

BURGS Weekly Presentation

Broadening Undergraduate Research Groups

9/12/2025

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Unity Application - Progress

Gathering Resources

- Library VR Consulting emailing
- Resources from the lab
 - GitLab
- Figuring out which Meta Quest Pro to use -> Ibrahim's?
- Looked into some policies

META QUEST

Eye Tracking Privacy Notice

Effective September 5, 2025

Android Developers > Design & Plan > Security > Privacy > Guides

Was this helpful?  

What Data Is Collected

Eye Tracking Function

Minimize your permission requests

As part of [providing app quality](#) and protecting user privacy, we recommend you minimize the permissions usage in your apps. This helps users discover and use high-quality apps that provide a safe and secure user environment.

Requesting permissions from users interrupts the user flow, and users can deny your request. In addition, each time you declare a new permission, you must [update how your app requests and shares user data](#). Some [particularly sensitive permissions and APIs](#) require you to provide in-app disclosure of your data access, collection, use, and sharing.

There are multiple alternative ways to minimize permission usage:

- Declare permissions which provide coarse location information, rather than precise location information, if your app just needs approximate location.
- Call APIs which allow your app to perform the desired functionality without declaring permissions.
- Invoke specific intents or event handlers to perform functionality, instead of declaring permissions.
- The system provides [built-in contracts](#) for different file operations and also supports [custom contracts](#).

Set Up

- Added account to the other computer
- Set up all applications on the other computer
 - Meta Quest Link
- Went over previous work
- Created a plan
 - Try Unity tutorials from resources
 - Look into programming eye tracking

Resources/Articles

- [Android Minimize Permission Use](#)
- [Eye Tracking for Movement SDK for Unity](#)
- [Submitting App Requirements](#)
- [Privacy Policy Requirements](#)

BURGS

- Created slides presentation introducing project

New members, please feel free to reach out to anyone in the lab if you need help! We're all cool people who don't mind lending a hand 😊

[Meta Interaction SDK](#)

[Ray Interactions](#)

[Video Tutorial on Ray Interactions](#) (outdated but can start as a basis)

[Video Tutorial on Ray Interactions](#) (I recently referenced this one)

[Video Tutorial on NPC Movement](#) (I recently used this one too)

[Nav Mesh](#)


[Upload Unity Project to GitLab](#) **DO THIS WHEN YOU START DEVVING**

[My Materials in Unity are Pink](#)

Virtual Reality Development

Need help with a VR project or just want to figure out how to get started? Request a consultation with one of our experts.

Detailed Help (1 hour) ▾

 Consultants



Radeon GPU



Performance Profiler

PICO XR



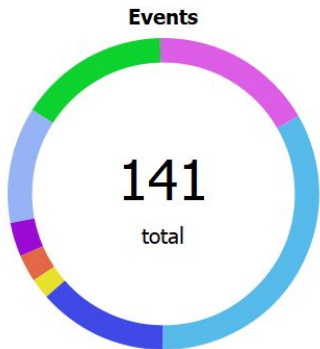
In-Unity Profiler









Replicate what Casie did by running scanning applications within Unity and utilizing the in-house profiler that Unity provides. Focuses on CPU usage, rendering, memory, audio, physics, and animation.

