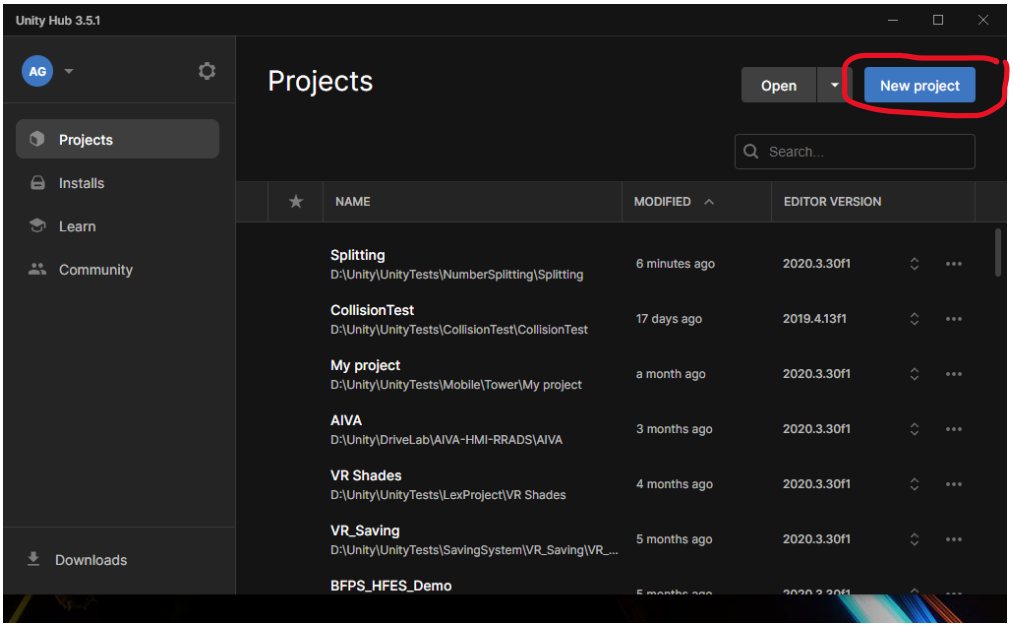
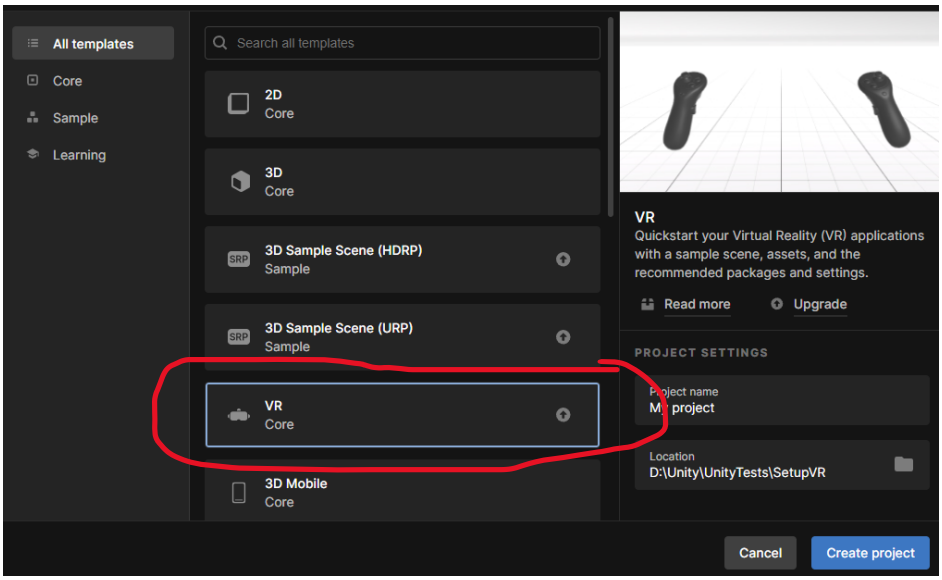
Setting Up Unity for VR Development

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



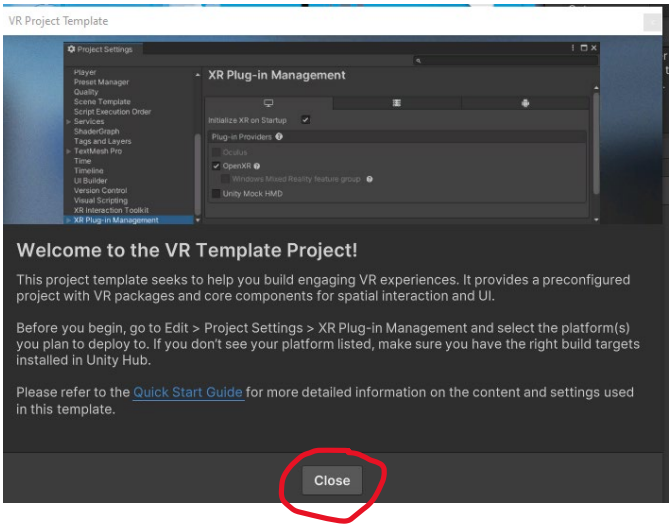
3. Select VR Core Template (Download the template if it is not already downloaded)



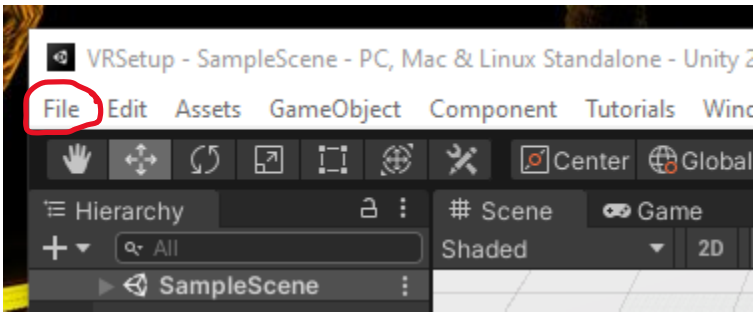
4. Name your project and set saving location.

