Intro to Unity

Week 1 - Day 2

Pre-lab check-in

Let's play a game...

Rules of "CS 11 Plays Unity"
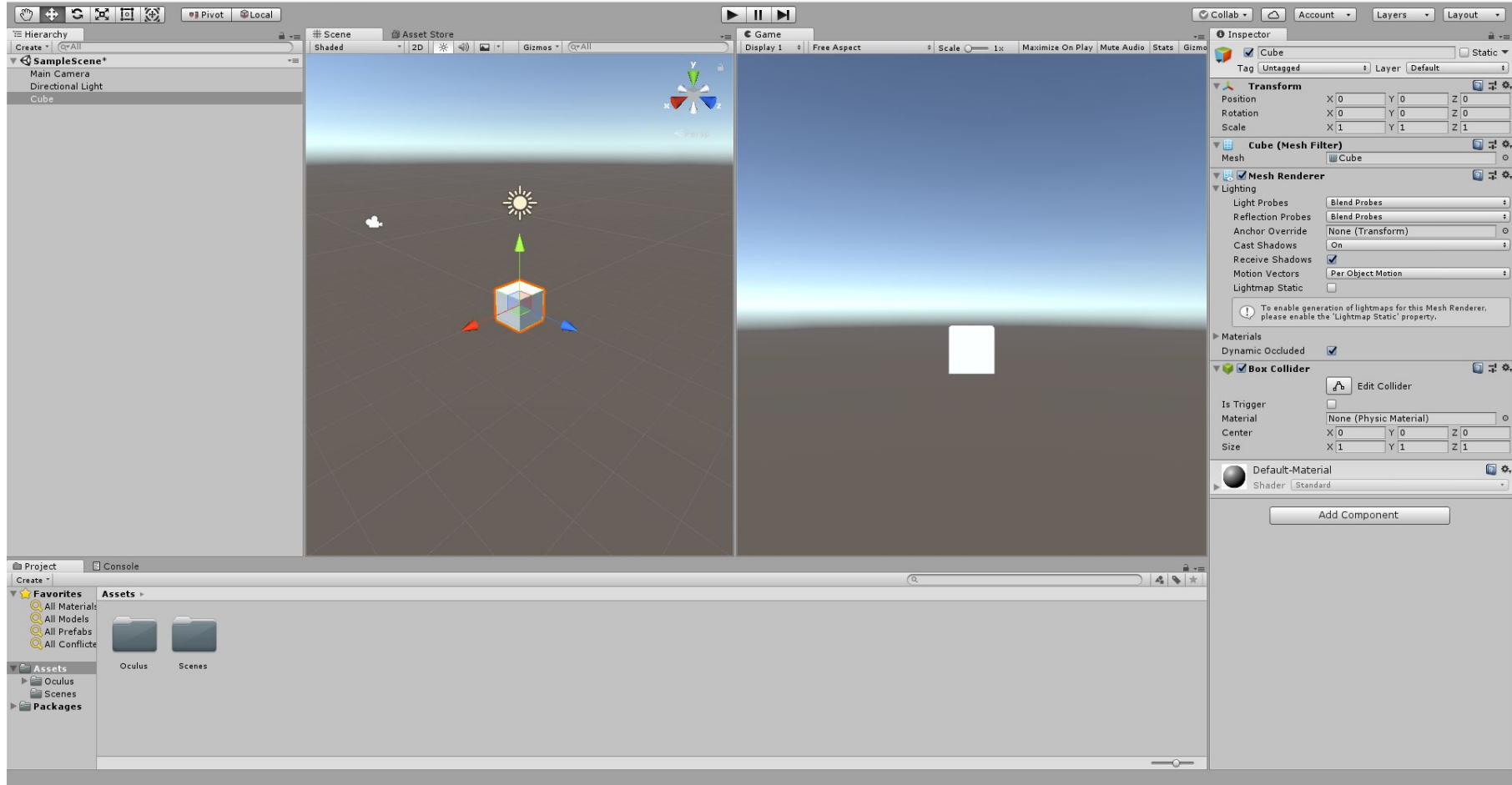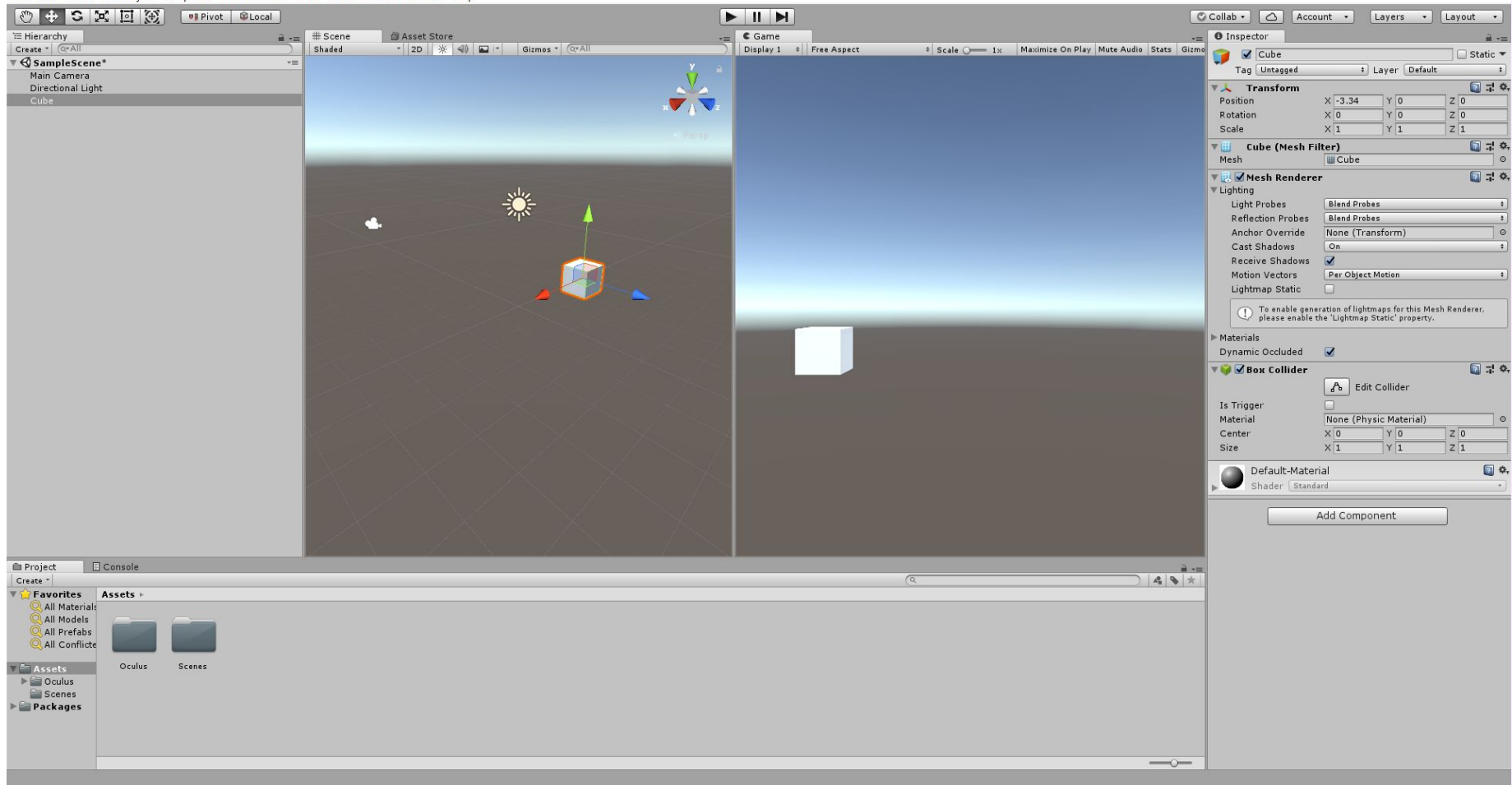