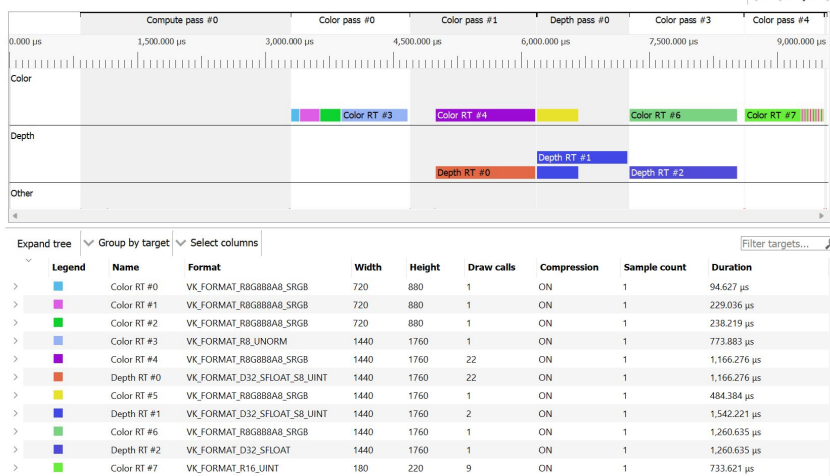
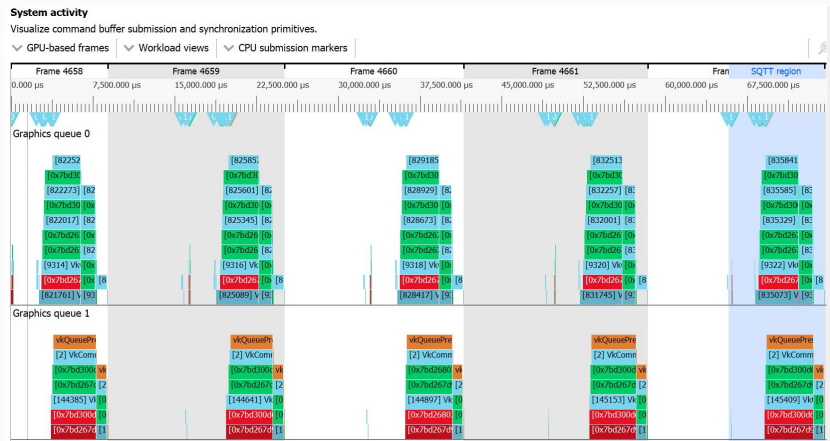
Radeon GPU Profiler

Event statistics

Analyze a breakdown of events in your profile.



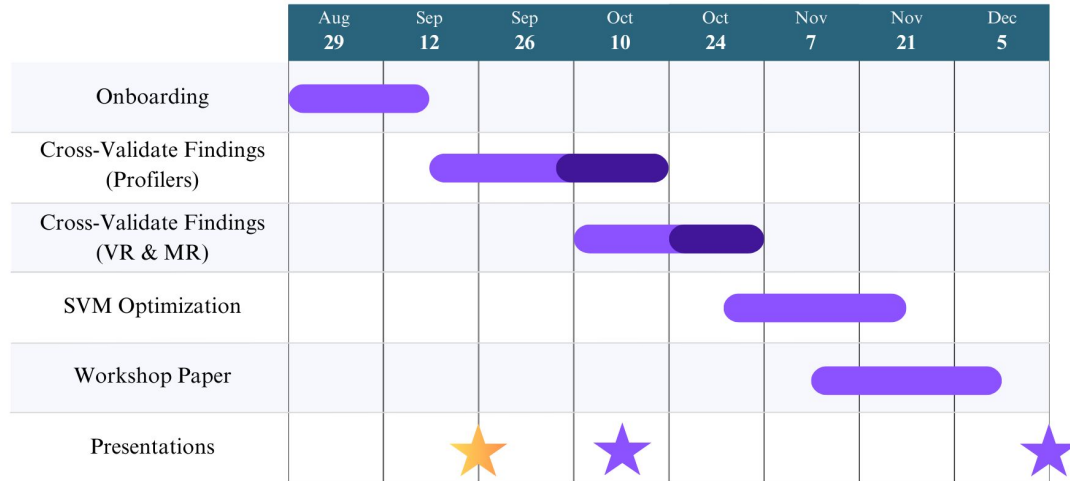
Event	Count	Key
vkCmdPipelineBarrier	47	
vkCmdDraw	24	
vkCmdDrawIndexed	22	
CmdRenderPassSync	17	
CmdRenderPassDepthStencilClear	5	
CmdInitMaskRam	4	
CmdPostComputeDepthStencilClear	3	
Other	19	



Project name timeline

XR Power Telemetry Exploitation

TIMELINE



Questions

1. We were told a grad student in PrivateEye made a profiler in Unity, how can we reach out to him?