5. Click Create Project (Setting up the project can take a few minutes).

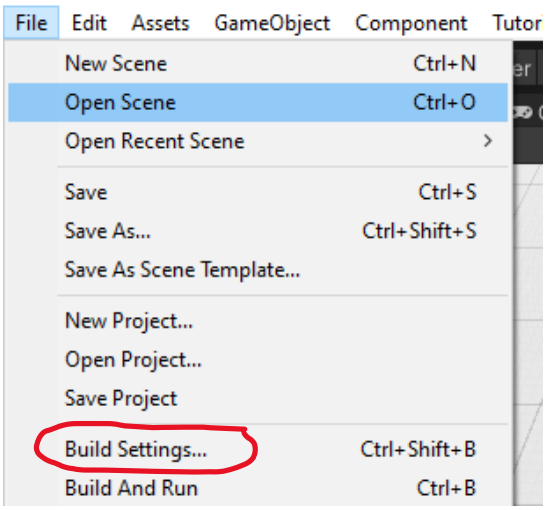
6. Close Template



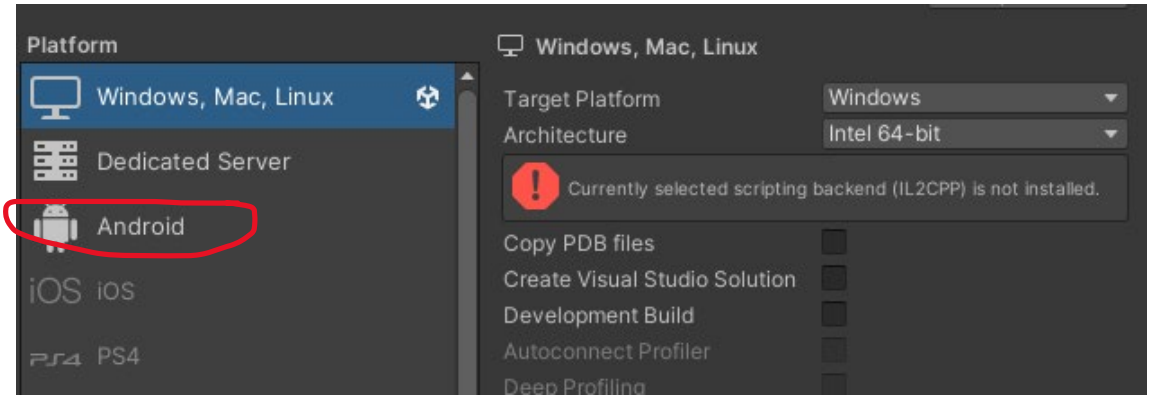
7. Set the Unity project build settings.
   Click on File



