1. How to use unity Image Hand

<https://developer.leapmotion.com/documentation/unity/unity/Unity_Image_Hand.html>

1. Oculus rift not showing anything, need to build the project and open an executable called ProjectName\_DirectToRift.exe

<http://answers.unity3d.com/questions/962371/getting-the-oculus-rift-dk2-to-work-in-unity-5hmd.html>

1. Unity import Vuforia but failed to load 'Assets/Plugins/QCARWrapper.dll' solution

<http://stackoverflow.com/questions/30119423/unity3d-failed-to-load-assets-plugins-qcarwrapper-dll>