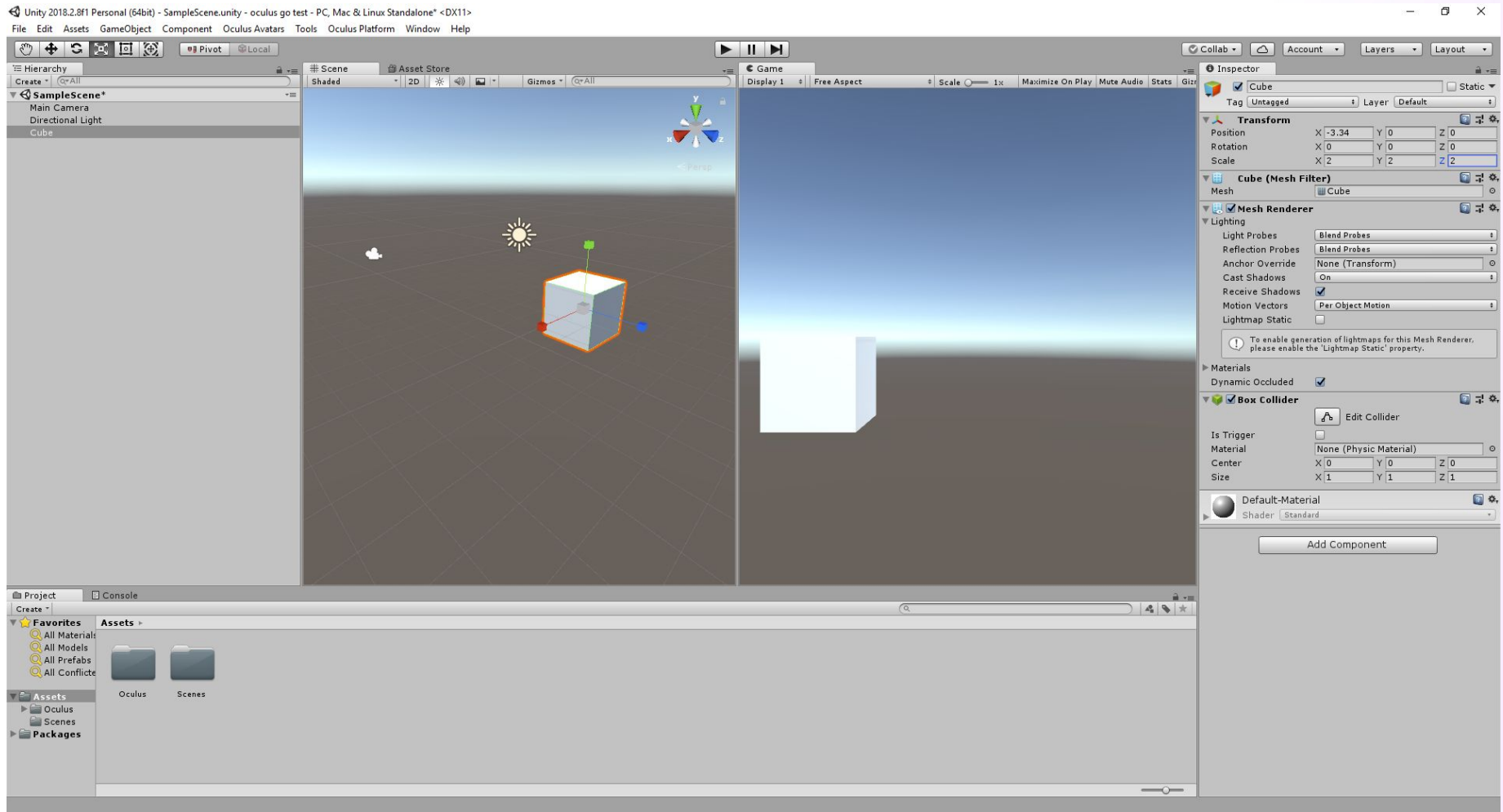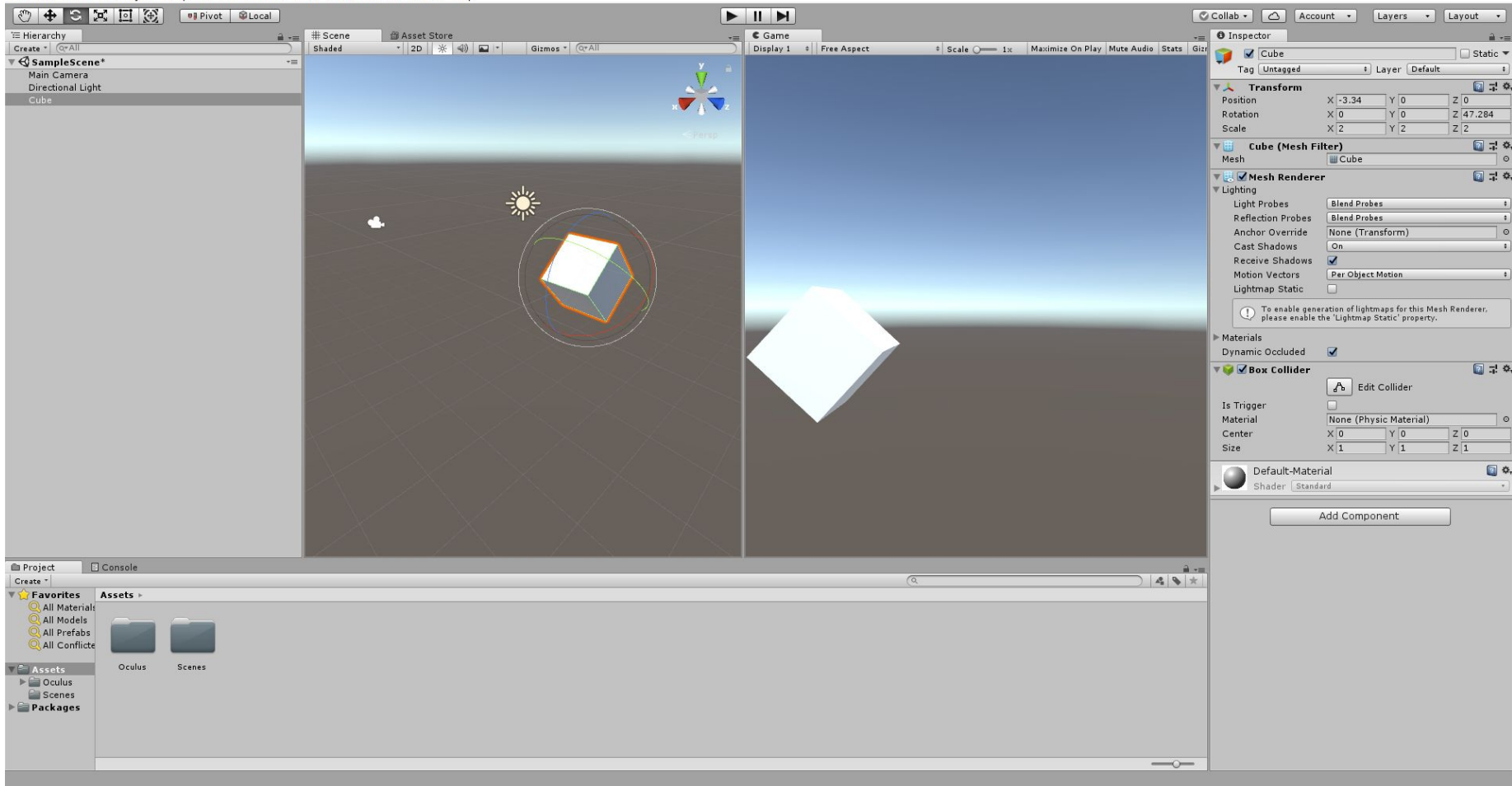
INVESTIGATE