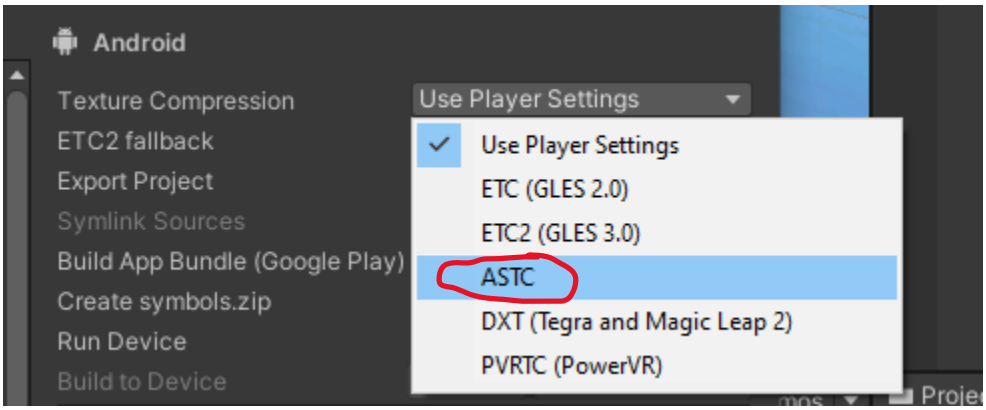
   Click on Build Settings…



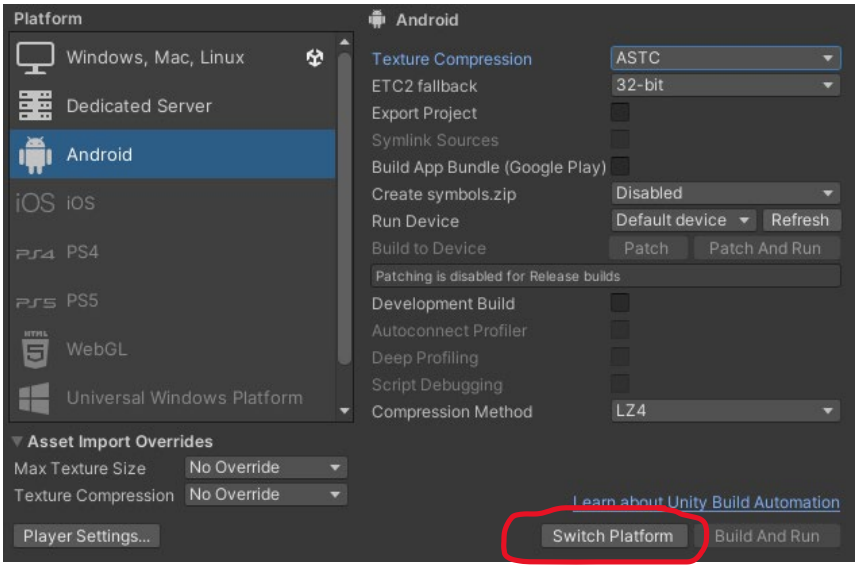
Click on Android under Platform



Set Texture Compression to ASTC

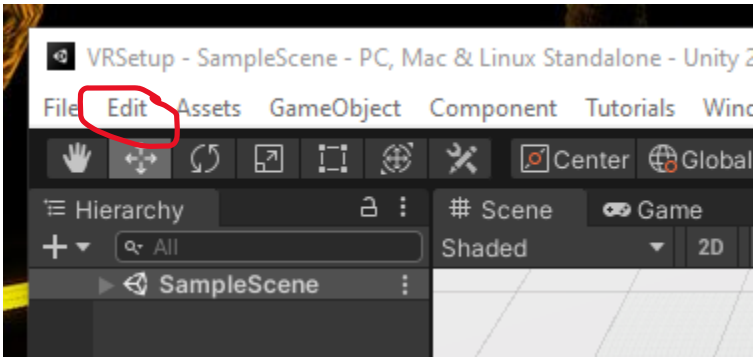


Click Switch Platform (this will take approximately a minute), then close the Build Settings

