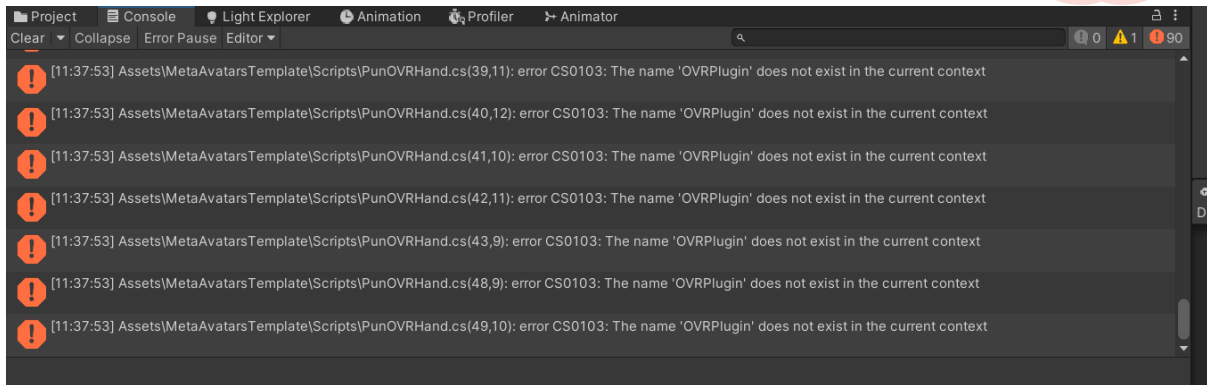


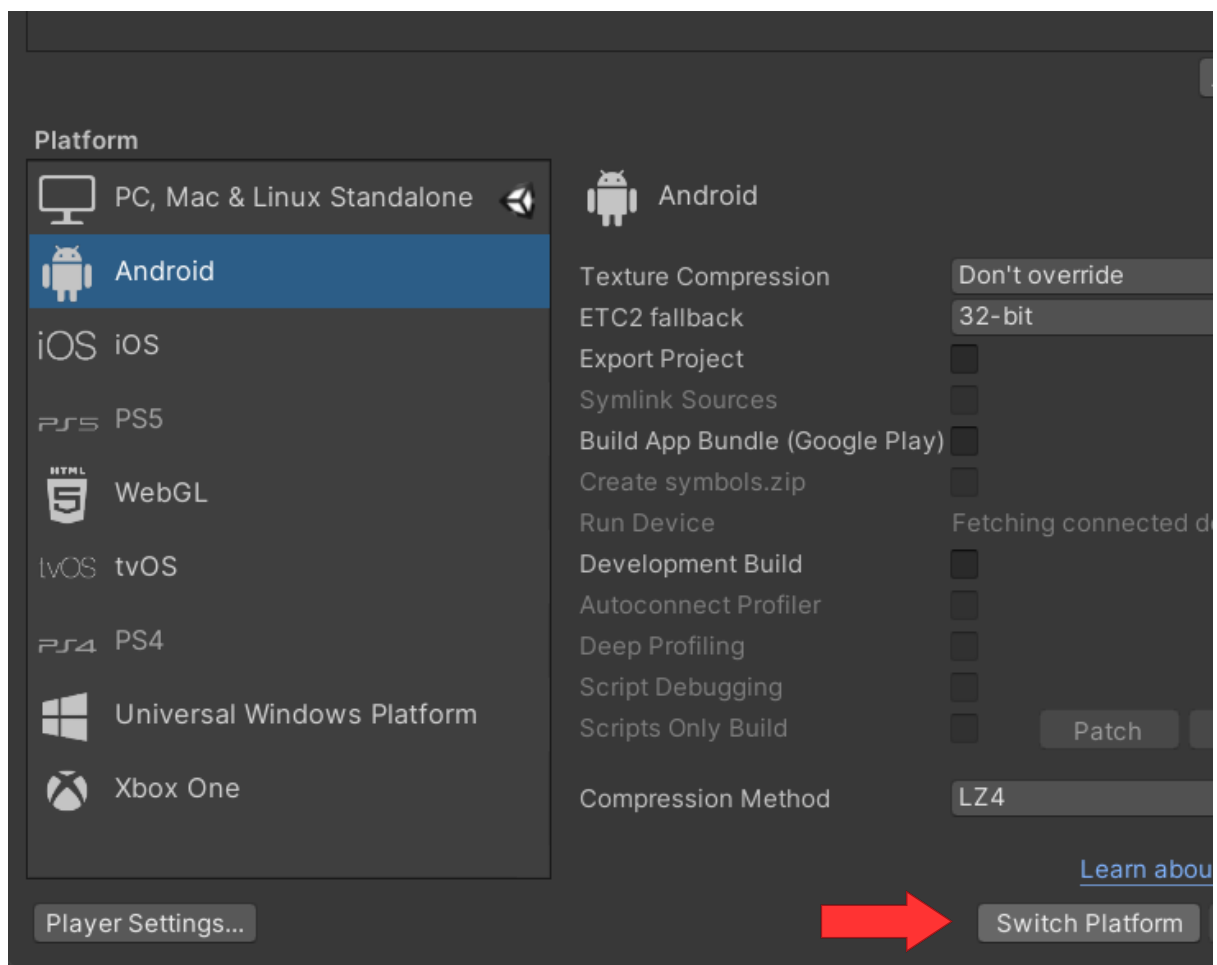
## Meta Avatars Template setup guide.