SHARE

REFLECT

Rabbit Hole: CS11
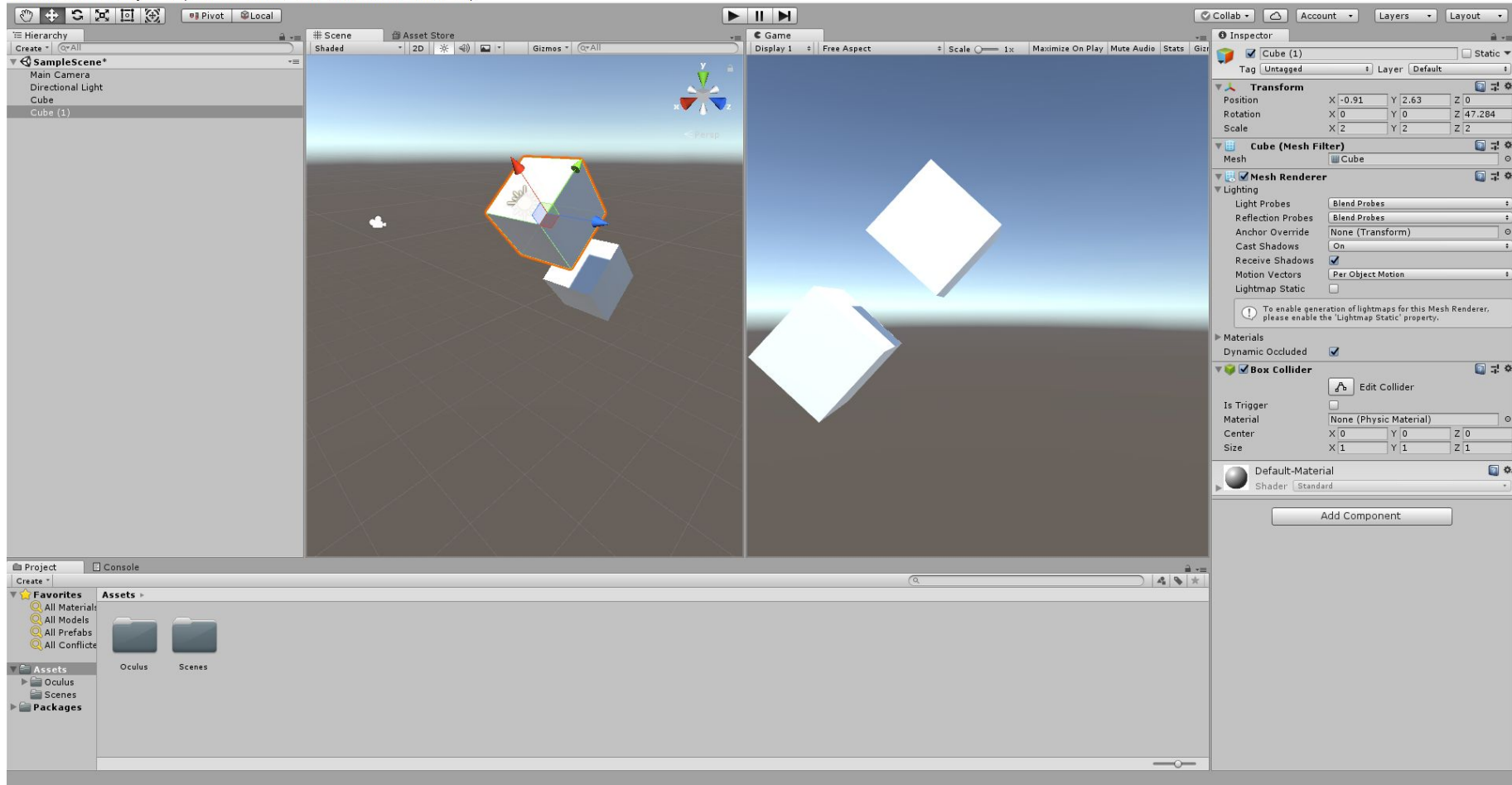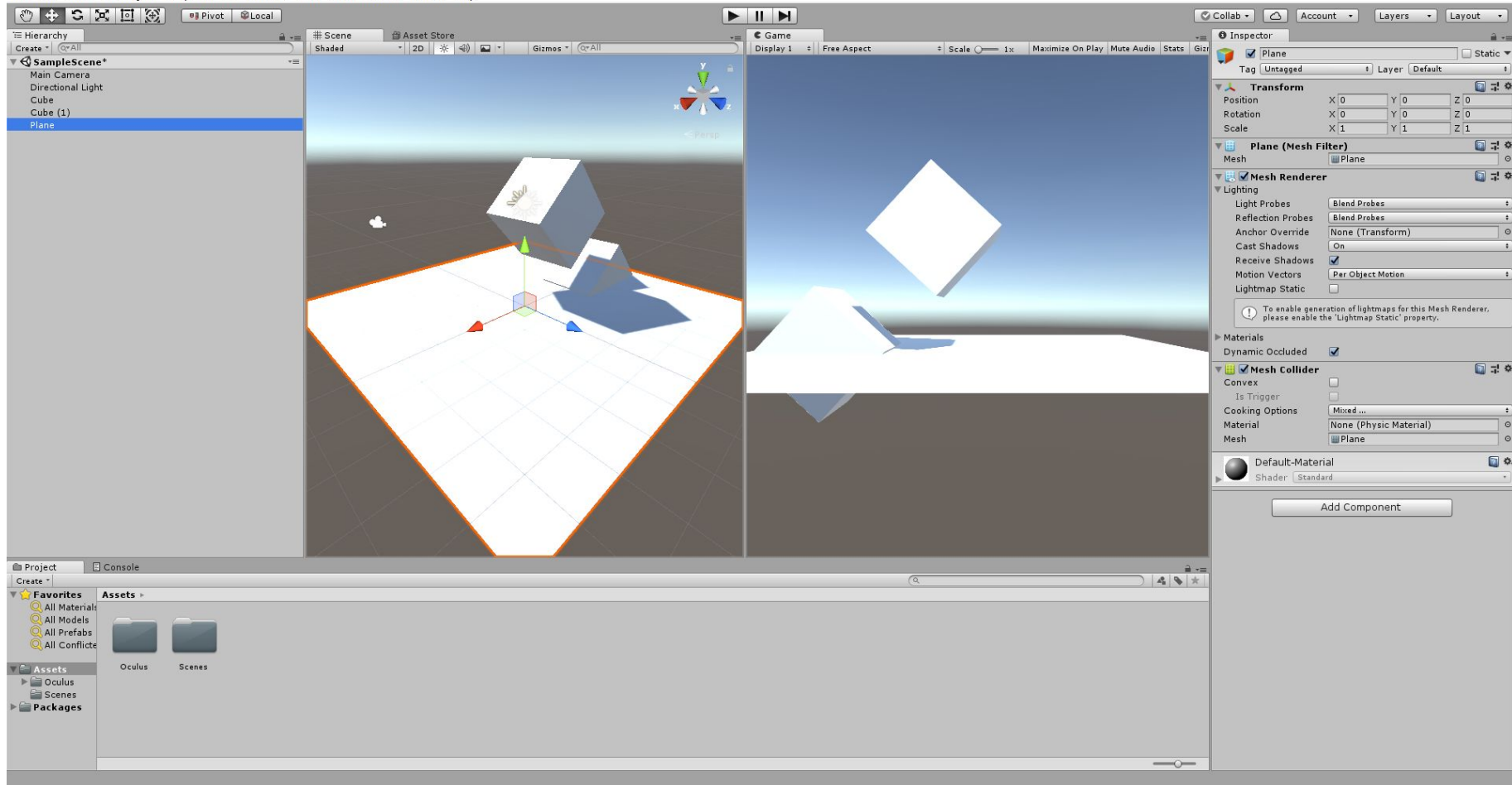