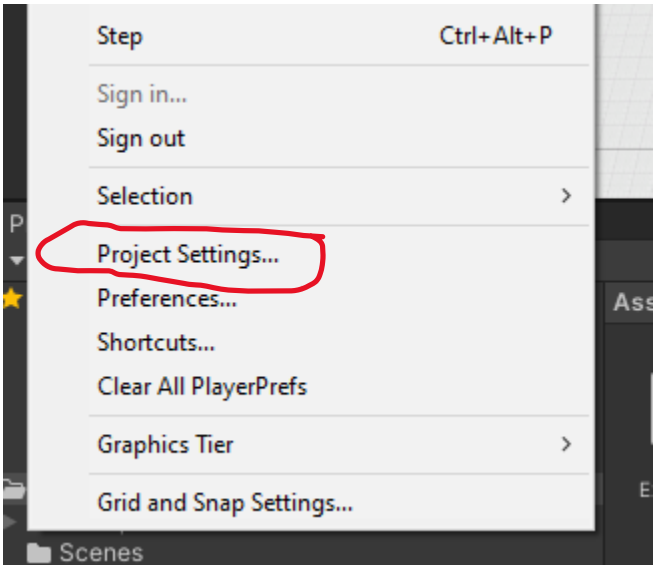


8. Update Player Settings

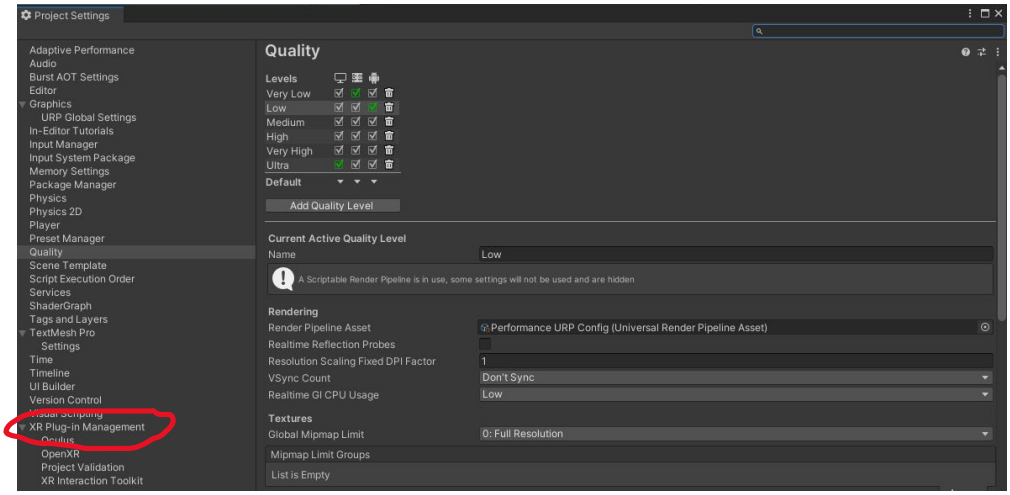
Click on Edit



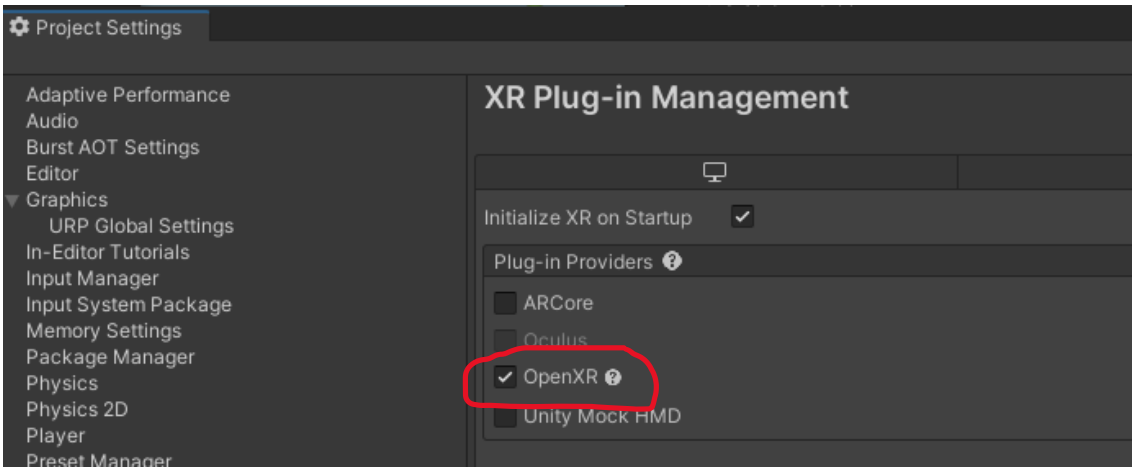
Click on Project Settings



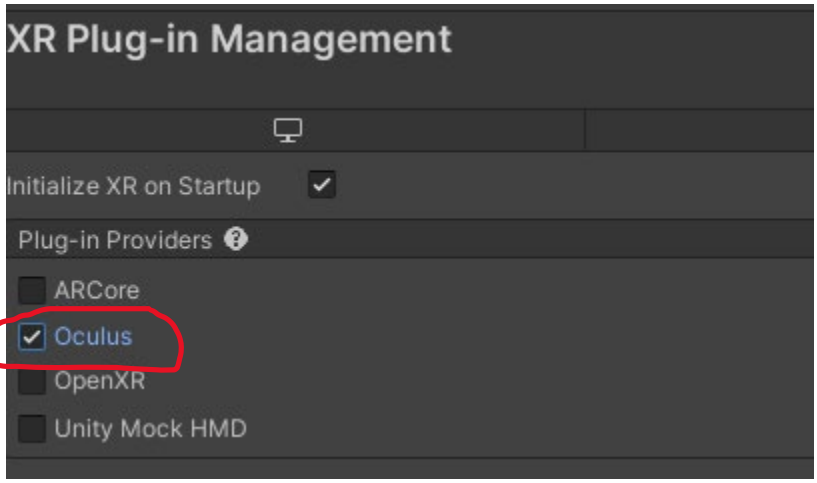
Click on XR Plug-in Management



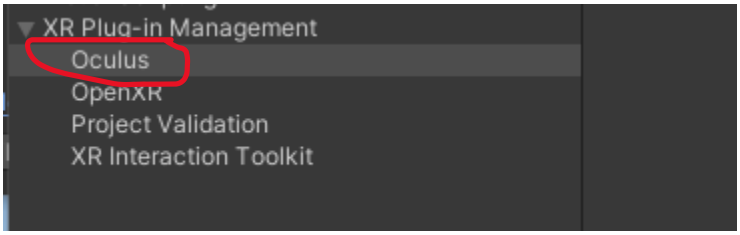
Deselect OpenXR



Once OpenXR is deselected, click on Oculus

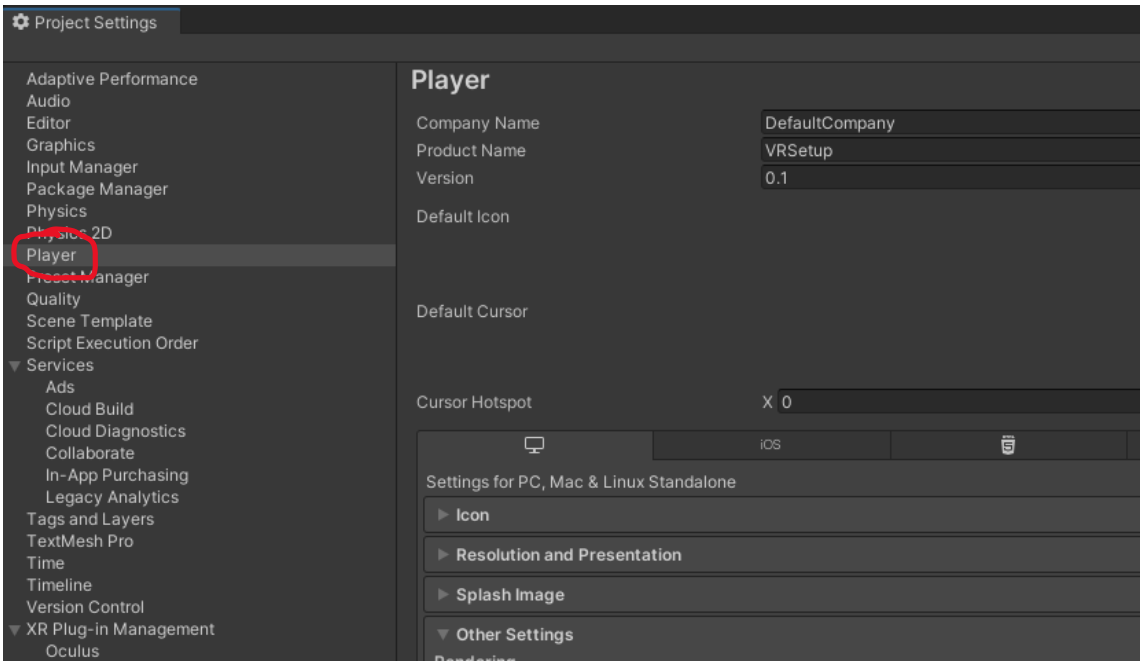


Click on Oculus under XR Plug-in Management

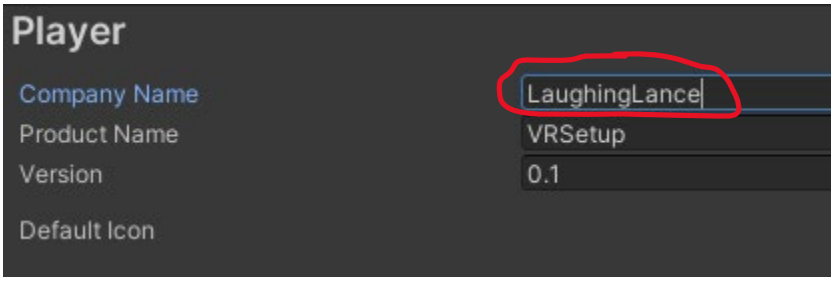


Under Target Devices, deselect Quest Pro

9. Player Settings
   Click on Player



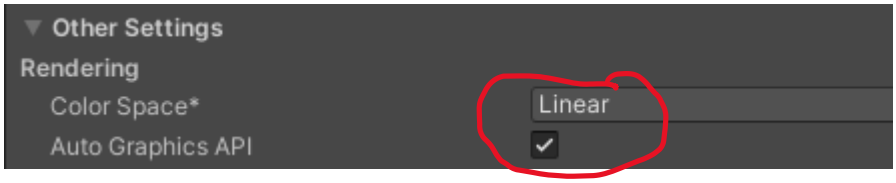
   Set Company Name, Product Name, and Version (as needed)