After importing the package to a fresh Unity 2020.3.X project, you will see many errors. Don't panic! That's because we still need to import some other packages for it to work.



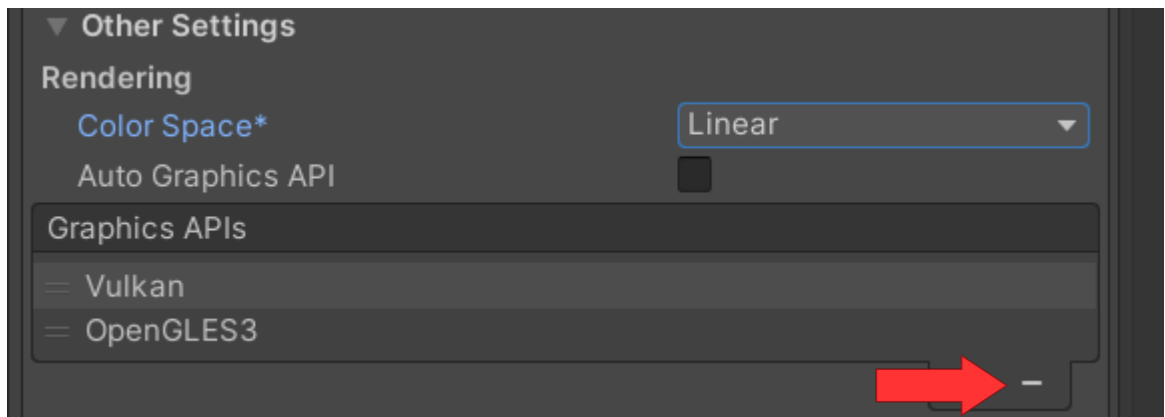
Let's start setting up Project and Build Settings.

