
- Preset Manager
- Quality
- Scene Template
- Script Execution Order
- Services
  - Ads
  - Cloud Build
  - Cloud Diagnostics
  - Collaborate
  - In-App Purchasing
  - Legacy Analytics
- Tags and Layers
- TextMesh Pro
- Time
- Timeline
- Version Control
- XR Plug-in Management
  - Oculus
  - Windows Mixed Reality

Player

Company Name: DefaultCompany

Product Name: VRSetup

Version: 0.1

Default Icon

Default Cursor

Cursor Hotspot: X 0

Settings for Android

- Icon
- Resolution and Presentation
- Splash Image
- Other Settings

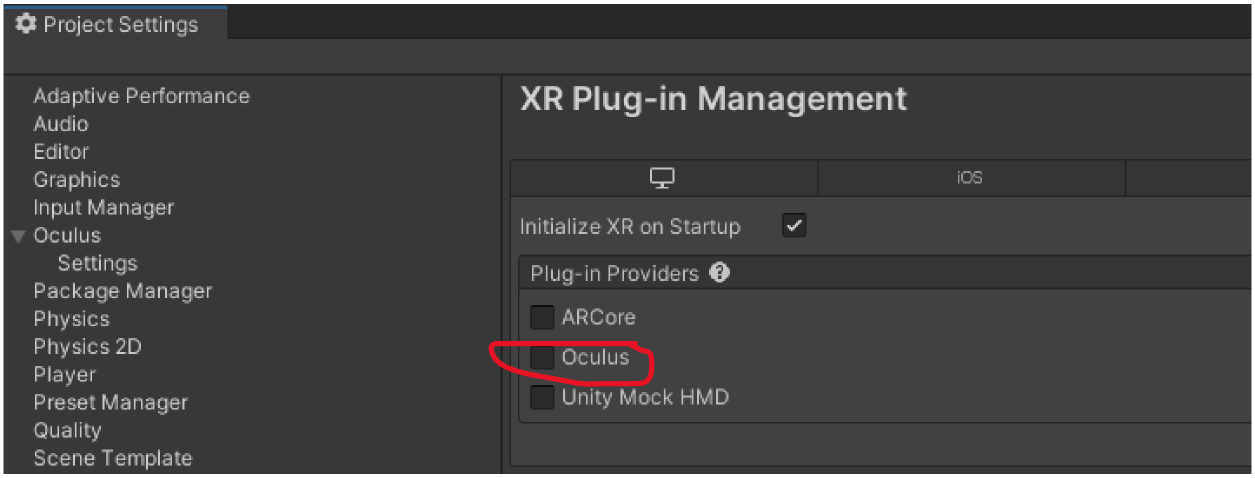
Rendering

Color Space*: Linear

Auto Graphics API: □

Graphics APIs

Click on Oculus (This can take a couple minutes)



Project Settings

- Adaptive Performance
- Audio
- Editor
- Graphics
- Input Manager
- Oculus
  - Settings
- Package Manager
- Physics
- Physics 2D
- Player
- Preset Manager
- Quality
- Scene Template

XR Plug-in Management

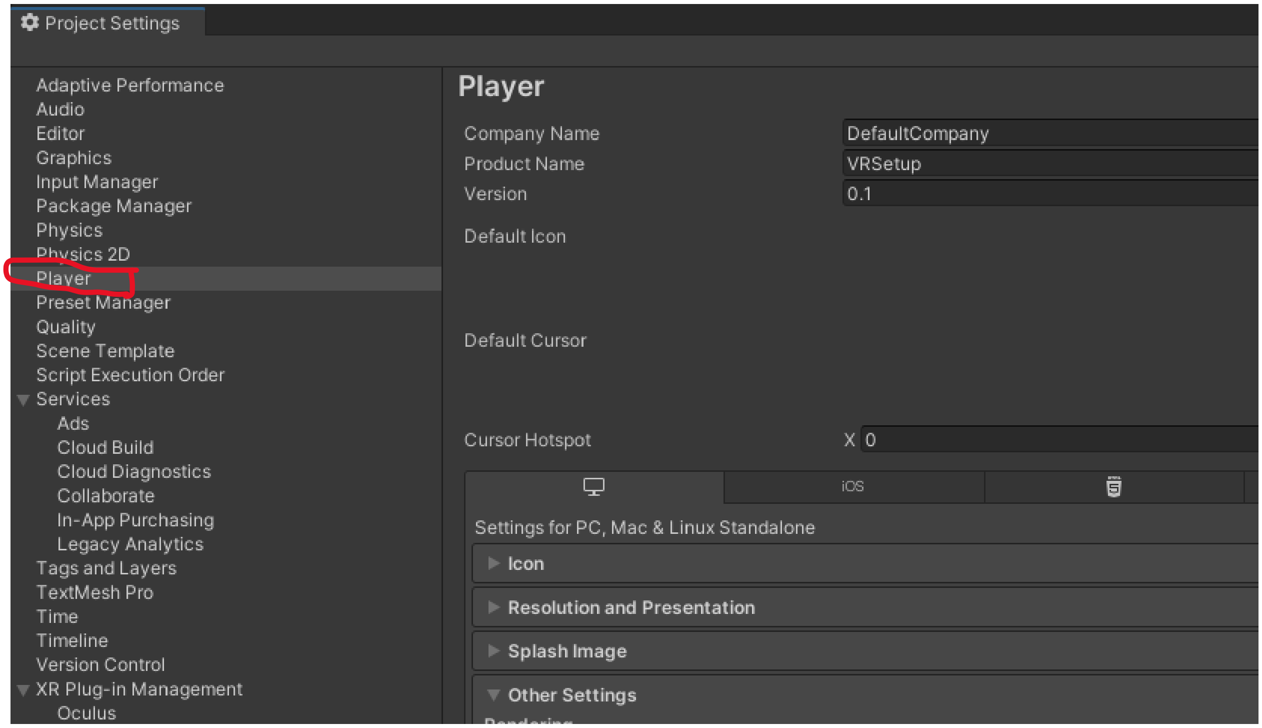
Initialize XR on Startup: ☑

Plug-in Providers

- □ ARCore
- □ Oculus
- □ Unity Mock HMD

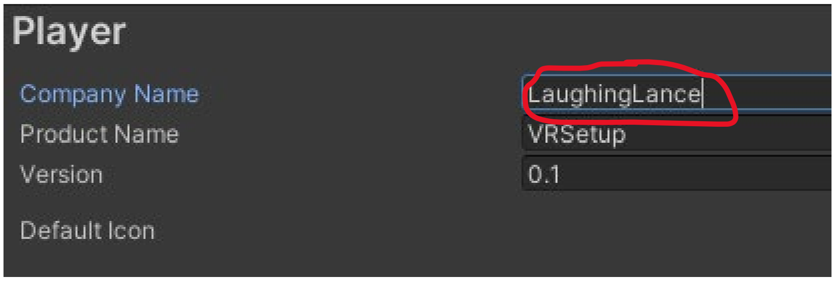
11. Player Settings

Click on Player



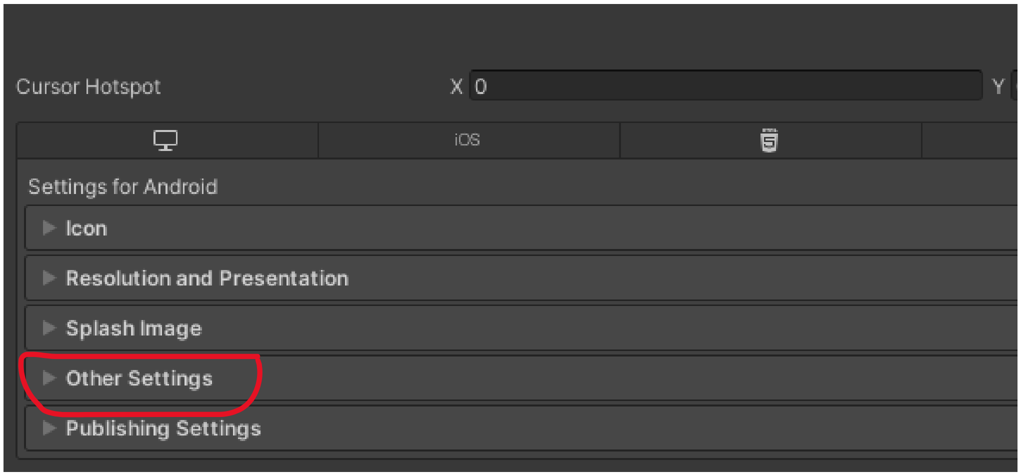
Company Name DefaultCompany
Product Name VRSetup
Version 0.1
Default Icon
Default Cursor
Cursor Hotspot X 0

Set Company Name, Product Name, and Version (as needed)



Company Name LaughingLance
Product Name VRSetup
Version 0.1
Default Icon

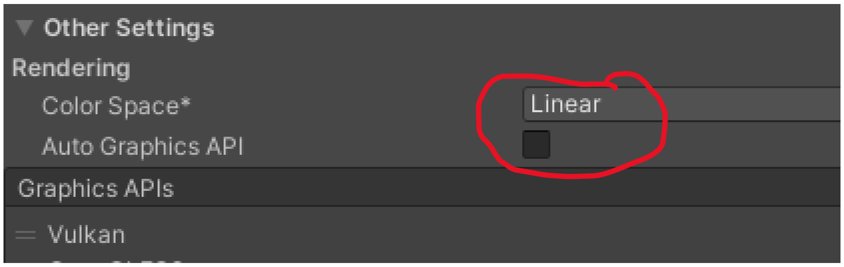
Click on Other Settings (if not already open)



Cursor Hotspot X 0 Y

Under Rendering

Verify that Color Space is set to Linear and Auto Graphics API is unchecked.