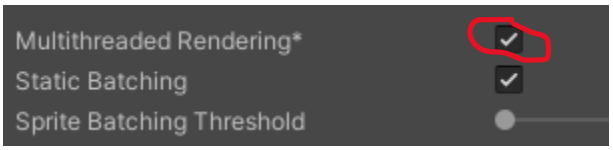
   Click on Other Settings (if not already open)

Under Rendering

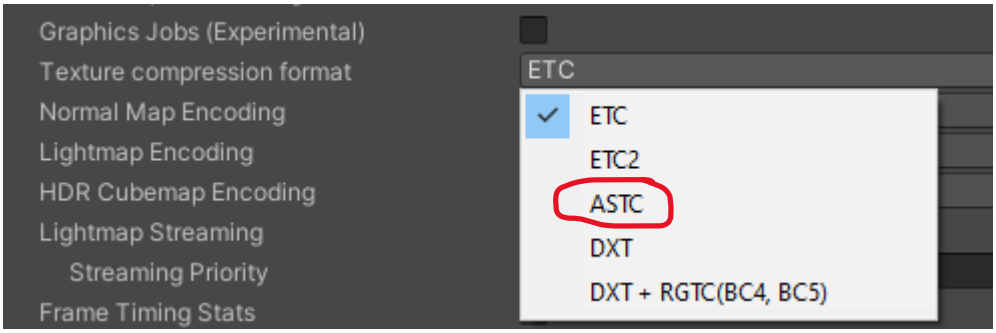
Verify that Color Space is set to Linear and Auto Graphics API is checked.



Verify that Multithreaded Rendering is checked



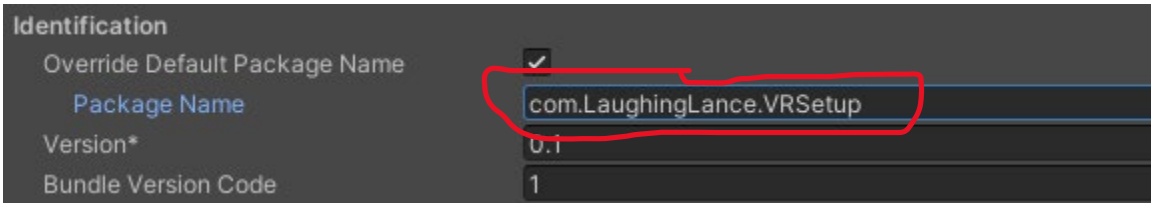
Change Texture compression format to ATSC



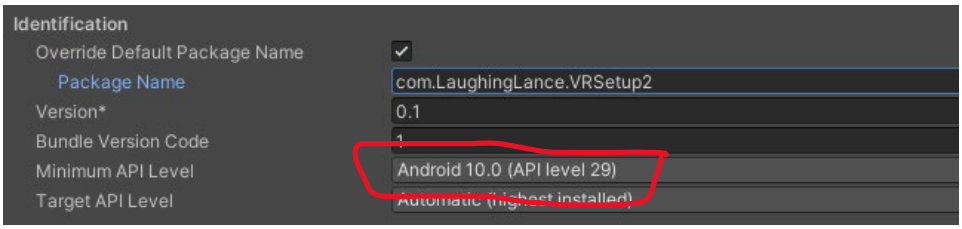
Under Identification

Check Override Default Package Name, if not already checked

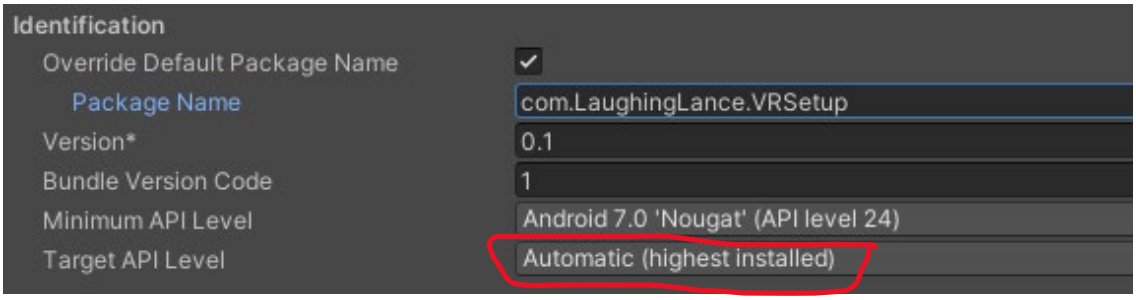
Set Package name using the following structure -> com.CompanyName.AppName



Verify that Minimum API Level is set to Android 10.0 (API level 29), if not change to Android 10.0



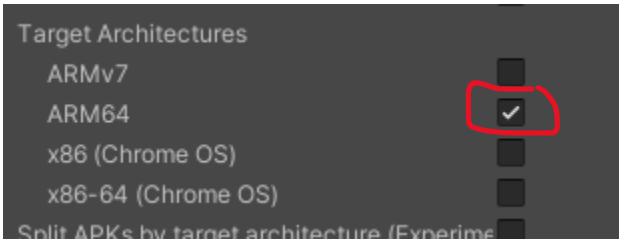
Verify that Target API Level is already set to Automatic (highest installed), if not change to Automatic.