1. Go to build settings and **switch platform to Android**.

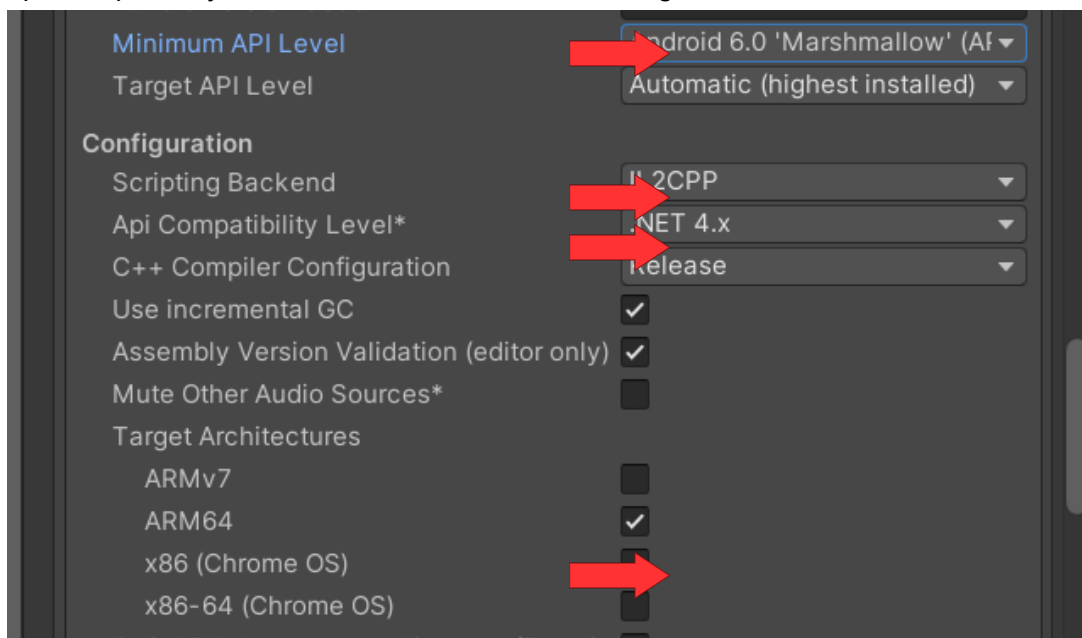


2. Let's go to Project Settings > Player > Other Settings:

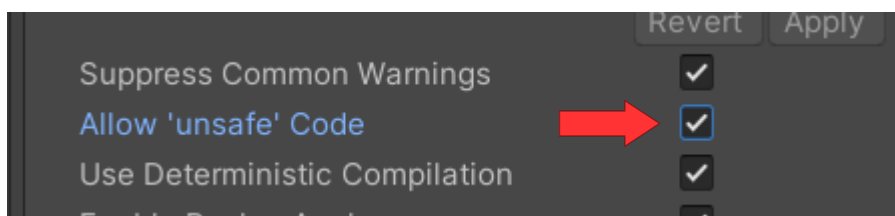
Change Color Space to "Linear", remove Vulkan from Graphic API list:



3. Set minimum API Level to 6.0 (API level 23), switch the scripting backend to IL2CPP, Api Compatibility Level to .NET 4.x, and set the target architecture to 64bits.

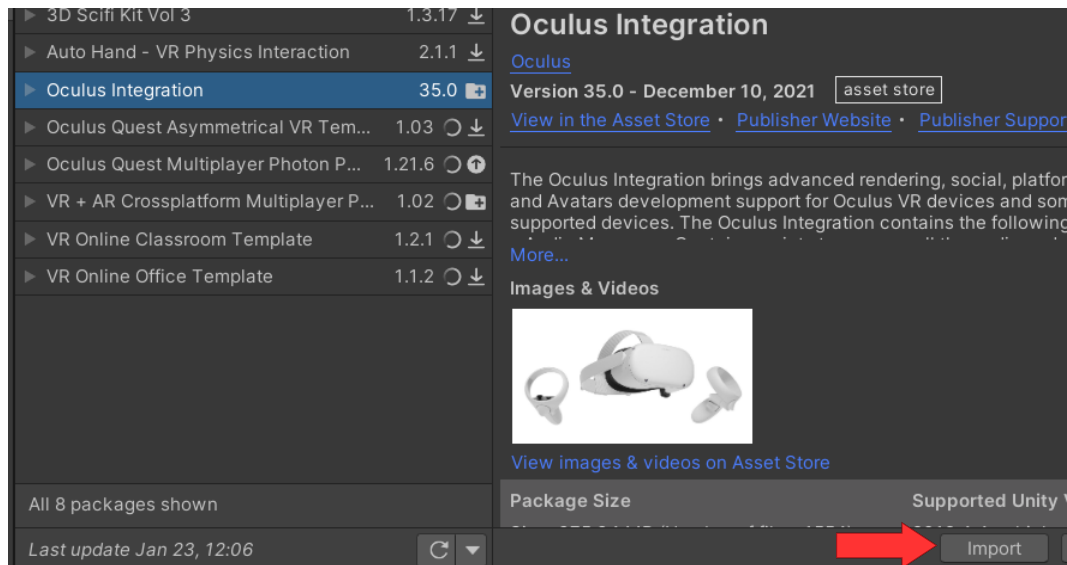


- Enable "Allow unsafe code"



#### 4. Now, let's import some packages:

- Oculus Integration v35.0 or higher:



- Photon Pun 2 - FREE



- Photon Voice 2



- Go to <https://developer.oculus.com/downloads/package/meta-avatars-sdk/> and download the Meta Avatars SDK (min version 9.1).

## Meta Avatars SDK

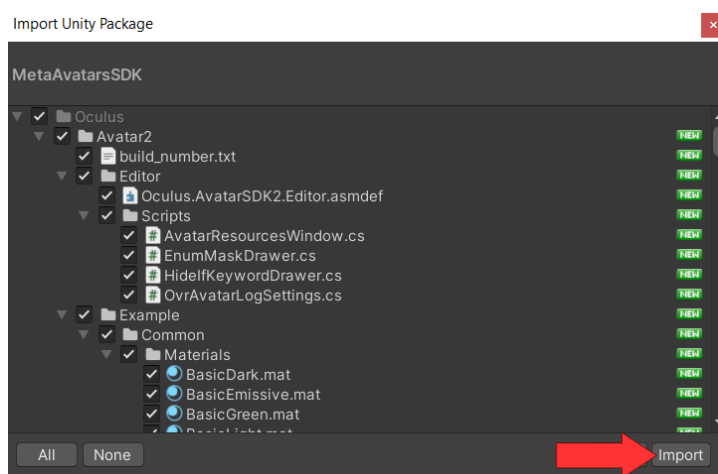
Published: Jan 11, 2022

ODH Unity

VERSION  
9.1

DOWNLOAD

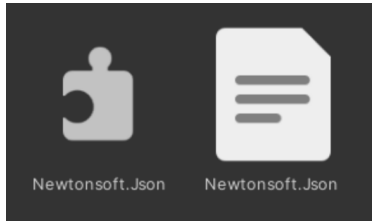
- Import the MetaAvatarSDK into your Unity Project.