Other Settings

Rendering

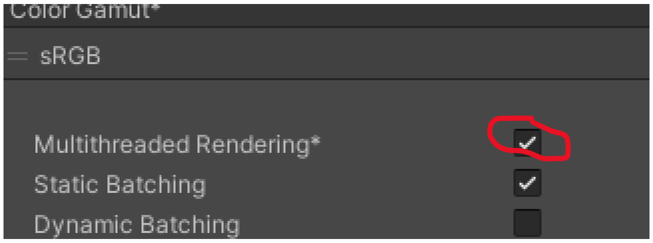
Color Space* Linear

Auto Graphics API ☐

Graphics APIs

Vulkan

Verify that Multithreaded Rendering is checked



Color Gamut*

sRGB

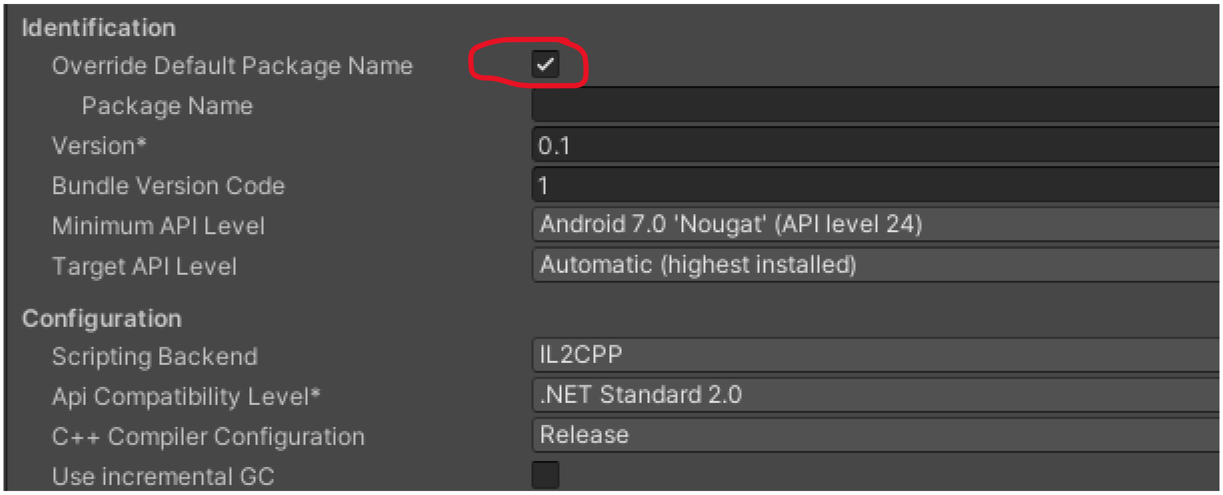
Multithreaded Rendering* ☑

Static Batching ☑

Dynamic Batching ☐

Under Identification

Check Override Default Package Name, if not already checked



Identification

Override Default Package Name ☑

Package Name

Version* 0.1

Bundle Version Code 1

Minimum API Level Android 7.0 'Nougat' (API level 24)

Target API Level Automatic (highest installed)

Configuration

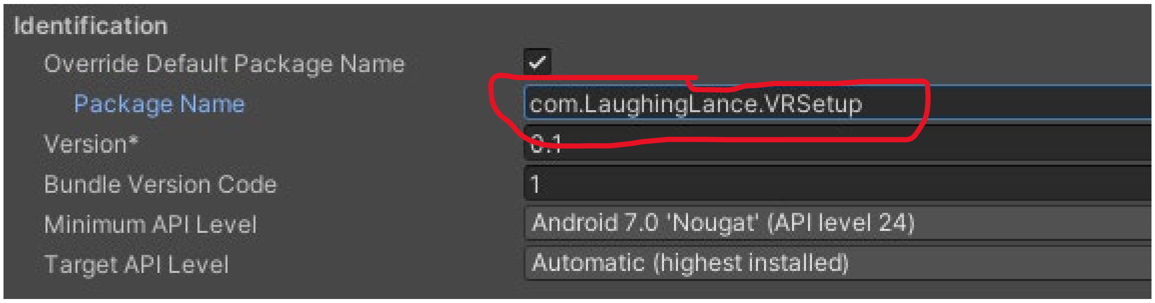
Scripting Backend IL2CPP

Api Compatibility Level* .NET Standard 2.0

C++ Compiler Configuration Release

Use incremental GC ☐

Set Package name using the following structure -> com.CompanyName.AppName



Identification

Override Default Package Name ☑

Package Name com.LaughingLance.VRSetup

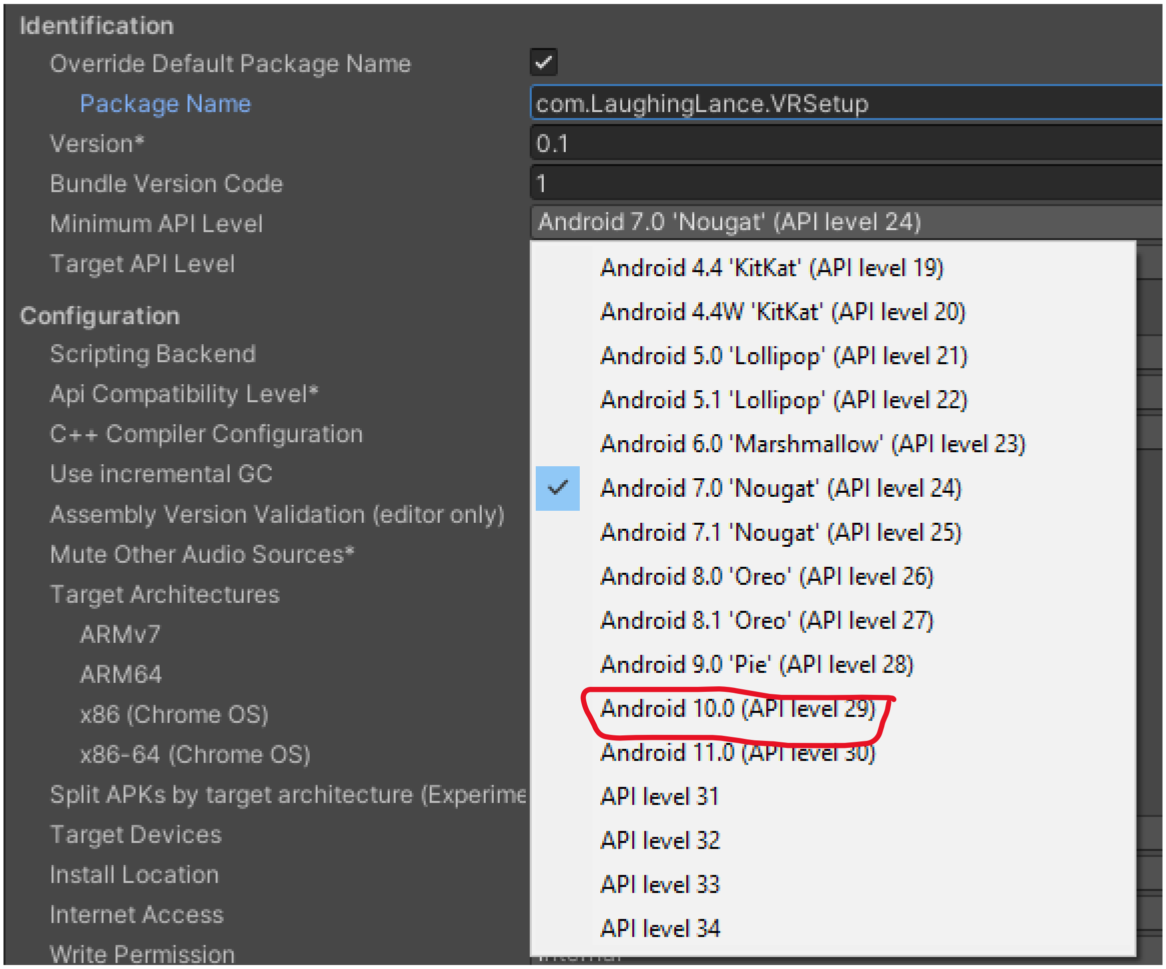
Version* 0.1

Bundle Version Code 1

Minimum API Level Android 7.0 'Nougat' (API level 24)

Target API Level Automatic (highest installed)

Set Minimum API Level to Android 10 (API level 29) for Oculus Quest and Quest 2



Identification

Override Default Package Name ✓

Package Name: com.LaughingLance.VRSetup

Version*: 0.1

Bundle Version Code: 1

Minimum API Level: Android 7.0 'Nougat' (API level 24)

Target API Level

Configuration

Scripting Backend

Api Compatibility Level*

C++ Compiler Configuration

Use incremental GC

Assembly Version Validation (editor only)

Mute Other Audio Sources*

Target Architectures

ARMv7

ARM64

x86 (Chrome OS)

x86-64 (Chrome OS)

Split APKs by target architecture (Experime

Target Devices

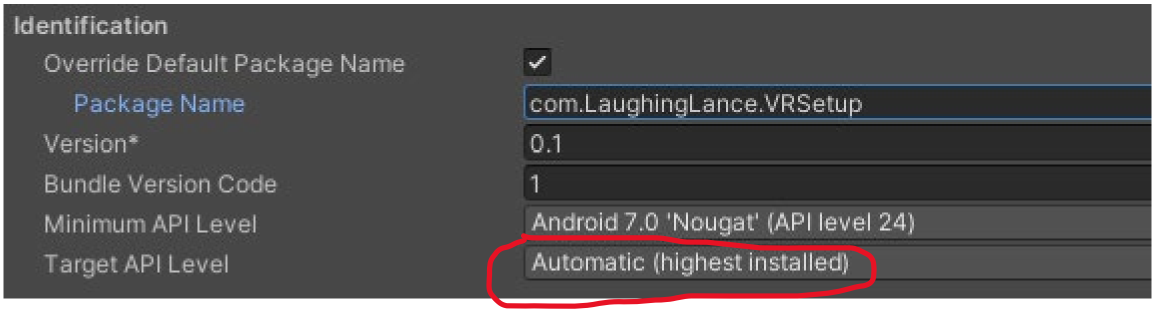
Install Location

Internet Access

Write Permission

Android 4.4 'KitKat' (API level 19)
Android 4.4W 'KitKat' (API level 20)
Android 5.0 'Lollipop' (API level 21)
Android 5.1 'Lollipop' (API level 22)
Android 6.0 'Marshmallow' (API level 23)
✓ Android 7.0 'Nougat' (API level 24)
Android 7.1 'Nougat' (API level 25)
Android 8.0 'Oreo' (API level 26)
Android 8.1 'Oreo' (API level 27)
Android 9.0 'Pie' (API level 28)
Android 10.0 (API level 29)
Android 11.0 (API level 30)
API level 31
API level 32
API level 33
API level 34

Verify that Target API Level is already set to Automatic (highest installed), if not change to Automatic.



