LAB #6

BUILDING MOBILE VR APPS FROM UNITY

By the end of this lab, you will be able to:

- Add scenes to the build order to create an application.
- Modify Player Settings to customize how an application runs.
- Deploy their application to a mobile phone.

PART 1: THE BUILD PROCESS

Unity provides multiple options for building applications. Although you can choose a variety of platforms, we will focus on Android and iOS to fit with our use of the Cardboard SDK. Generally, your build process will involve:

- Switching your Unity player to your desired platform, if you haven't already
- Adding your scenes into the build window
- Defining player settings
- Building to an app or a project
- Deploying

PART 2: HANDS-ON EXERCISES

These exercises are designed to provide you with the following:

1. An introduction to the process of turning a Unity application into a mobile app that can run on a smart phone
2. The opportunity to build a unique experience to deploy to your phone

EXERCISE 1: OBSERVE AND TAKE NOTES

The instructor will how to change the settings required for a build, and how to get the build onto a phone. While the instructor demonstrates this in front of the group, use this time to observe and take notes about the process.

EXERCISE 2: BUILD YOUR OWN APP

Using the notes and steps outlined in *Lab 6 – Project Notes*, use the class time to build the project that you have been working on and run it on your mobile phone. Alternatively, you can use the provided *Lab 6 Sample Project* and go through the steps to build the example application.

TAKE-HOME EXERCISE #1: COURSE EVALUATIONS

Help us make our introductory course better by filling out the post-lab survey that will be sent to you! We want to continue to adapt our curriculum to meet your needs, as well as develop new materials that you can use to run classes of your own.

SUMMARY

In today's lab, we went through the final stage of the VR development process and built our applications so that they could run on a mobile phone. We learned about the ways that Unity builds applications and the different types of apps that can be built, then got to experience our projects on our own devices.