- If you get this error:

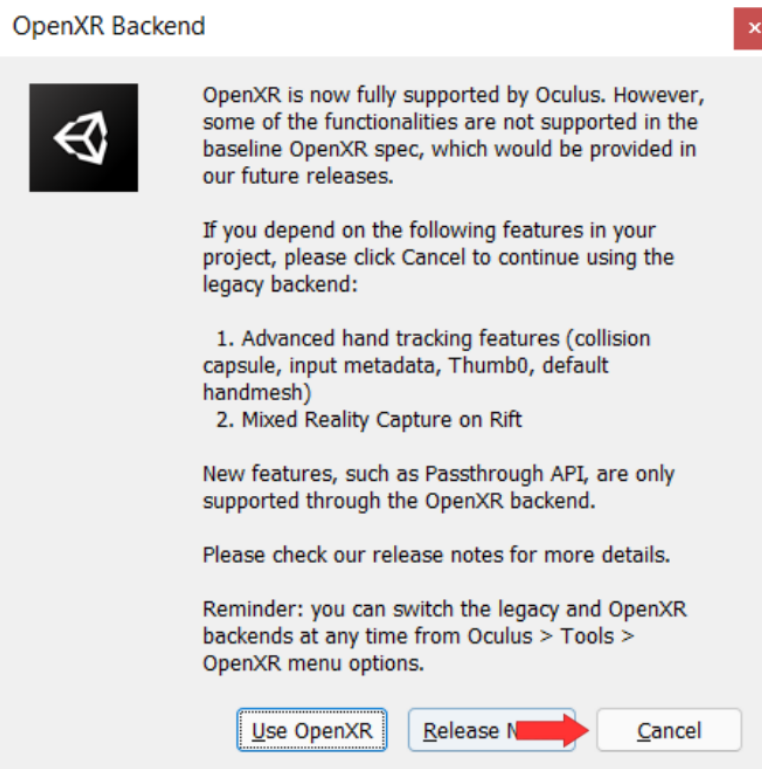
[12:29:50] Multiple precompiled assemblies with the same name Newtonsoft.Json.dll included on the current platform. Only one

Go to Assets > Oculus > Avatar2 > Scripts > AvatarEditorDeepLink, and delete these 2 files (they are duplicated).



- Now, the project should compile, and start asking for some updates. Accept all the updates requested.

5. **Open XR** backend is optional. For hand tracking, it is recommended to stay with the legacy backend (clicking cancel). **You can freely switch later.**



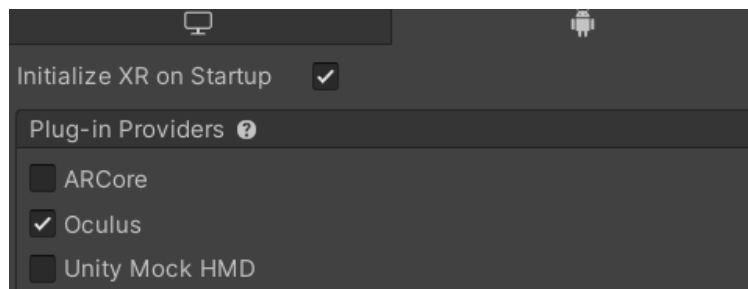
- Unity will want to restart afterwards, click yes.

## 6. Installing XR Plugin Management

Go to Project Settings > XR Plugin Management and install the plugin.



Add the Oculus platform for both windows and android.