Identification

Override Default Package Name ✓

Package Name: com.LaughingLance.VRSetup

Version*: 0.1

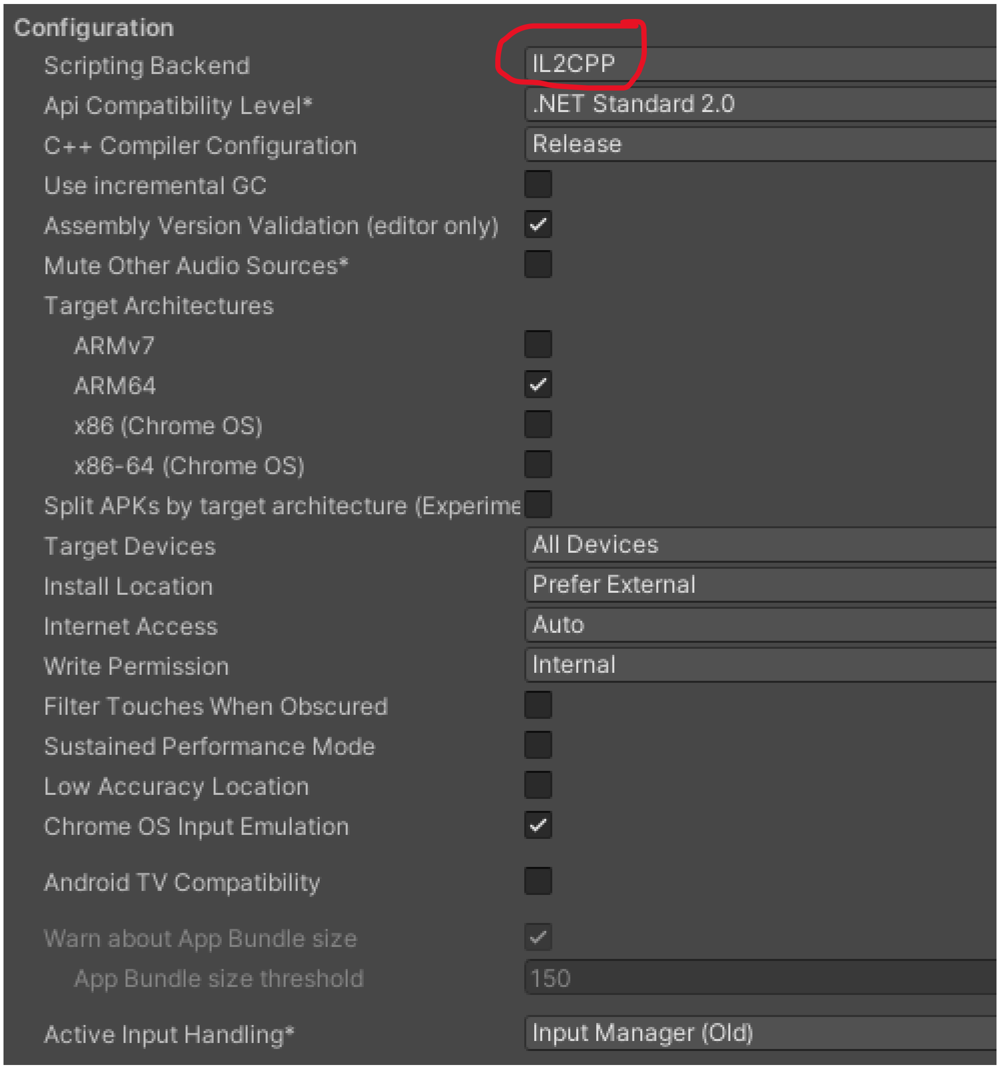
Bundle Version Code: 1

Minimum API Level: Android 7.0 'Nougat' (API level 24)

Target API Level: Automatic (highest installed)

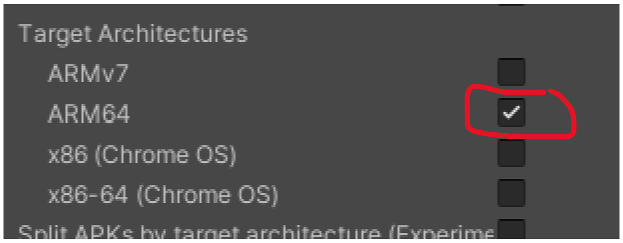
Under Configuration

Verify that Scripting Backend is IL2CPP, if not change to IL2CPP



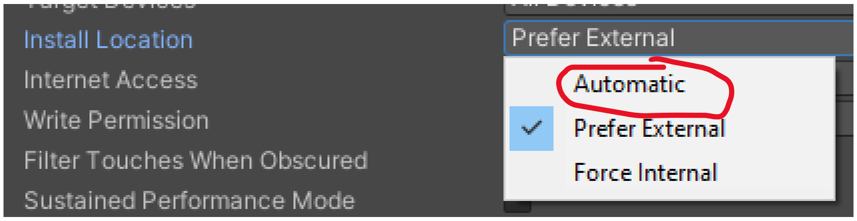
Configuration	
Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Standard 2.0
C++ Compiler Configuration	Release
Use incremental GC	□
Assembly Version Validation (editor only)	☑
Mute Other Audio Sources*	□
Target Architectures	
ARMv7	□
ARM64	☑
x86 (Chrome OS)	□
x86-64 (Chrome OS)	□
Split APKs by target architecture (Experime	□
Target Devices	All Devices
Install Location	Prefer External
Internet Access	Auto
Write Permission	Internal
Filter Touches When Obscured	□
Sustained Performance Mode	□
Low Accuracy Location	□
Chrome OS Input Emulation	☑
Android TV Compatibility	□
Warn about App Bundle size	☑
App Bundle size threshold	150
Active Input Handling*	Input Manager (Old)

Under Target Architectures, verify that only ARM64 is checked, if not make this change

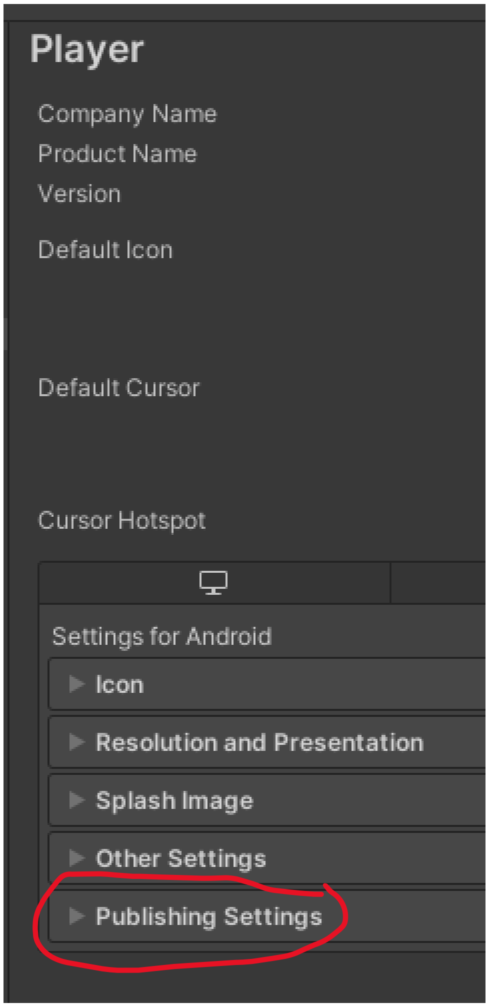


Target Architectures	
ARMv7	□
ARM64	☑
x86 (Chrome OS)	□
x86-64 (Chrome OS)	□
Split APKs by target architecture (Experime	□

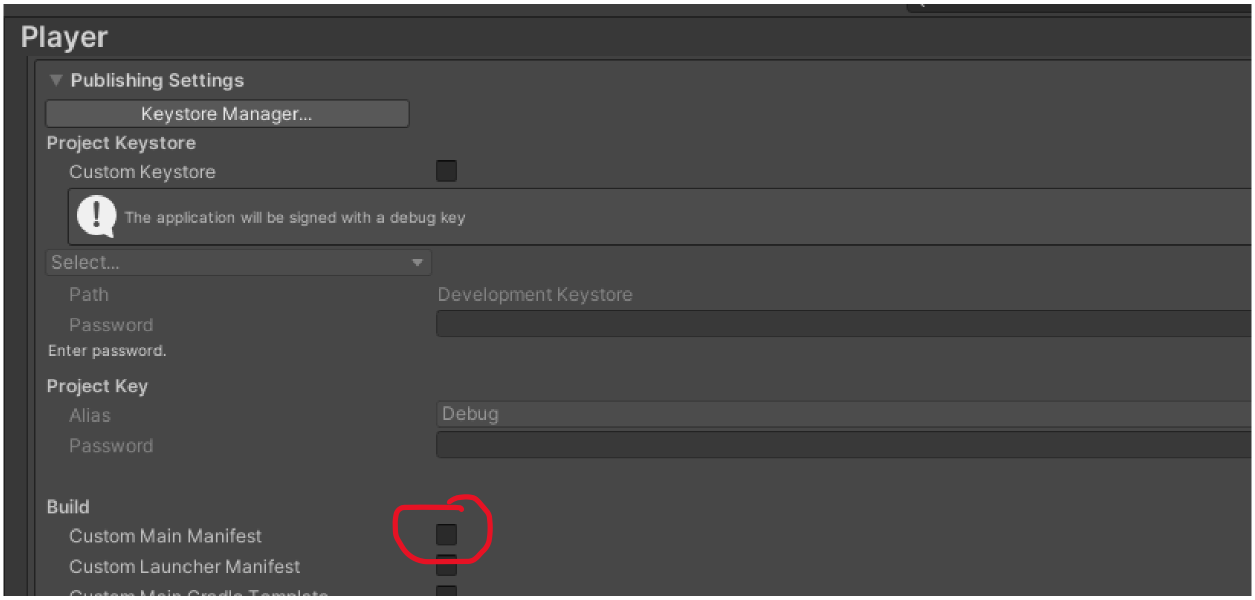
Under Install Location, verify it is set to Automatic, if not make this change



12. Android Manifest
    Open Publishing Settings



Under Build, check Custom Main Manifest if it is not already checked



Player

Publishing Settings

Keystore Manager...