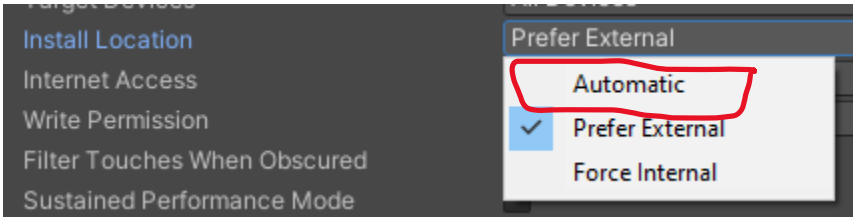
Under Configuration

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

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

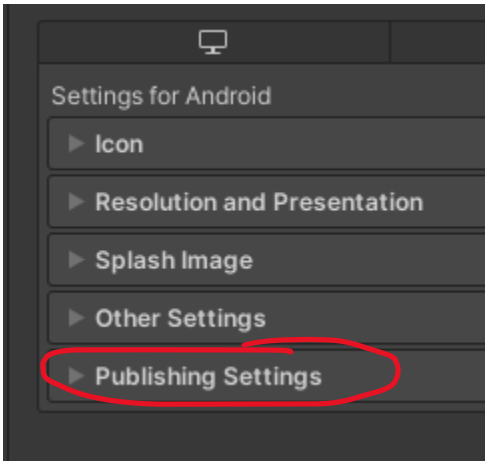


Under Install Location, change to Automatic

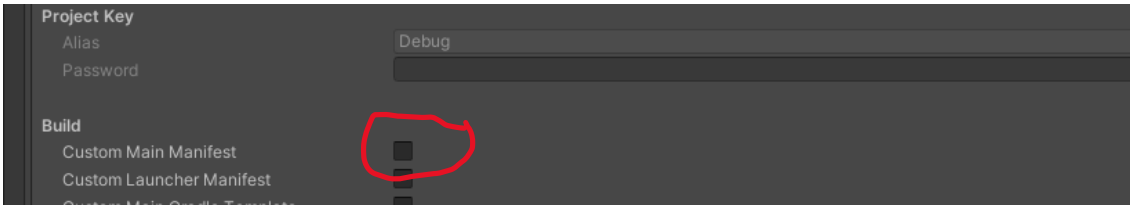


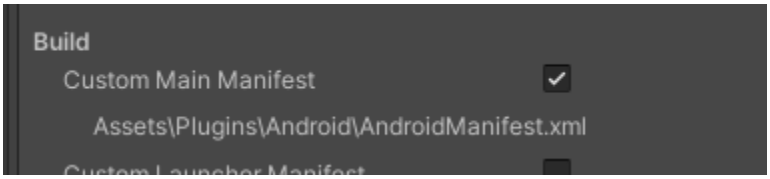
10. Android Manifest

    Open Publishing Settings



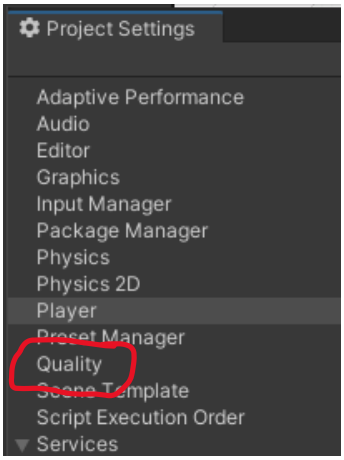
    Under Build, check Custom Main Manifest if it is not already checked