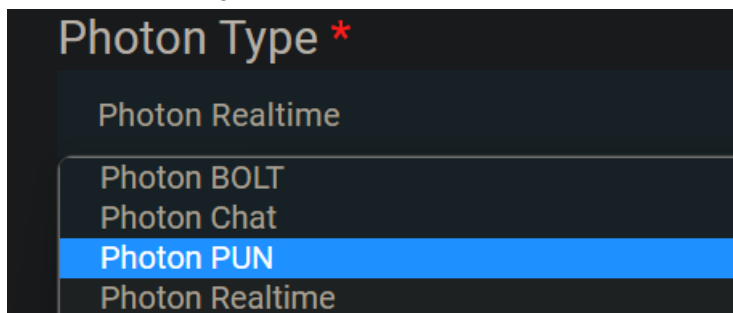


## 7. Configuring Photon Pun2

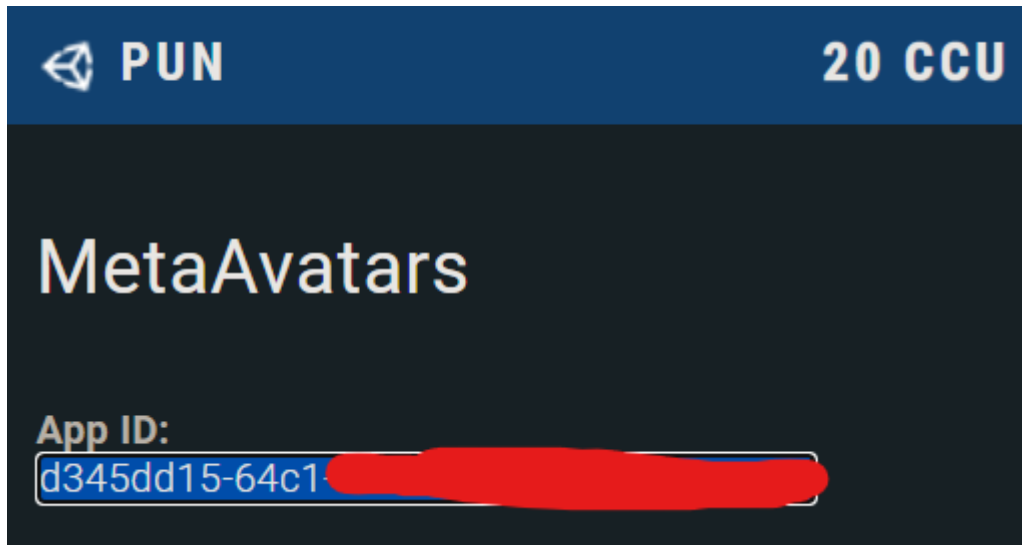
- Go to <https://dashboard.photonengine.com/en-US/> and create an account if you don't have one.
- Create a new Pun App (you can create as much apps as you like)



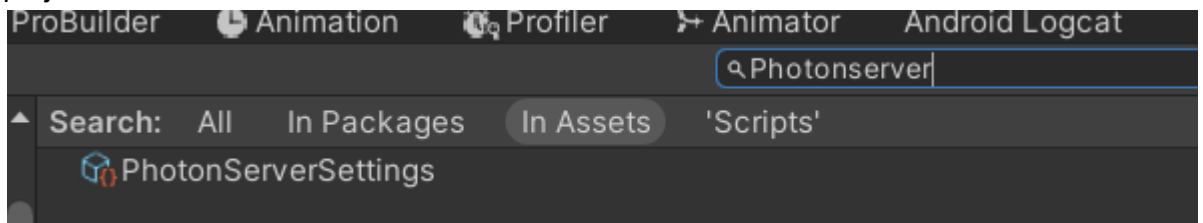
- Make sure it's Type PUN



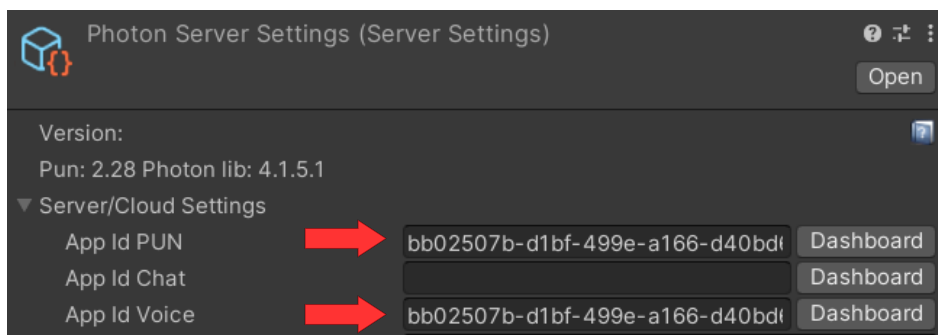
- Search for your created App in the dashboard, and copy the App ID



- Go back to Unity and look for the PhotonServerSettings configuration file in the project window.



- In the PhotonServerSettings configuration, paste the AppID in the PUN and Voice fields.

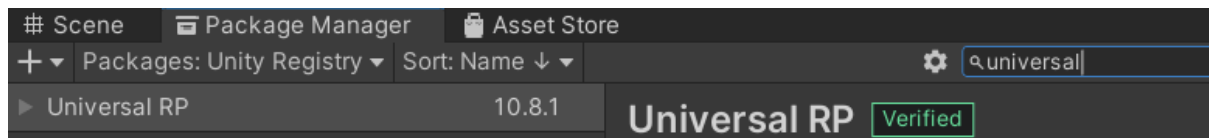


8. **Open the scene:** go to Assets > MetaAvatarsTemplate > Scenes and open MetaAvatar2Pun scene.