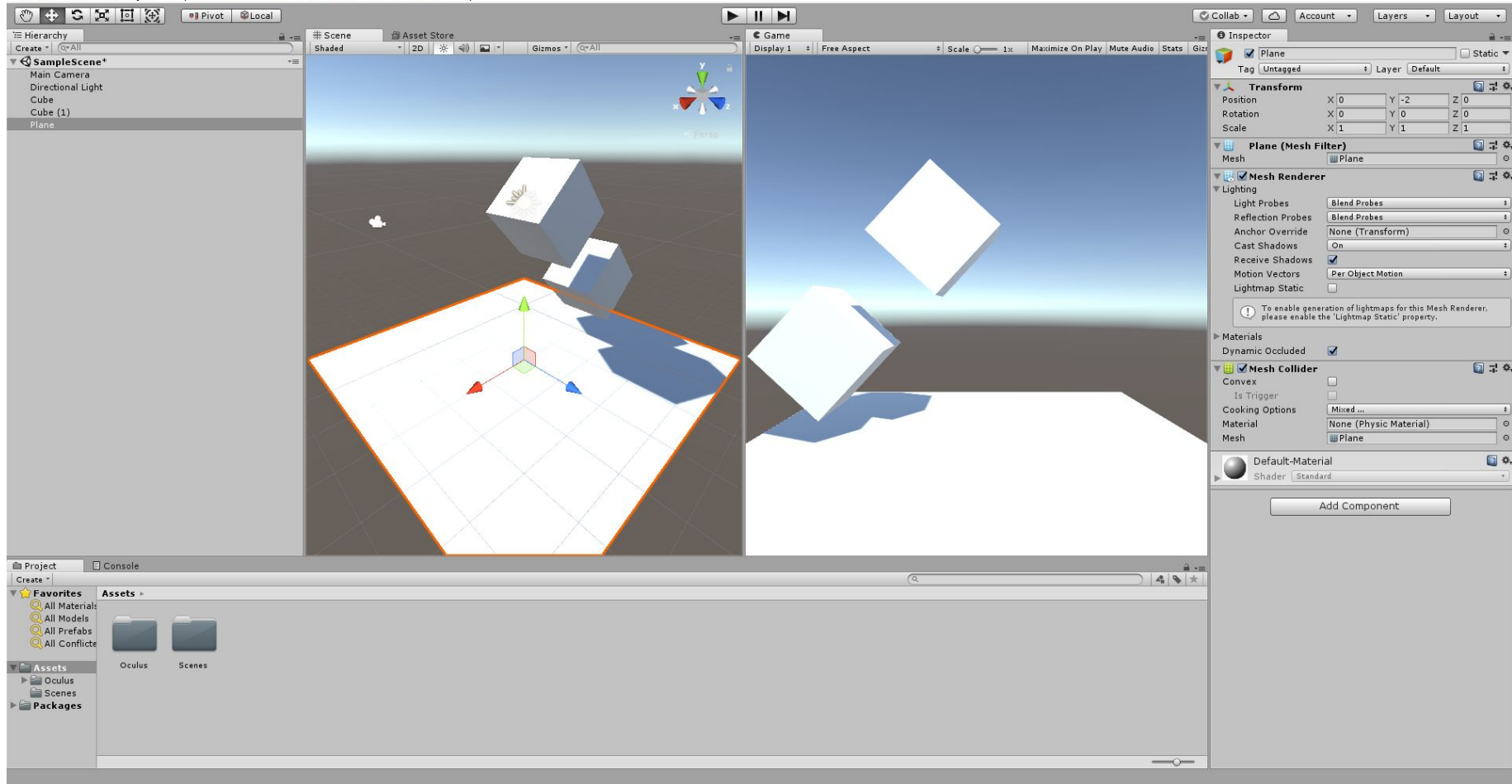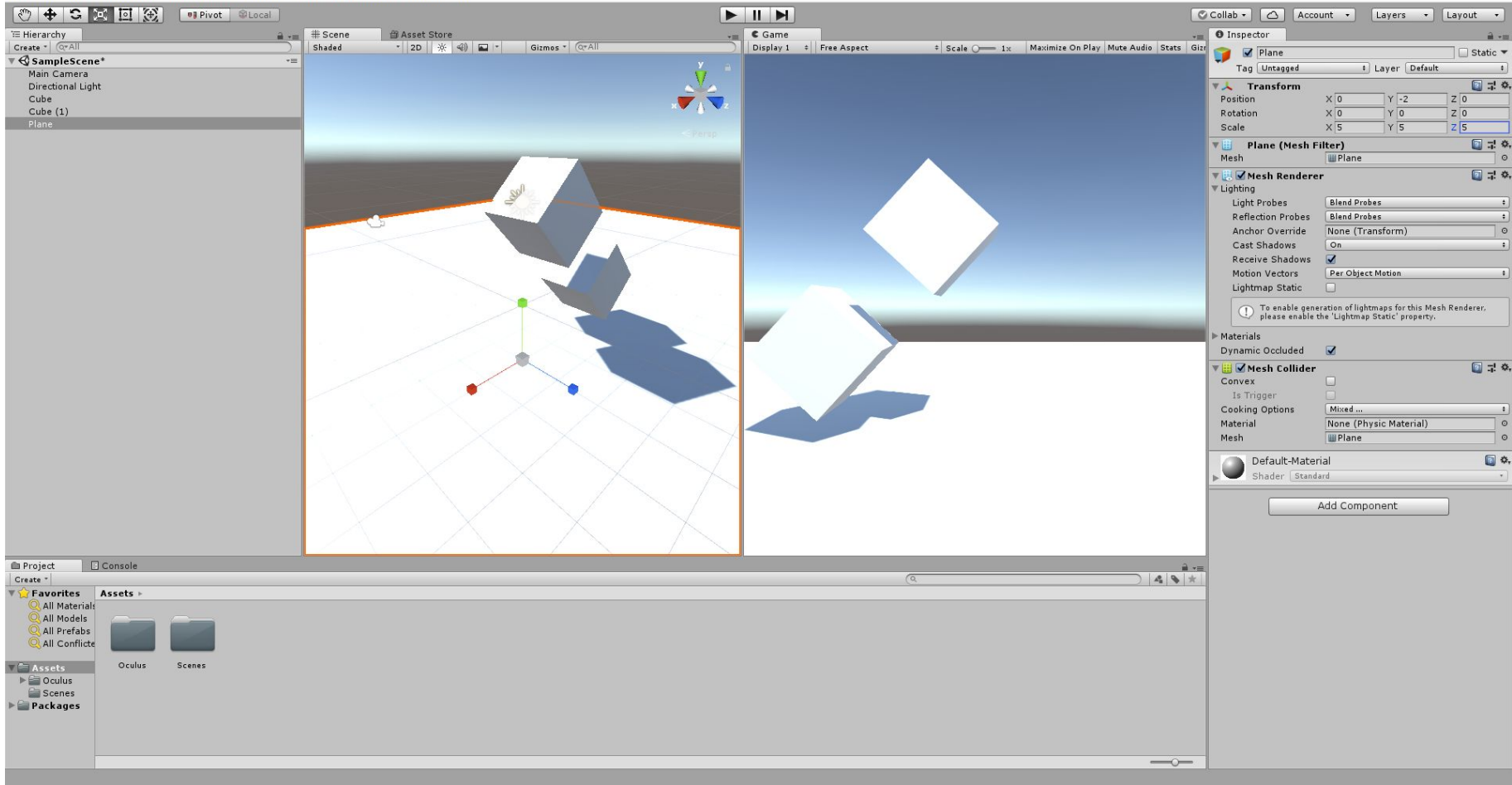
Rabbit Hole: CS11