Project Keystore

Custom Keystore □

The application will be signed with a debug key

Select...

Path: Development Keystore

Password

Enter password.

Project Key

Alias: Debug

Password

Build

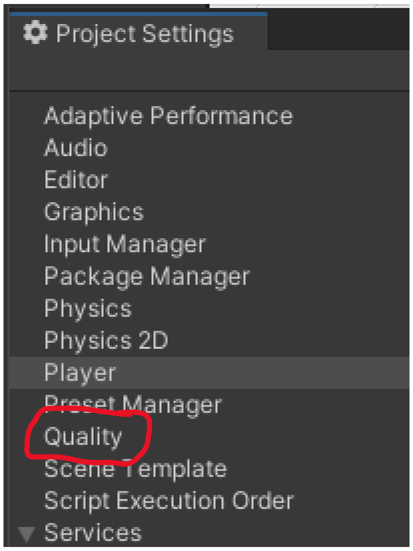
Custom Main Manifest □

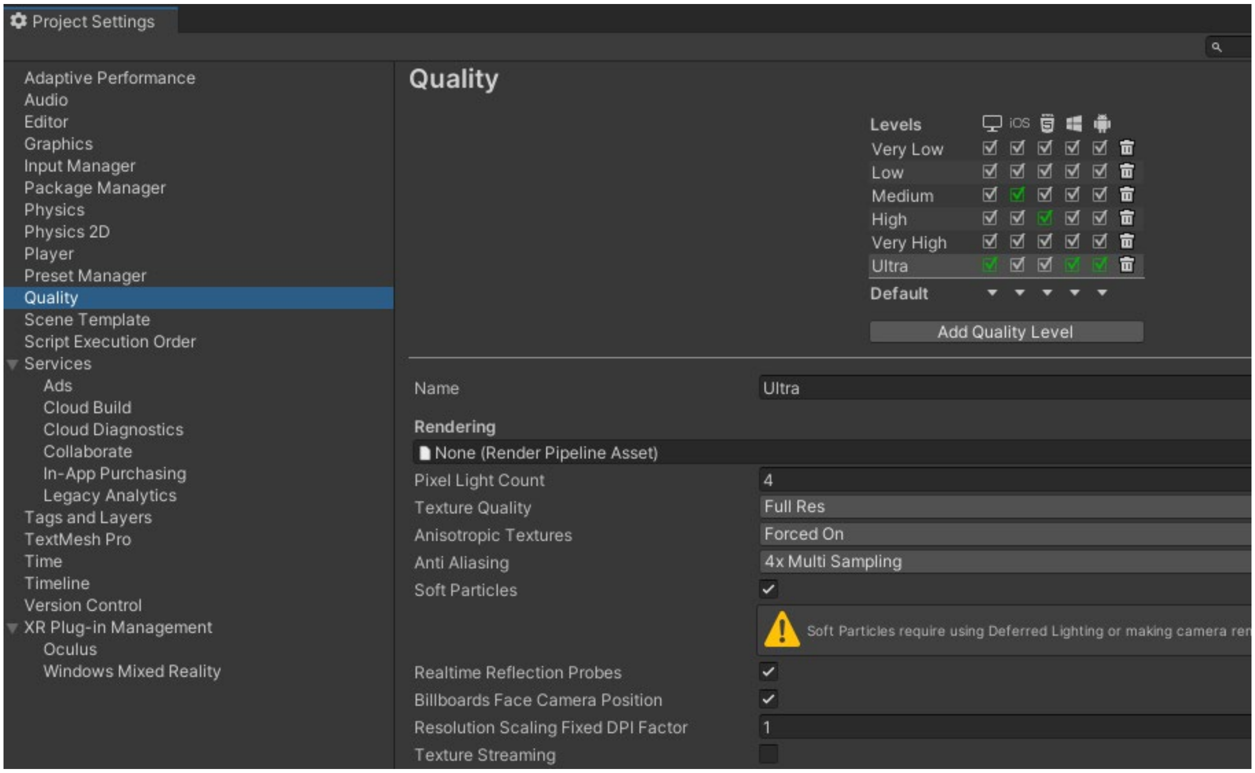
Custom Launcher Manifest □

Custom Main Gradle Template □

13. Quality Settings

    Click on Quality in the Project Settings menu





Project Settings

- Adaptive Performance
- Audio
- Editor
- Graphics
- Input Manager
- Package Manager
- Physics
- Physics 2D
- Player
- Preset Manager
- Quality
- Scene Template
- Script Execution Order
- Services
  - Ads
  - Cloud Build
  - Cloud Diagnostics
  - Collaborate
  - In-App Purchasing
  - Legacy Analytics
- Tags and Layers
- TextMesh Pro
- Time
- Timeline
- Version Control
- XR Plug-in Management
  - Oculus
  - Windows Mixed Reality

Quality

Levels		iOS				
Very Low	☑	☑	☑	☑	☑	🗑
Low	☑	☑	☑	☑	☑	🗑
Medium	☑	☑	☑	☑	☑	🗑
High	☑	☑	☑	☑	☑	🗑
Very High	☑	☑	☑	☑	☑	🗑
Ultra	☑	☑	☑	☑	☑	🗑
Default	▾	▾	▾	▾	▾	

Add Quality Level

Name: Ultra

Rendering

None (Render Pipeline Asset)

Pixel Light Count: 4

Texture Quality: Full Res

Anisotropic Textures: Forced On

Anti Aliasing: 4x Multi Sampling

Soft Particles: ✓

⚠ Soft Particles require using Deferred Lighting or making camera ren

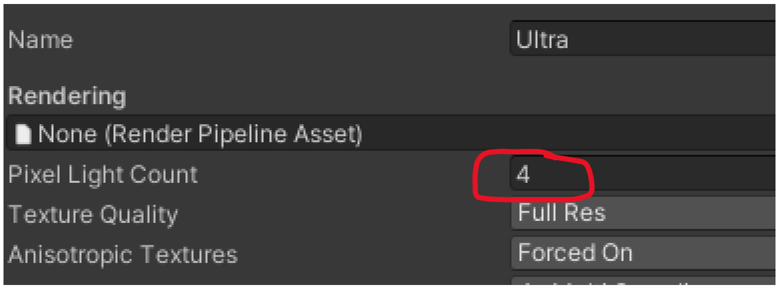
Realtime Reflection Probes: ✓

Billboards Face Camera Position: ✓

Resolution Scaling Fixed DPI Factor: 1

Texture Streaming: □

Change Pixel Light Count to 1



Name: Ultra

Rendering

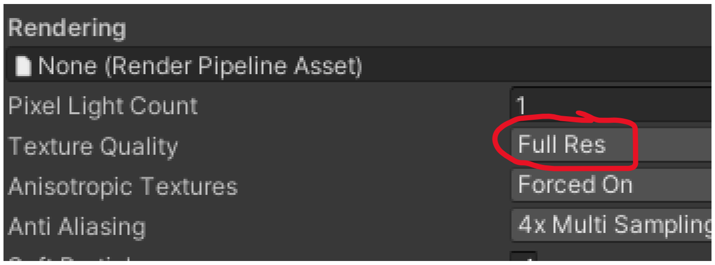
None (Render Pipeline Asset)

Pixel Light Count: 4

Texture Quality: Full Res

Anisotropic Textures: Forced On

In Texture Quality, verify that Full Res is selected



Rendering

None (Render Pipeline Asset)

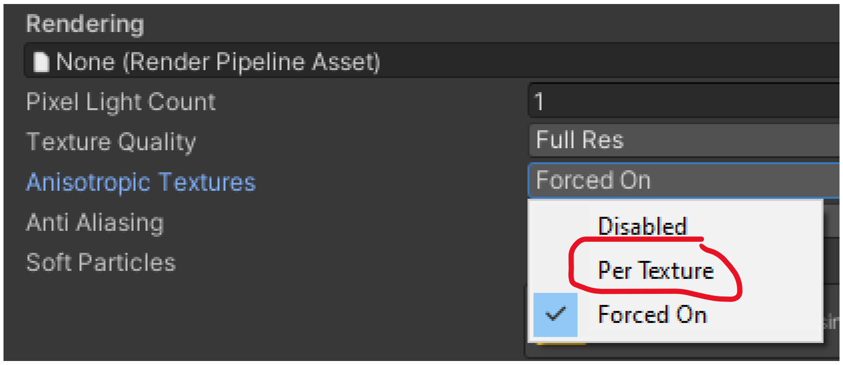
Pixel Light Count: 1

Texture Quality: Full Res

Anisotropic Textures: Forced On

Anti Aliasing: 4x Multi Sampling

Set Anisotropic Textures to Per Texture

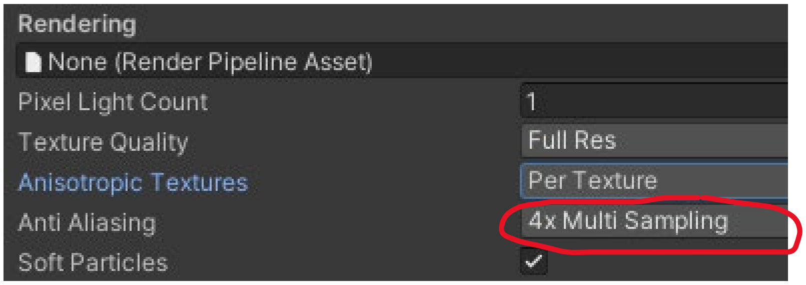


Rendering

None (Render Pipeline Asset)

Pixel Light Count	1
Texture Quality	Full Res
Anisotropic Textures	Forced On
Anti Aliasing	
Soft Particles	

Verify that Anti Aliasing to 4x Multi Sampling, if not change it to 4x Multi Sampling