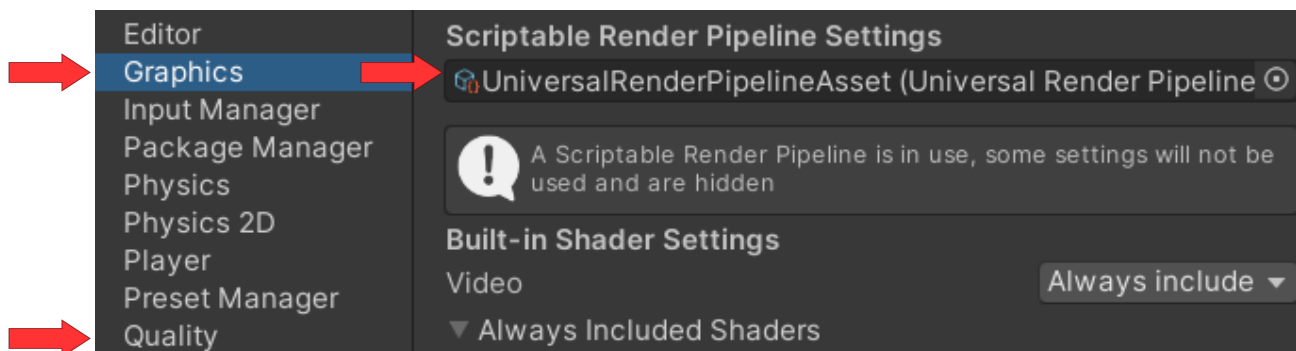
**OPTIONAL:** if you see everything pink like in this screenshot,



you need to install the URP (Universal render pipeline) package from the package manager (you find it under Unity Registry Tab).



After importing the URP, go to Project Settings > Quality and Project Settings > Graphics and assign the UniversalRenderPipelineAsset into the fields.



Then, the scene should render appropriately.



## 9. Creating an Oculus App and enabling avatars.

In order to use the avatars, you need to enable them in the oculus developer portal. Please go to <https://developer.oculus.com/manage/> and create a new app:




- Choose a name and select quest platform

**Create a New App** ✕

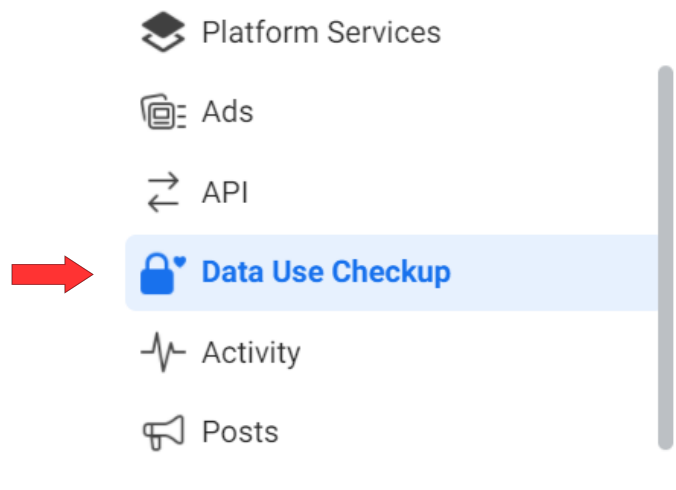
**App Name**

MetaAvatars2


**Platform**  
Select a platform


 **Quest (App Lab)** ☒  
Distribute your app to Quest users through a direct link, invitation or an exact match search.


- Go to Data Use Checkup in the left menu.



- Request access to the following features: UserID, User Profile and Avatars.

 **User ID**  
Grants an app access to user id to enable various features.

 **User Profile**  
Grants an app access to the Oculus username and profile photo.

 **Avatars**  
Grants an app access to Oculus Avatars, a persistent identity across the Oculus ecosys into your app. You must integrate Oculus Avatars SDK in order to enable this feature.

- Add the 3 requests like in this example, you can describe your personal purpose/use case.



### Tell us why you need access to User ID



Please provide a detailed description of how your app uses the permission or feature requested, how it adds value for a person using your app, and why it's necessary for app functionality. (Select all that apply)

#### Usage

Use Avatars

#### Description

For testing purposes.

Please provide screenshots that indicate your usage · Optional

Drag and drop to upload  
Or [choose files on your device](#)



If approved, I agree that any data I receive through User ID will be used in accordance with Oculus's policies.

Close

Add to Request

- After adding the 3 requests, click on "Submit Requests (3)"

Submit Requests (3)

- You will be asked to provide a privacy policy, but as we will not yet be sending the app to the Oculus Store, you can provide a placeholder link, for example, your github account.

#### Privacy Policy URL

The following Privacy Policy URL will be saved to your application after your access request is approved. If this URL is not your most up-to-date Privacy Policy, please make changes to the URL before submitting this request for review.