Share and try an alternate way

Rabbit Hole: CS11

Rabbit Hole: CS11

What is a GameObject's "Transform"?

Rabbit Hole: CS11

Rabbit Hole: CS11

Rabbit Hole: CS11

Rabbit Hole: CS11

Unity 2018.2.8f1 Personal (64bit) - SampleScene.unity - oculus go test - PC, Mac & Linux Standalone* <DX11>

File Edit Assets GameObject Component Oculus Avatars Tools Oculus Platform Window Help

Collab ▾   Account ▾   Layers ▾   Layout ▾

≡ Hierarchy
Create ▾   Q▾All
▼ SampleScene*
    Main Camera
    Directional Light
    Cube
    Cube (1)
    Plane

Scene   Asset Store
Shaded   2D ☀ ◀)) ▣ ▾   Gizmos ▾ Q▾All

Game
Display 1 ▾   Free Aspect   Scale ○——— 1x   Maximize On Play   Mute Audio   Stats   Gizmos

◀Persp

● Inspector
Plane   □ Static ▾
Tag Untagged ▾   Layer Default ▾

▼ ⬚ Transform
Position   X 0   Y -2   Z 0
Rotation   X 0   Y 0   Z 0
Scale   X 5   Y 5   Z 5

▼ Plane (Mesh Filter)
Mesh   ▦ Plane   ○

▼ ✔ Mesh Renderer
Lighting
    Light Probes   Blend Probes   ▾
    Reflection Probes Blend Probes   ▾
    Anchor Override   None (Transform)   ○
    Cast Shadows   On   ▾
    Receive Shadows   ✔
    Motion Vectors   Per Object Motion   ▾
    Lightmap Static   □
        ⓘ To enable generation of lightmaps for this Mesh Renderer,
           please enable the 'Lightmap Static' property.
▶ Materials
Dynamic Occluded   ✔

▼ ✔ Mesh Collider
Convex   □
    Is Trigger   □
Cooking Options   Mixed ...   ▾
Material   None (Physic Material) ○
Mesh   ▦ Plane   ○