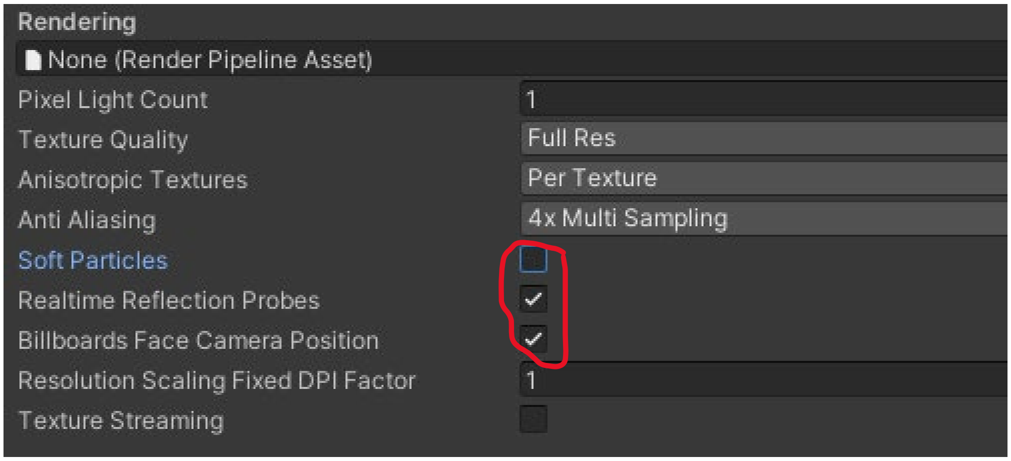


Rendering

None (Render Pipeline Asset)

Pixel Light Count	1
Texture Quality	Full Res
Anisotropic Textures	Per Texture
Anti Aliasing	4x Multi Sampling
Soft Particles	☑

Clear the Soft Particles check box, check the Realtime Reflection Probes and Billboards Face Camera Positions.



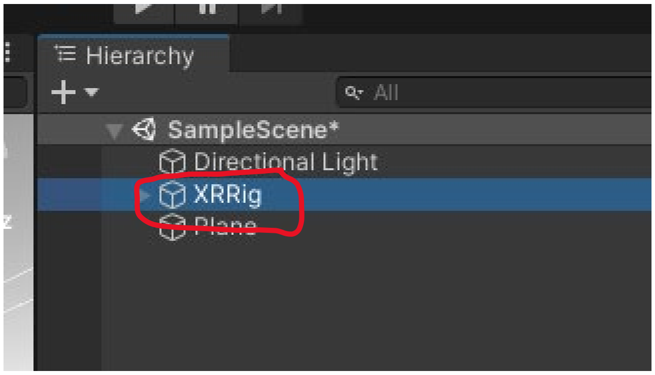
Rendering

None (Render Pipeline Asset)

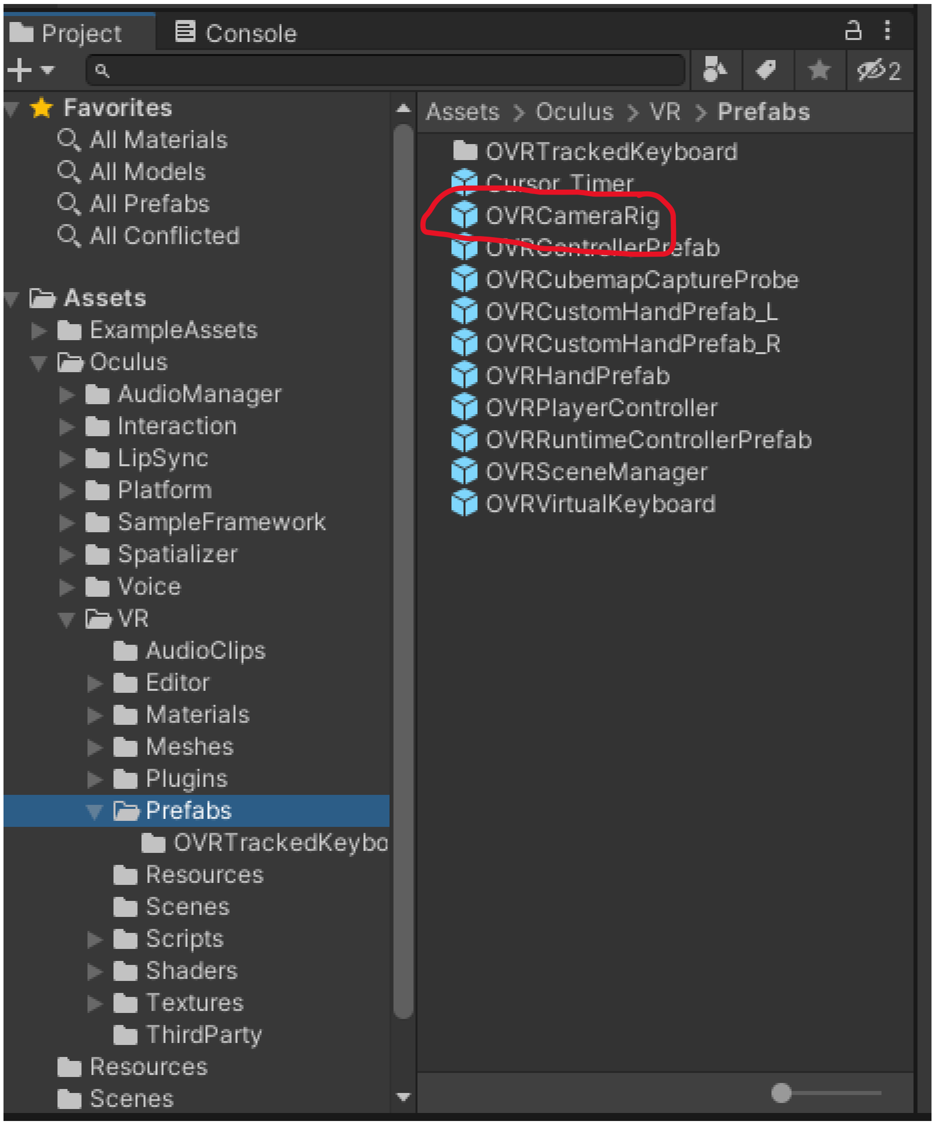
Pixel Light Count	1
Texture Quality	Full Res
Anisotropic Textures	Per Texture
Anti Aliasing	4x Multi Sampling
Soft Particles	☐
Realtime Reflection Probes	☑
Billboards Face Camera Position	☑
Resolution Scaling Fixed DPI Factor	1
Texture Streaming	☐

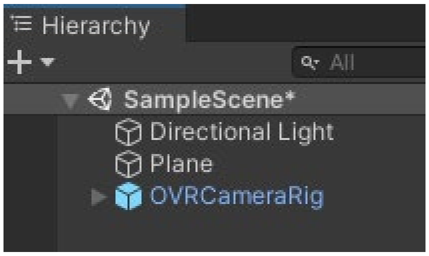
Close Project Settings.

14. Setting up VR in your current scene.
    Delete the current XRRig in the Hierarchy. Click on XRRig and press delete.



Add the OVRCameraRig to the Hierarchy (found in Oculus -> VR -> Prefabs)

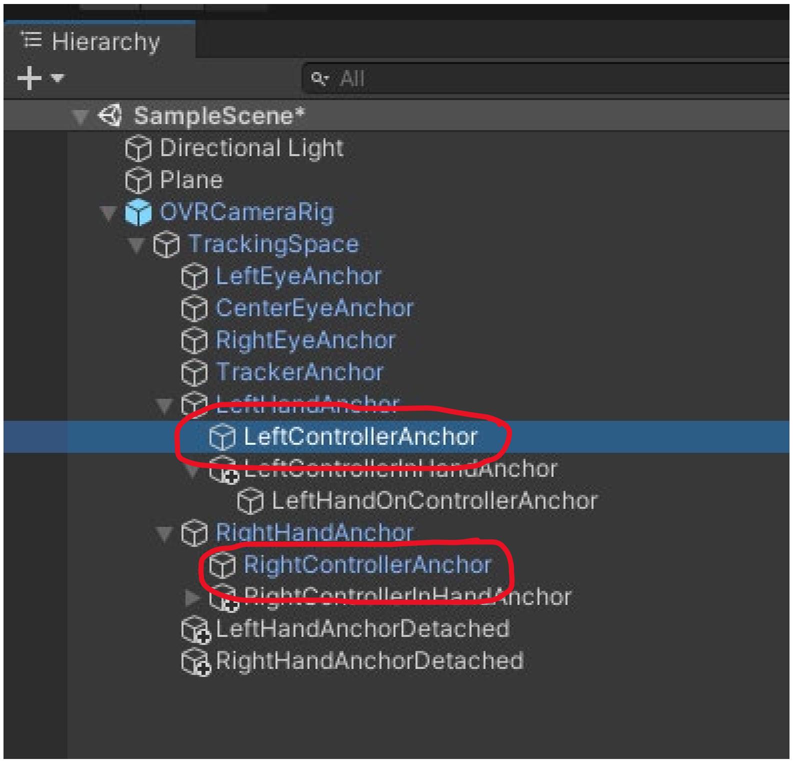




```
Hierarchy
+ ▾                         All
▼ SampleScene*
    Directional Light
    Plane
  ▶ OVRCameraRig
```

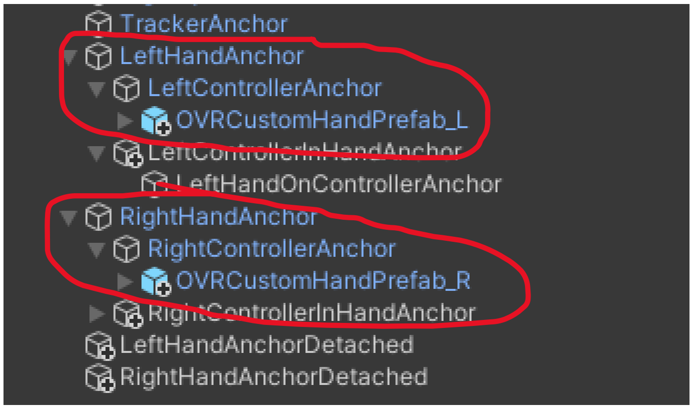
15. Add Hands

    Open the OVRCameraRig in the Hierarchy to reveal the LeftControllerAnchor and RightControllerAnchor



