

Intro to VR: Syllabus

January 16, 2020 / 12:00 PM - 1:30PM EST

Important Links

[Intro to VR: Pre-Workshop Instructions](#)

[Workshop Hackpack](#)

Pre-workshop checklist, and resources to explore during and after the workshop.

[Hack the North 2020++ Event Schedule](#)

Check this out to stay up-to-date on activities, workshops, and other key happenings this weekend.

Motivator

VR is a fast growing and exciting field to work in. In this workshop we will learn how to make our first VR app. We will show you how easy it is to start developing for VR. We will make a simple target practice in Unity.

Prerequisite Knowledge

Nice to have but not necessary experience:

- Unity
- C#

Hardware Requirements

Mac or Windows computer

VR Headset (one of):

- Oculus → Oculus Quest, Oculus Quest 2, Oculus Rift
- Valve Index
- HTC Vive
- Some other VR Headset

Learning Outcomes

This is what you will walk away from the workshop able to do:

- Unity Basics
- VR Rig setup
- Basic Unity C# Scripting

Timeline (1.5 hour)

Time	Module	Description
10 min.	Intro + Set up	Intro and going through pre workshop instructions.
5 min.	What is Unity?	Explaining how to use Unity and how to navigate its interface.
10 min.	VR Rig	Setting up our VR camera, controller, and locomotion system.
5 min.	Physics & Interactivity	Adding physics to objects and allowing us to interact with objects.
10 min.	Importing Assets	Exploring the Asset Store and importing 3D assets from the web.
10 min.	Scripting: Input	Capturing input from our VR devices and explaining the Input Debugger.
10 min.	Scripting: GameObjects	Instantiating gameobjects using prefabs
10 min.	Scripting: Physics	Accessing Rigidbody of objects and adding initial force.
10 min.	Scripting: Basic UI	Using Unity's 2D UI.
5 min.	Polish + Ending	Buffer time and next steps to continue your VR journey.