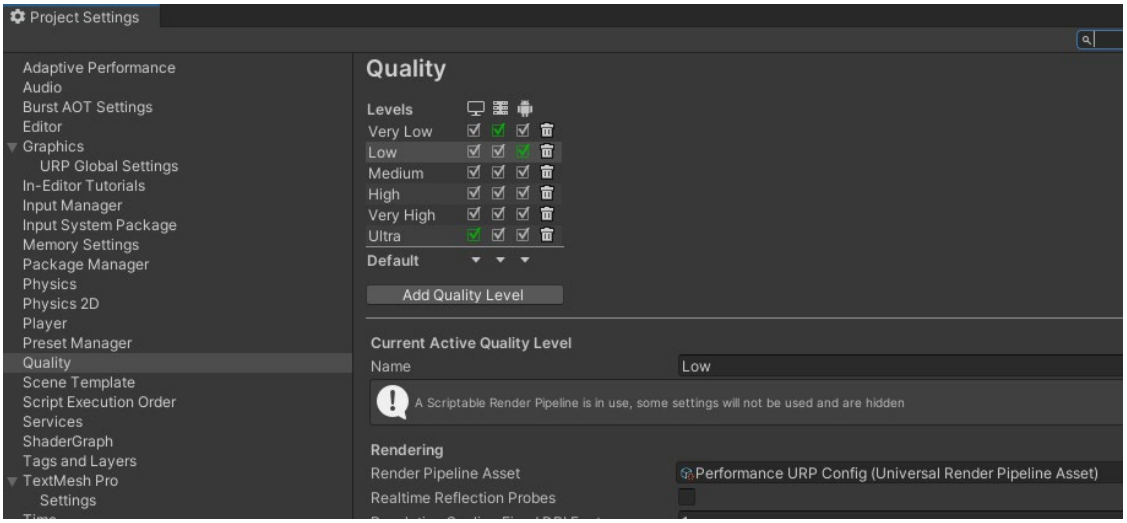




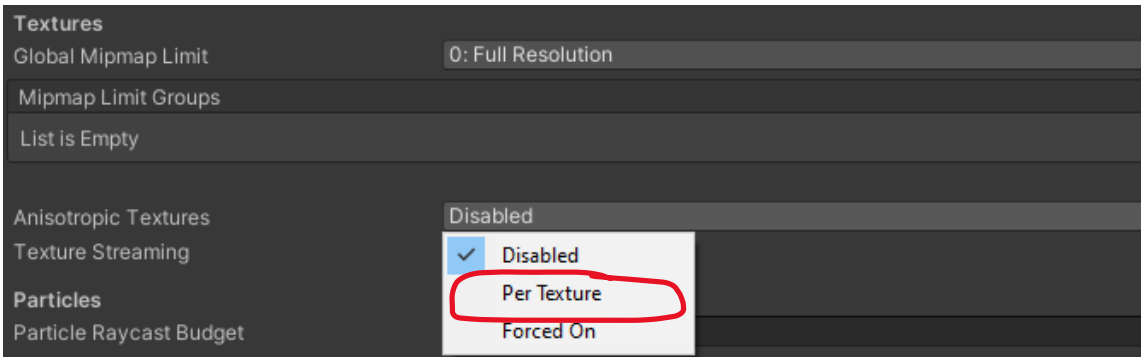
11. Quality Settings

    Click on Quality in the Project Settings menu

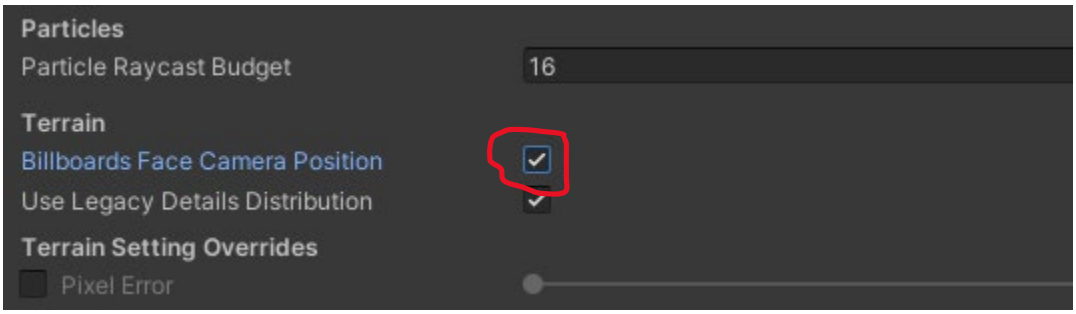




Under Textures, set Anisotropic Textures to Per Texture



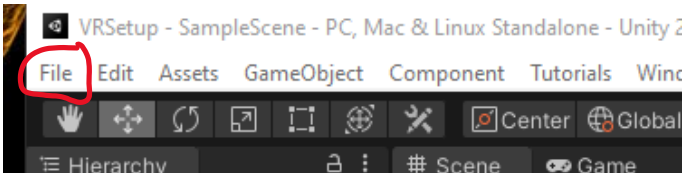
Under Terrain, check Billboards Face Camera Positions.



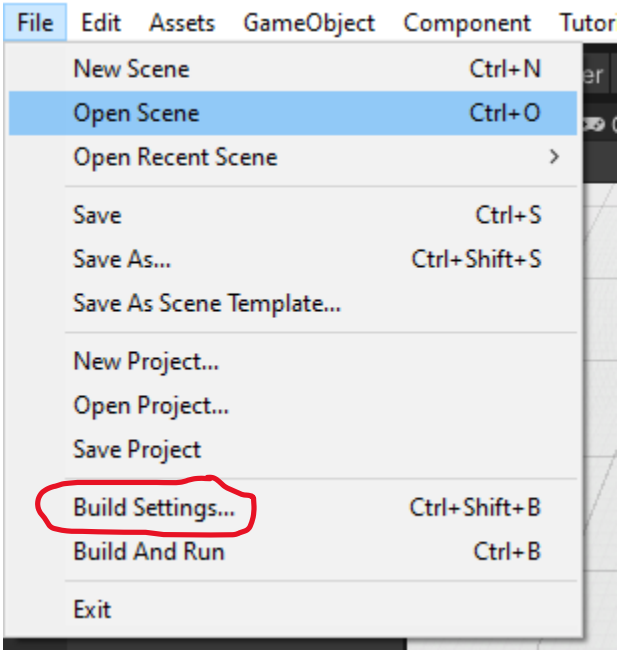
Close Project Settings.