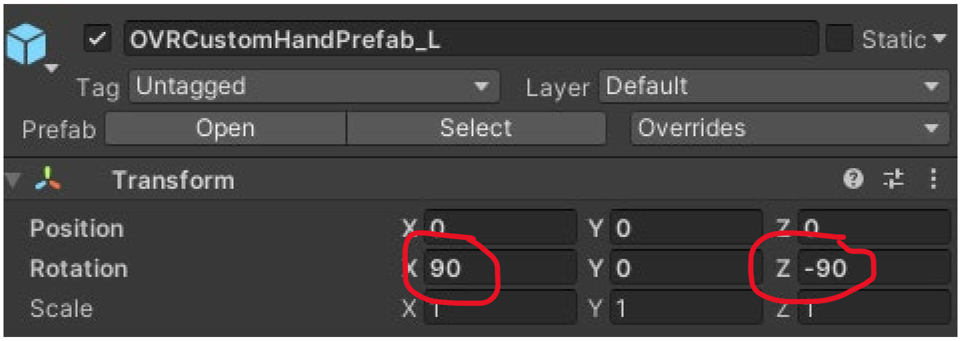
```
Hierarchy
+ ▾                         All
▼ SampleScene*
    Directional Light
    Plane
  ▼ OVRCameraRig
    ▼ TrackingSpace
        LeftEyeAnchor
        CenterEyeAnchor
        RightEyeAnchor
        TrackerAnchor
      ▼ LeftHandAnchor
          LeftControllerAnchor
        ▼ LeftControllerInHandAnchor
            LeftHandOnControllerAnchor
      ▼ RightHandAnchor
          RightControllerAnchor
        ▶ RightControllerInHandAnchor
        LeftHandAnchorDetached
        RightHandAnchorDetached
```

Drag OVRCustomHandPrefab_L (in Oculus -> VR -> Prefabs) to LeftControllerAnchor and OVRCustomHandPrefab_R to RightControllerAnchors



```
    TrackerAnchor
  ▼ LeftHandAnchor
    ▼ LeftControllerAnchor
      ▶ OVRCustomHandPrefab_L
    ▼ LeftControllerInHandAnchor
        LeftHandOnControllerAnchor
  ▼ RightHandAnchor
    ▼ RightControllerAnchor
      ▶ OVRCustomHandPrefab_R
    ▶ RightControllerInHandAnchor
    LeftHandAnchorDetached
    RightHandAnchorDetached
```

Set OVRCustomHandPrefab_L X rotation to 90 and Z rotation to -90 in the Inspector.



☑ OVRCustomHandPrefab_L

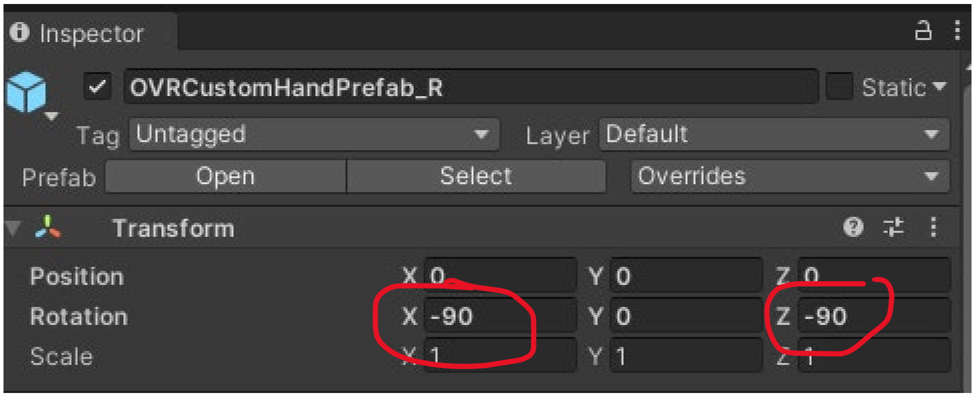
Tag Untagged

Layer Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X 90	Y 0	Z -90
Scale	X 1	Y 1	Z 1

Set OVRCustomHandPrefab_R X rotation to -90 and Z rotation to -90 in the Inspector.



☑ OVRCustomHandPrefab_R

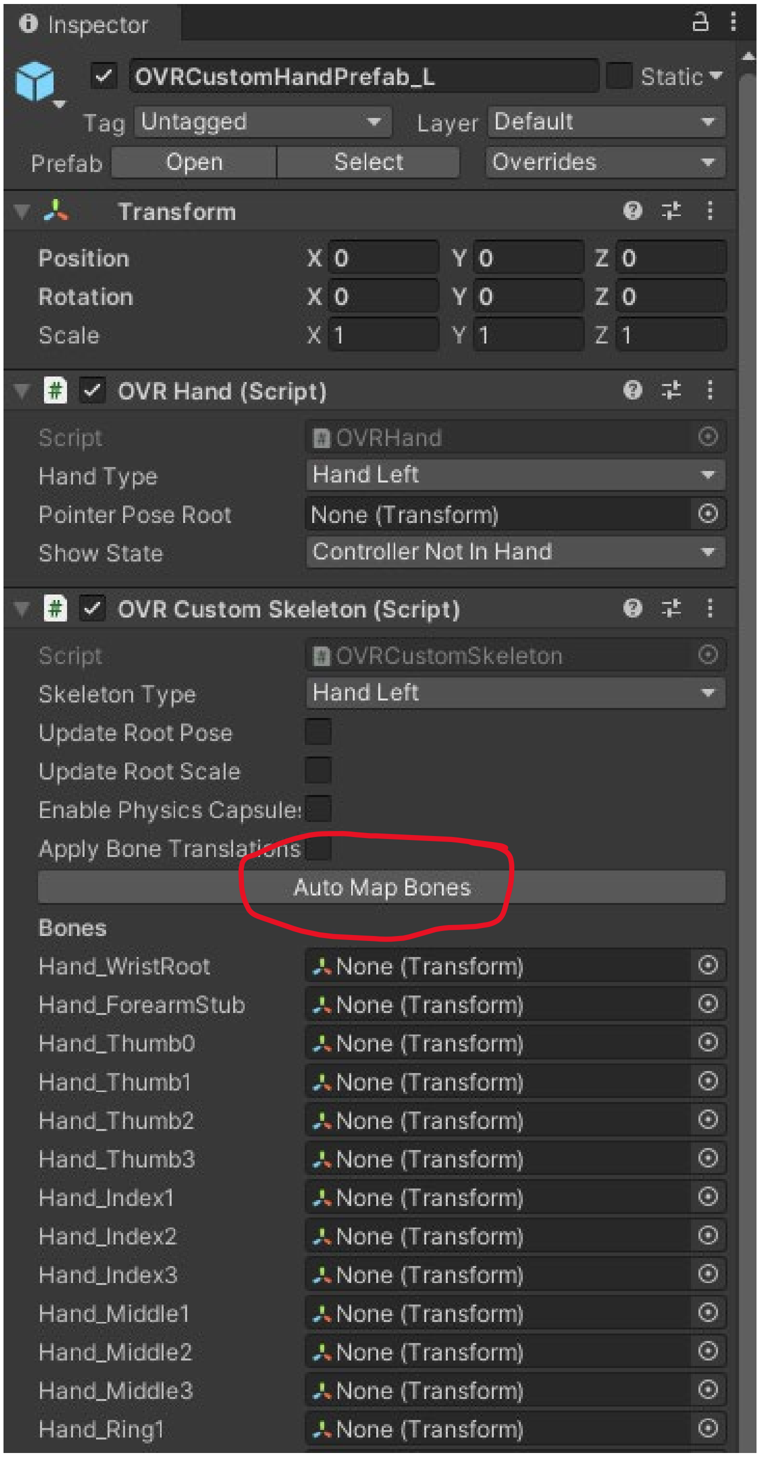
Tag Untagged

Layer Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X -90	Y 0	Z -90
Scale	X 1	Y 1	Z 1

One at a time, click on OVRCustomHandPrefab_L and OVRCustomHandPrefab_R. In the Inspector for each, click on Auto Map Bones



☑ OVRCustomHandPrefab_L □ Static

Tag Untagged Layer Default

Prefab Open Select Overrides

Transform

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

☑ OVR Hand (Script)

Script	OVRHand
Hand Type	Hand Left
Pointer Pose Root	None (Transform)
Show State	Controller Not In Hand

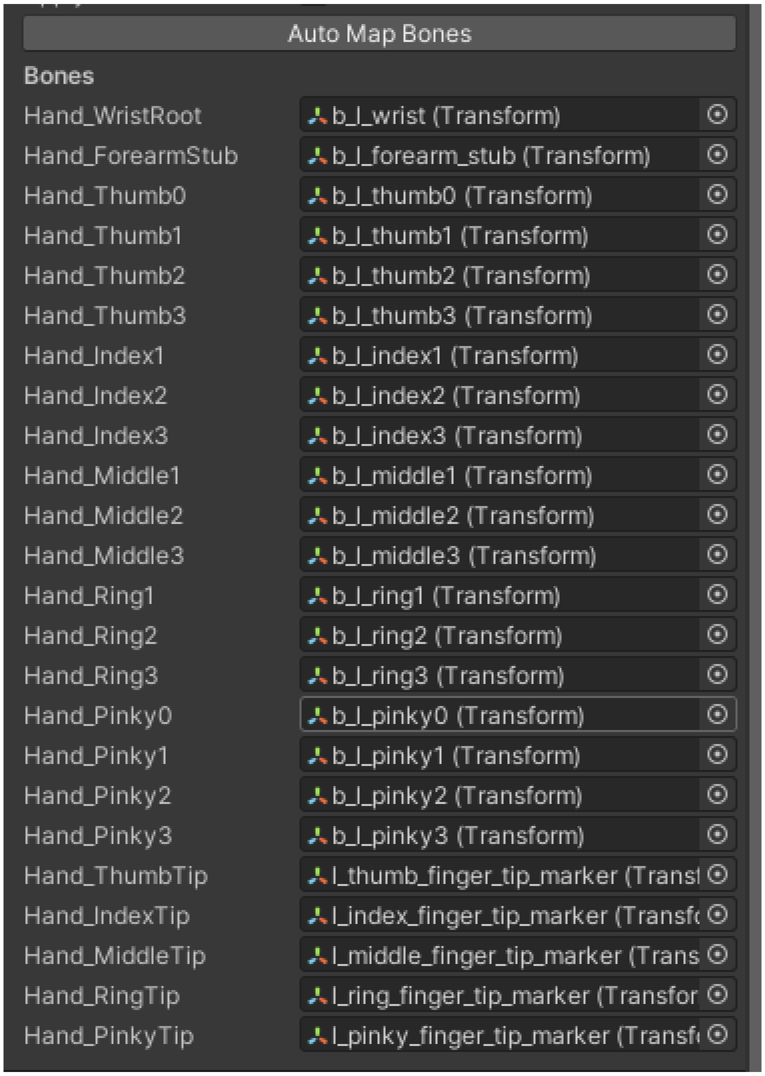
☑ OVR Custom Skeleton (Script)