<https://github.com/lucas-martinic>



You will not be able to submit another Data Use Checkup request for this application while this request is under review.



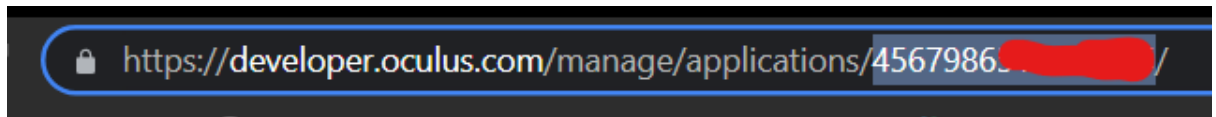
I certify compliance with the [Oculus Platform Policy](#) together with all other applicable terms and policies and that my usage of the above features is accurate.

Close

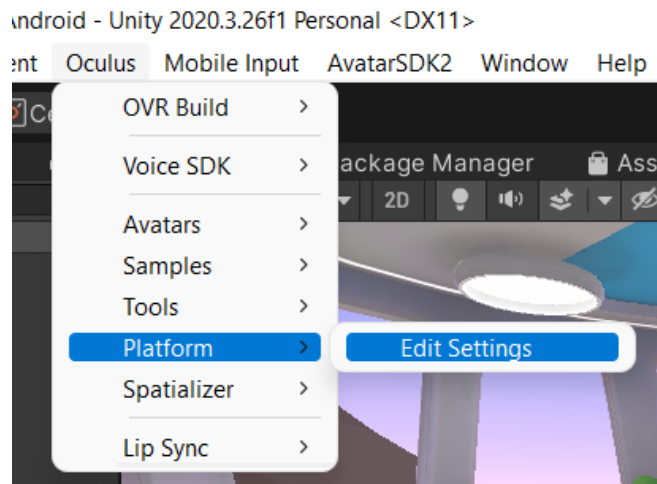
Submit for Review

These features will be approved right away. Remember we need to complete this step because the Meta Avatars require an Oculus ID to work, as they use the user's personal avatar that is linked to their account.

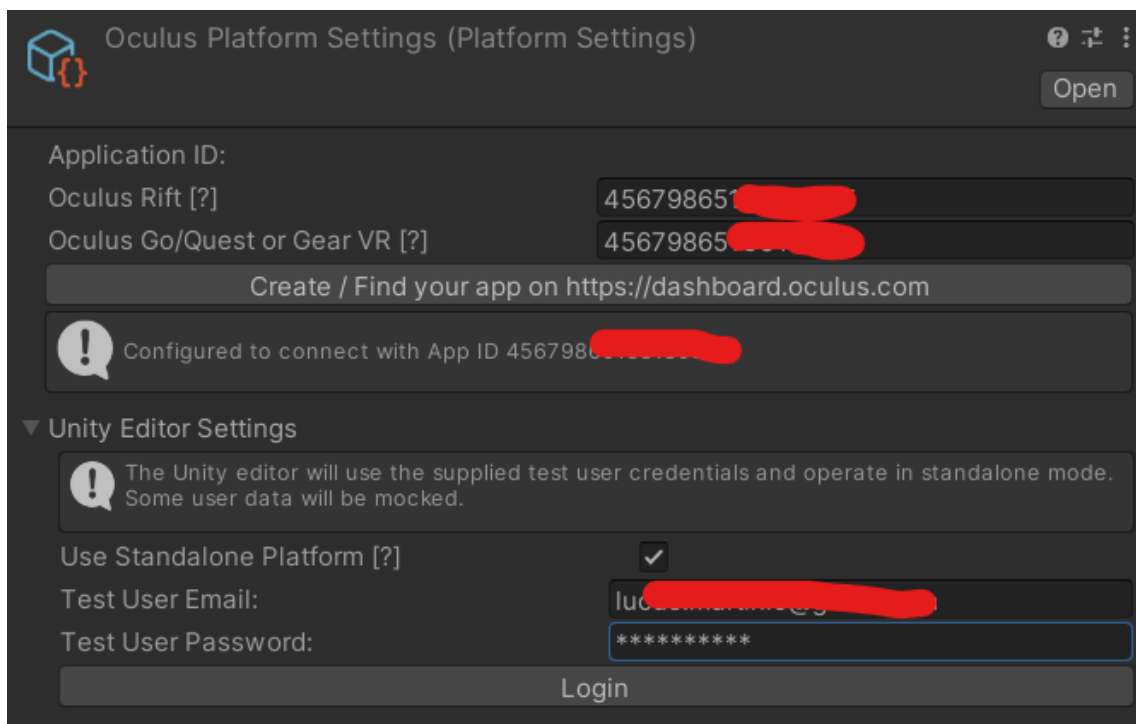
10. Now, copy your **Oculus App ID** from the top of your browser:



- And go back to Unity, and paste it in Oculus > Platform > Edit Settings in both Oculus Rift and Oculus Quest fields.