12. Build to Oculus Headset

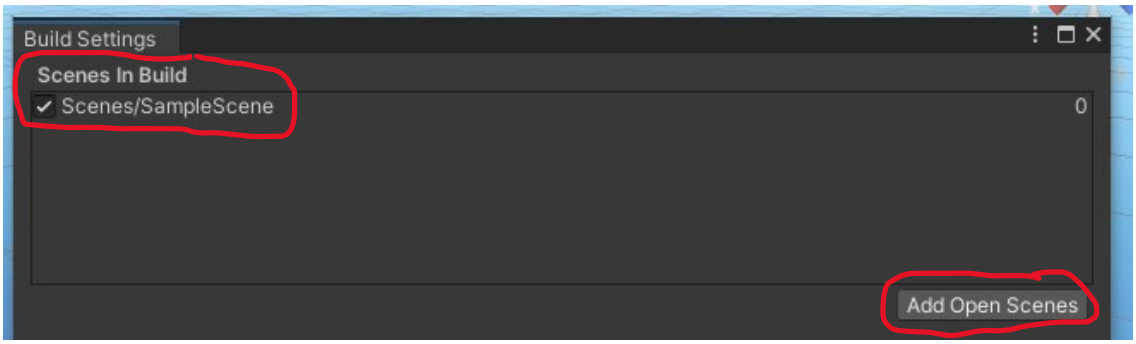
    Click on File



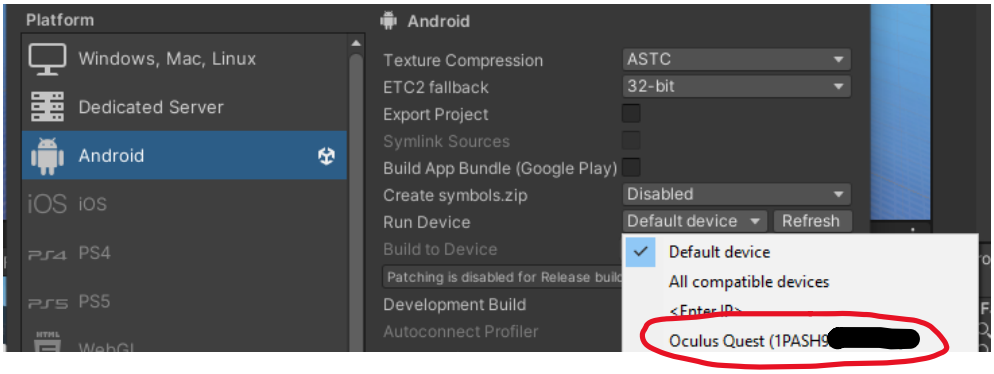
Click on Build Settings



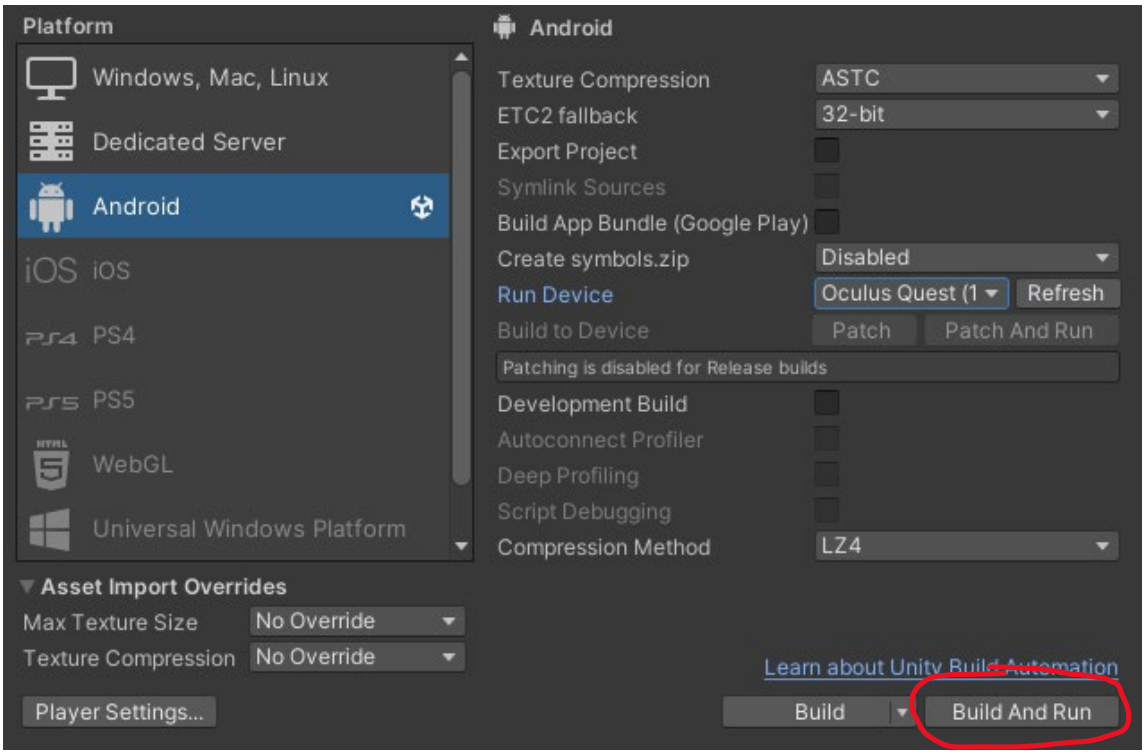
Verify that Scenes/SampleScene is in Scenes in Build, if not add by clicking on Add Open Scenes



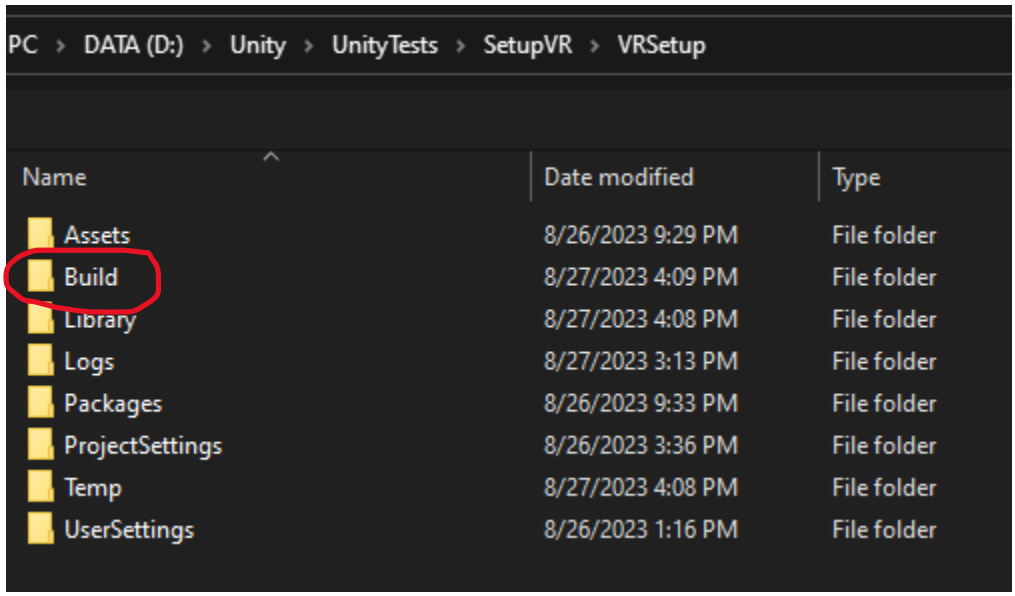
Turn on the Oculus Quest headset, then connect the Oculus Quest headset to the computer (The headset must be set to developer mode)
In the headset click to allow data to share between the computer and the headset
Select the Oculus Headset under Run Device (you may have to click Refresh first)



Click Build And Run



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.



13. Take a look around explore the SampleScene.