Script	OVRCustomSkeleton
Skeleton Type	Hand Left
Update Root Pose	□
Update Root Scale	□
Enable Physics Capsule:	□
Apply Bone Translations	□

Auto Map Bones

Bones

Hand_WristRoot	None (Transform)
Hand_ForearmStub	None (Transform)
Hand_Thumb0	None (Transform)
Hand_Thumb1	None (Transform)
Hand_Thumb2	None (Transform)
Hand_Thumb3	None (Transform)
Hand_Index1	None (Transform)
Hand_Index2	None (Transform)
Hand_Index3	None (Transform)
Hand_Middle1	None (Transform)
Hand_Middle2	None (Transform)
Hand_Middle3	None (Transform)
Hand_Ring1	None (Transform)



Auto Map Bones

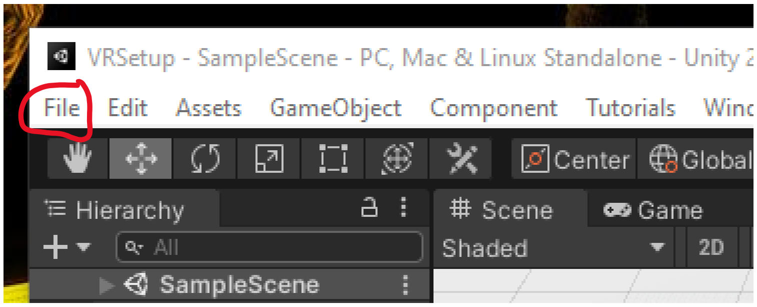
Bones

Hand_WristRoot	b_l_wrist (Transform)
Hand_ForearmStub	b_l_forearm_stub (Transform)
Hand_Thumb0	b_l_thumb0 (Transform)
Hand_Thumb1	b_l_thumb1 (Transform)
Hand_Thumb2	b_l_thumb2 (Transform)
Hand_Thumb3	b_l_thumb3 (Transform)
Hand_Index1	b_l_index1 (Transform)
Hand_Index2	b_l_index2 (Transform)
Hand_Index3	b_l_index3 (Transform)
Hand_Middle1	b_l_middle1 (Transform)
Hand_Middle2	b_l_middle2 (Transform)
Hand_Middle3	b_l_middle3 (Transform)
Hand_Ring1	b_l_ring1 (Transform)
Hand_Ring2	b_l_ring2 (Transform)
Hand_Ring3	b_l_ring3 (Transform)
Hand_Pinky0	b_l_pinky0 (Transform)
Hand_Pinky1	b_l_pinky1 (Transform)
Hand_Pinky2	b_l_pinky2 (Transform)
Hand_Pinky3	b_l_pinky3 (Transform)
Hand_ThumbTip	l_thumb_finger_tip_marker (Transt
Hand_IndexTip	l_index_finger_tip_marker (Transfc
Hand_MiddleTip	l_middle_finger_tip_marker (Trans
Hand_RingTip	l_ring_finger_tip_marker (Transfor
Hand_PinkyTip	l_pinky_finger_tip_marker (Transf