Also, select “Use Standalone Platform” and enter you oculus/meta credentials.



Now, you should be able to click on “Play” and the app should load your own Avatar linked to your oculus account!



Where’s the head?!? Don’t worry, this is a first person avatar (the one you see for yourself inside VR), so this is normal. Other avatars from other users will look normal, with a head :)

## IMPORTANT

For an external player to join your app/game with their own Avatars, they must pass the “entitlement check” (normally, to own the game). While your app is still in development, you can go to the Oculus Developer Portal, and upload it to an Alpha/Beta channel.


 [Distribution](#)



[Release Channels](#)

And then invite other accounts with their emails. Then they will be able to join and correctly load their avatars.

[Current Build](#) [Users](#) [Build History](#) [Channel Settings](#)

 [Add Users](#)

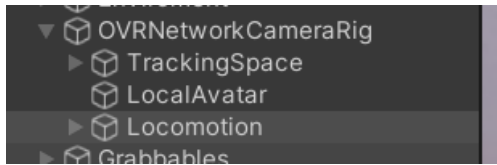
[Subscribed Users \(2\)](#) [Pending Users \(0\)](#)

Search

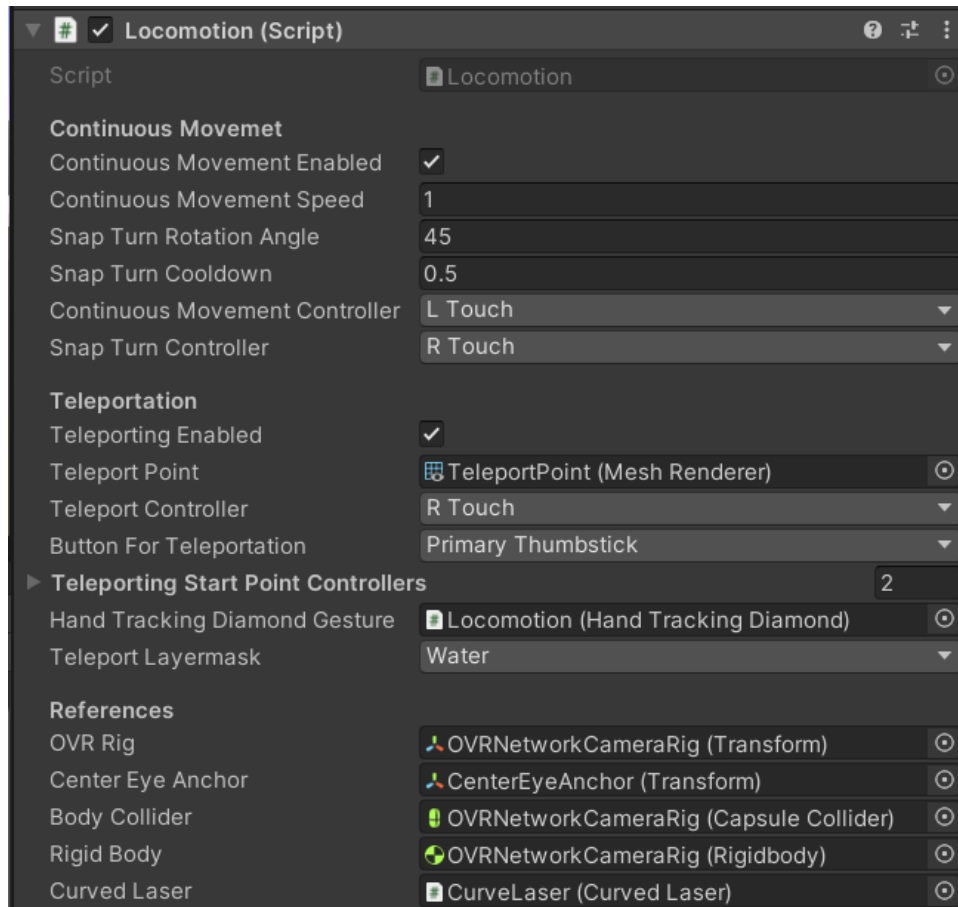
Enter part of the email to filter

## Locomotion System:

Since version 0.5, there's a custom Locomotion system included in the package, that will correctly work in a network.



Plenty of customization can be achieved through the Locomotion component:



There is also a **HandTrackingDiamond** component which detects a gesture inspired in <https://youtu.be/OkxyWVT0hoY?t=109> which is used as default for hand tracking teleportation. You can subscribe to the pinch event for custom behaviours.