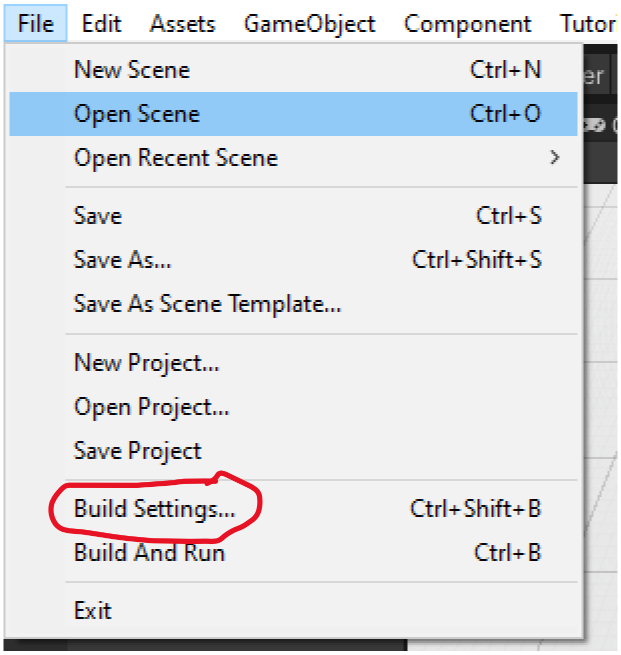
Save the SampleScene

16. Build to Oculus Headset

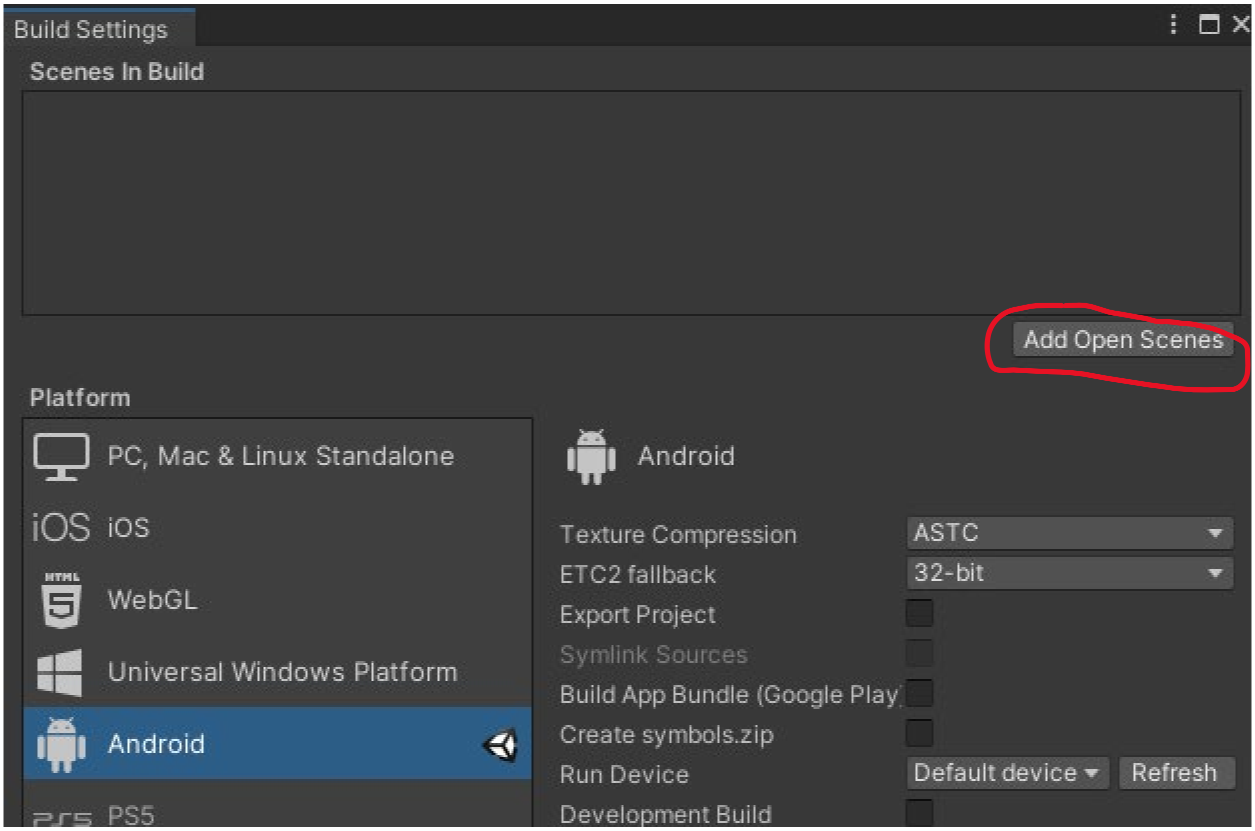
Click on File



Click on Build Settings



Click on Add Open Scenes



Texture Compression ASTC

ETC2 fallback 32-bit

Export Project □

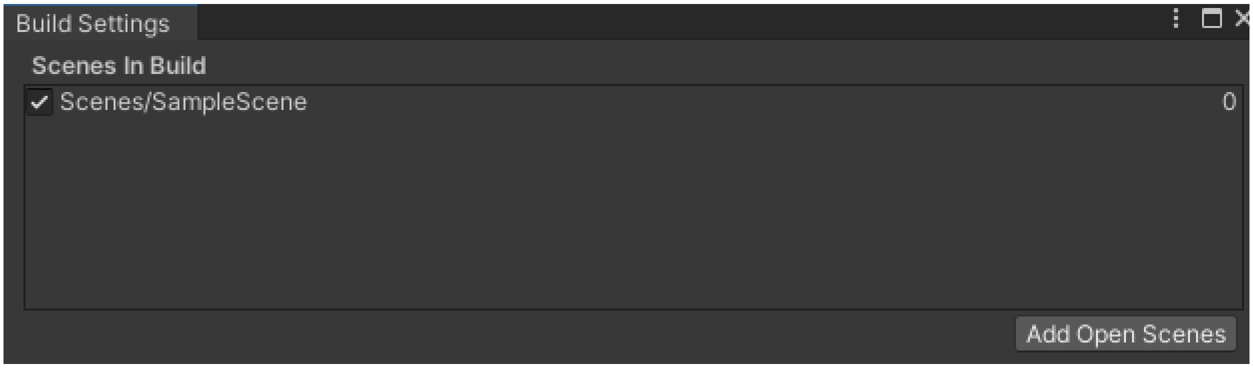
Symlink Sources □

Build App Bundle (Google Play) □

Create symbols.zip □

Run Device Default device

Development Build □



Build Settings

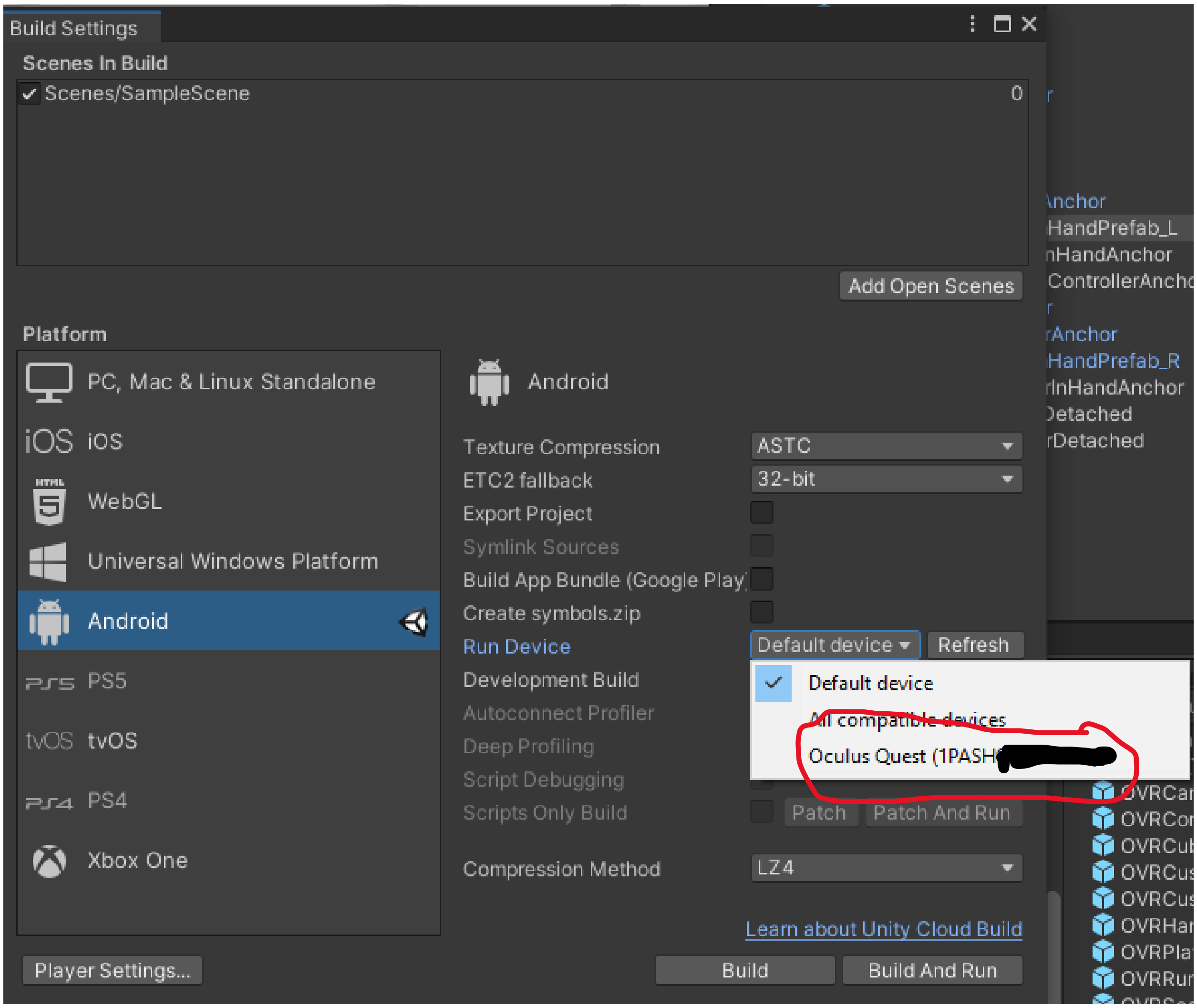
Scenes In Build

✓ Scenes/SampleScene 0

Turn on the Oculus Quest headset, then connect the Oculus Quest headset to the computer (The headset must be set to developer mode)

In the headset click to allow data to share between the computer and the headset

Select the Oculus Headset under Run Device (you may have to click Refresh first)



Build Settings

Scenes In Build

✓ Scenes/SampleScene 0

Platform

Android

Texture Compression: ASTC

ETC2 fallback: 32-bit

Export Project □

Symlink Sources □

Build App Bundle (Google Play) □

Create symbols.zip □

Run Device: Default device

Development Build

Autoconnect Profiler

Deep Profiling

Script Debugging

Scripts Only Build

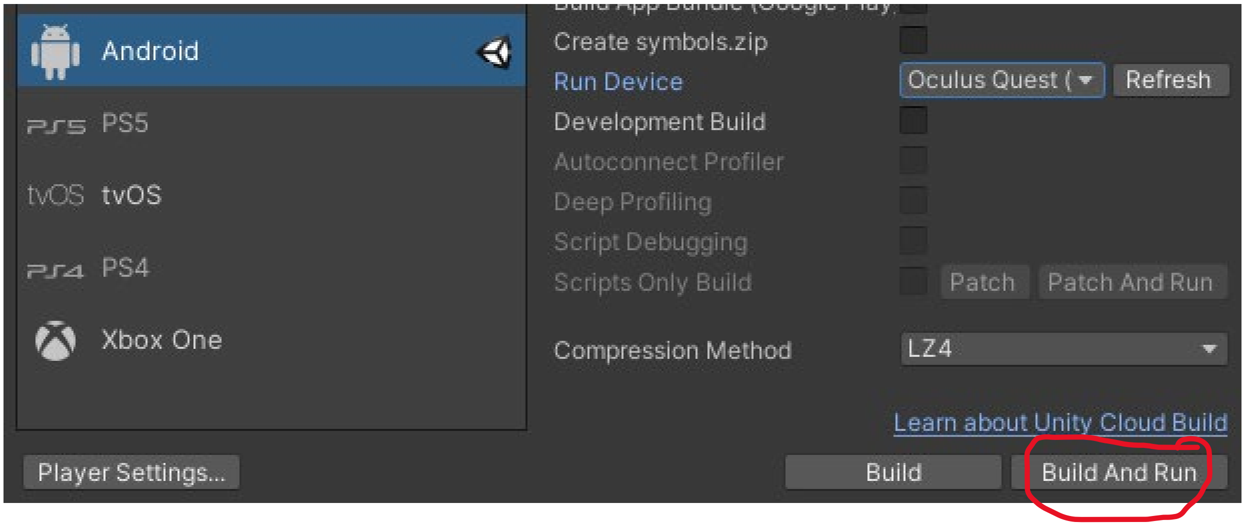
Compression Method: LZ4

✓ Default device

All compatible devices

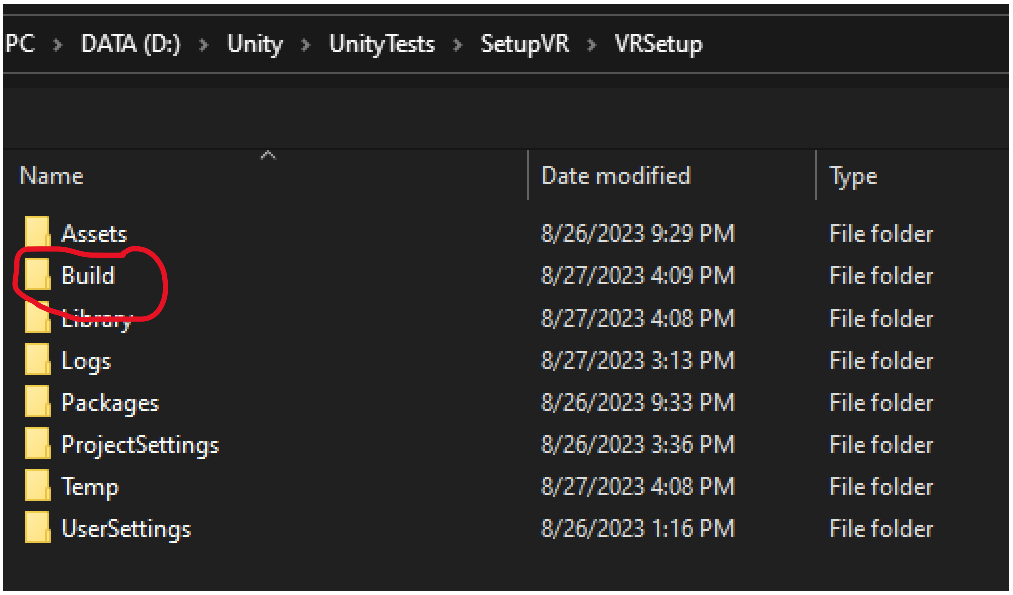
Oculus Quest (1PASH[redacted]

Click Build And Run



Build App Bundle (Google Play) □
Create symbols.zip □
Run Device: Oculus Quest (
Development Build □
Autoconnect Profiler □
Deep Profiling □
Script Debugging □
Scripts Only Build □
Compression Method: LZ4

When running this the first time, you will be asked for a file name and where to save it.
I recommend creating a new Folder in the Main Unity folder called Build. Then save the file to that folder.



PC › DATA (D:) › Unity › UnityTests › SetupVR › VRSetup

Name	Date modified	Type
Assets	8/26/2023 9:29 PM	File folder
Build	8/27/2023 4:09 PM	File folder
Library	8/27/2023 4:08 PM	File folder
Logs	8/27/2023 3:13 PM	File folder
Packages	8/26/2023 9:33 PM	File folder
ProjectSettings	8/26/2023 3:36 PM	File folder
Temp	8/27/2023 4:08 PM	File folder
UserSettings	8/26/2023 1:16 PM	File folder

17. Take a look around and wave.