Default-Material
Shader Standard   ▾

Add Component

▣ Project   □ Console
Create ▾
▼ ★ Favorites
    Q All Materials
    Q All Models
    Q All Prefabs
    Q All Conflicte
▼ ⬚ Assets
    ▶ ▦ Oculus
      ▦ Scenes
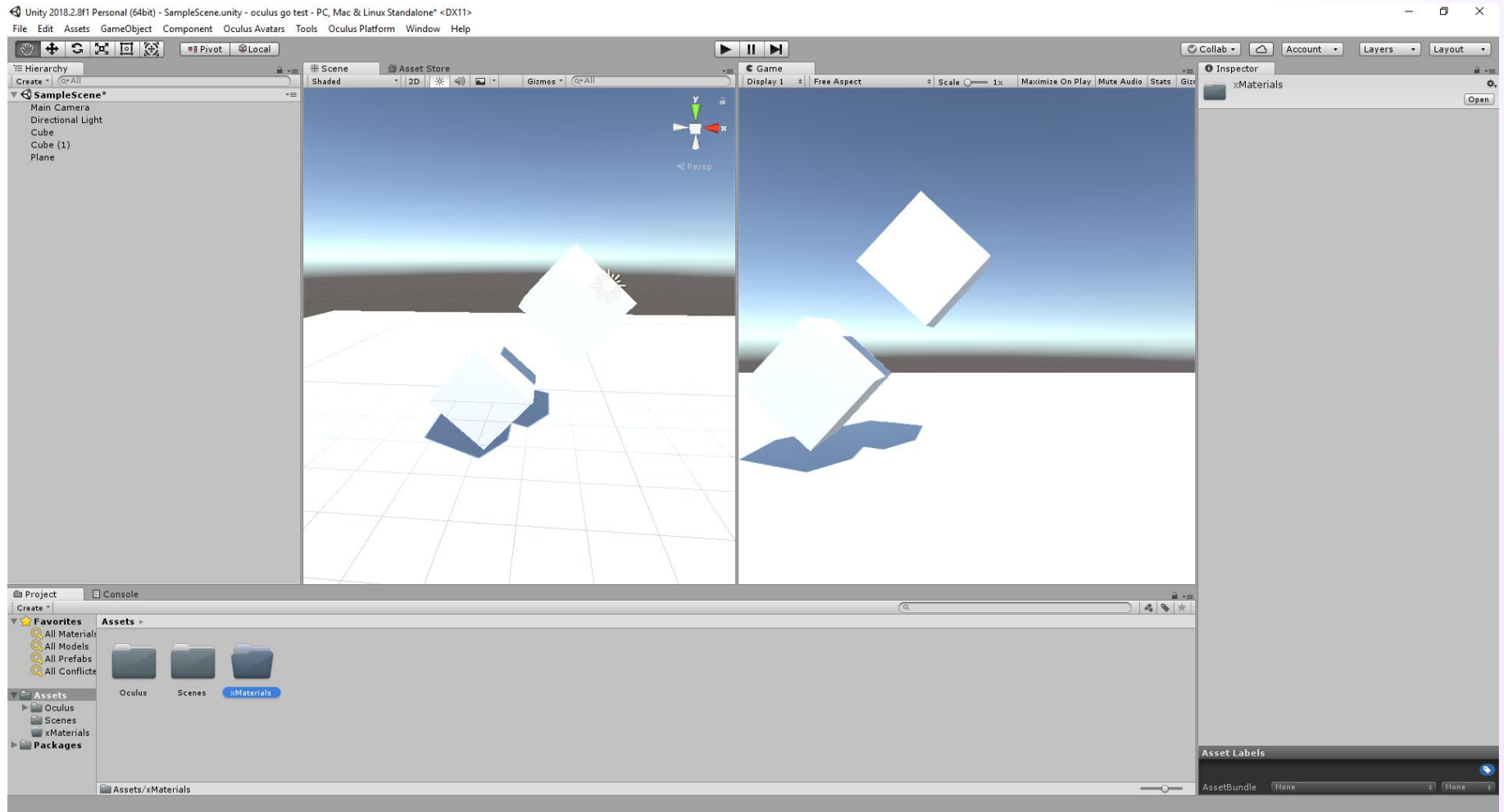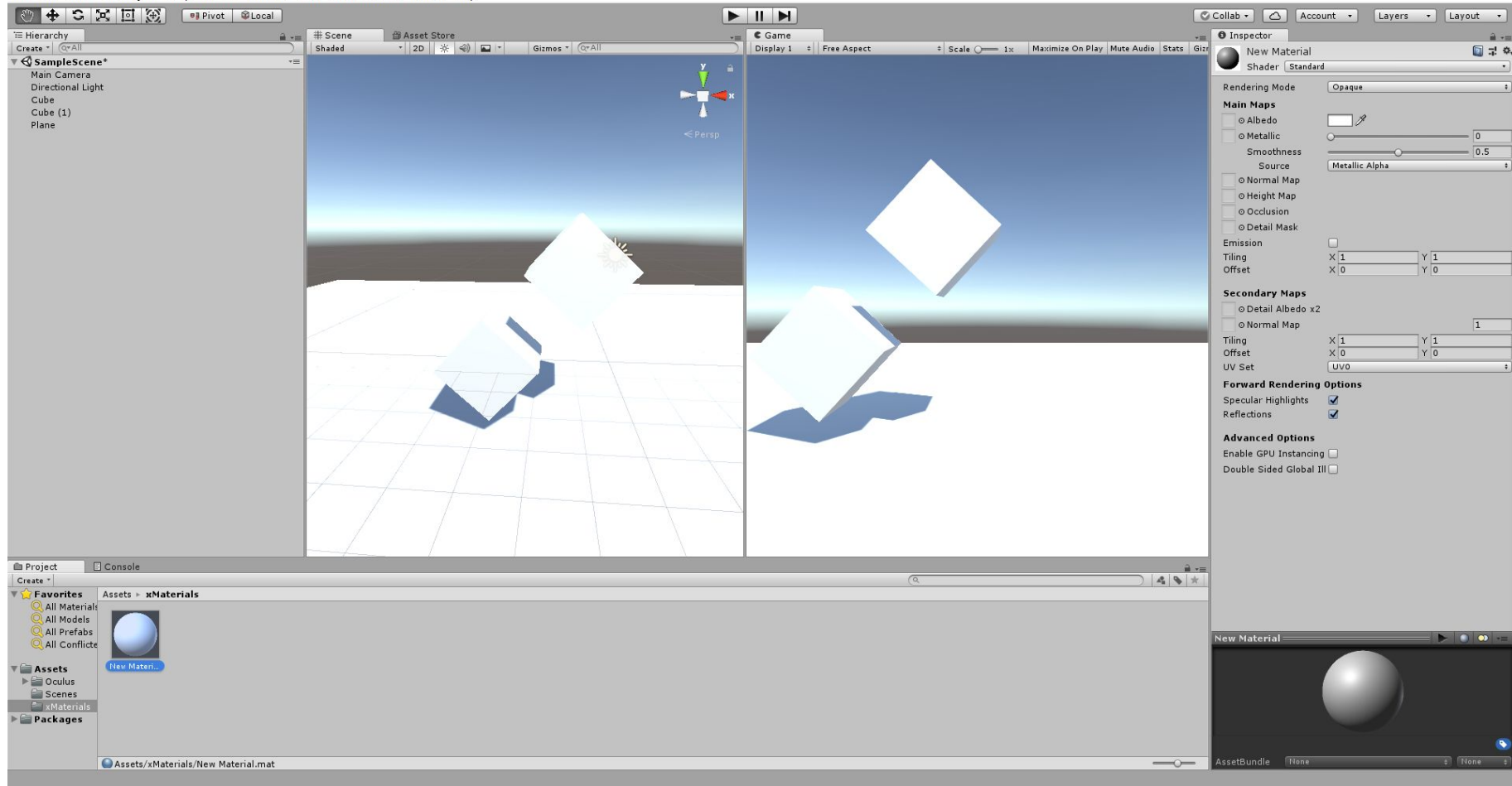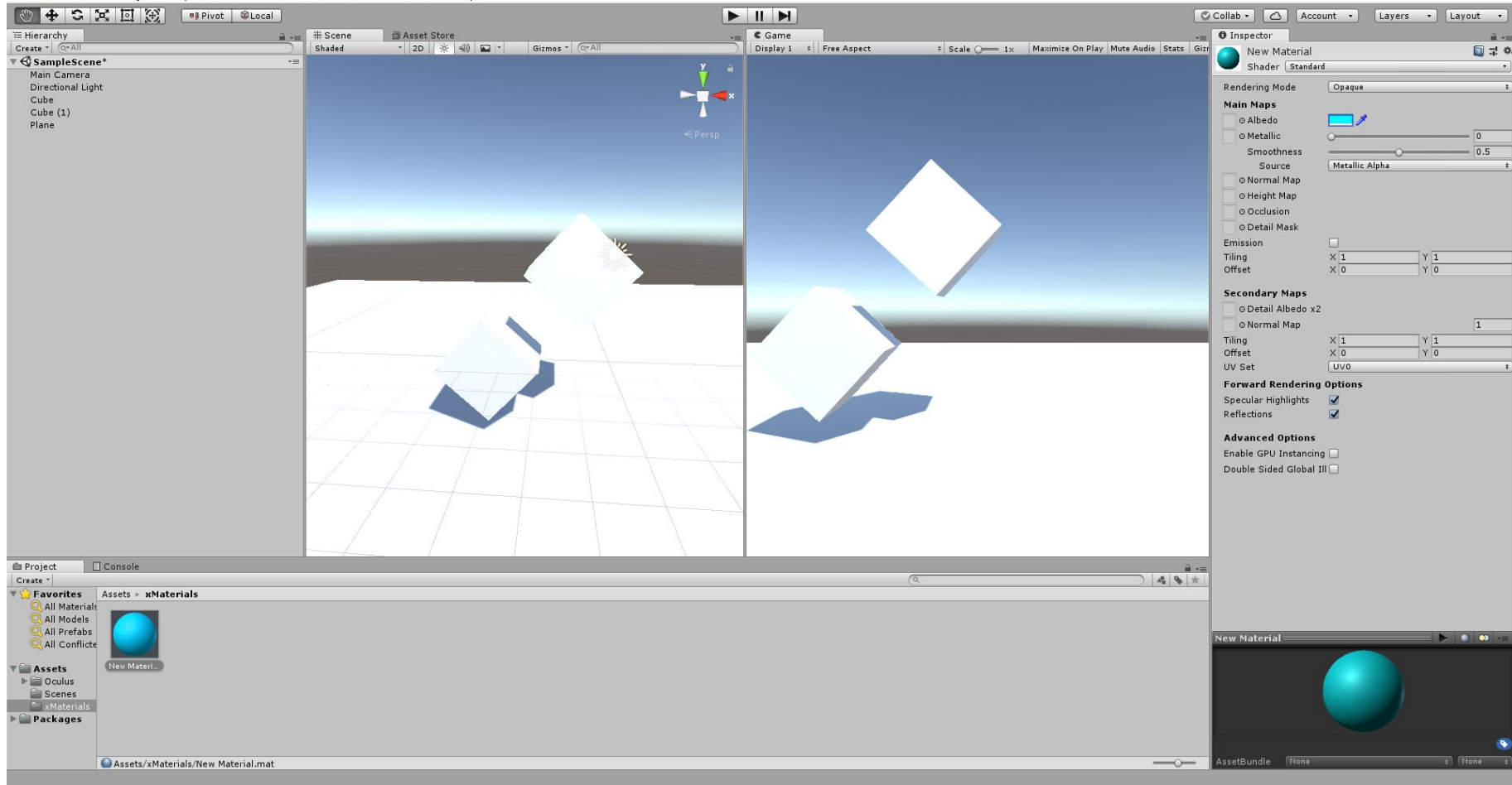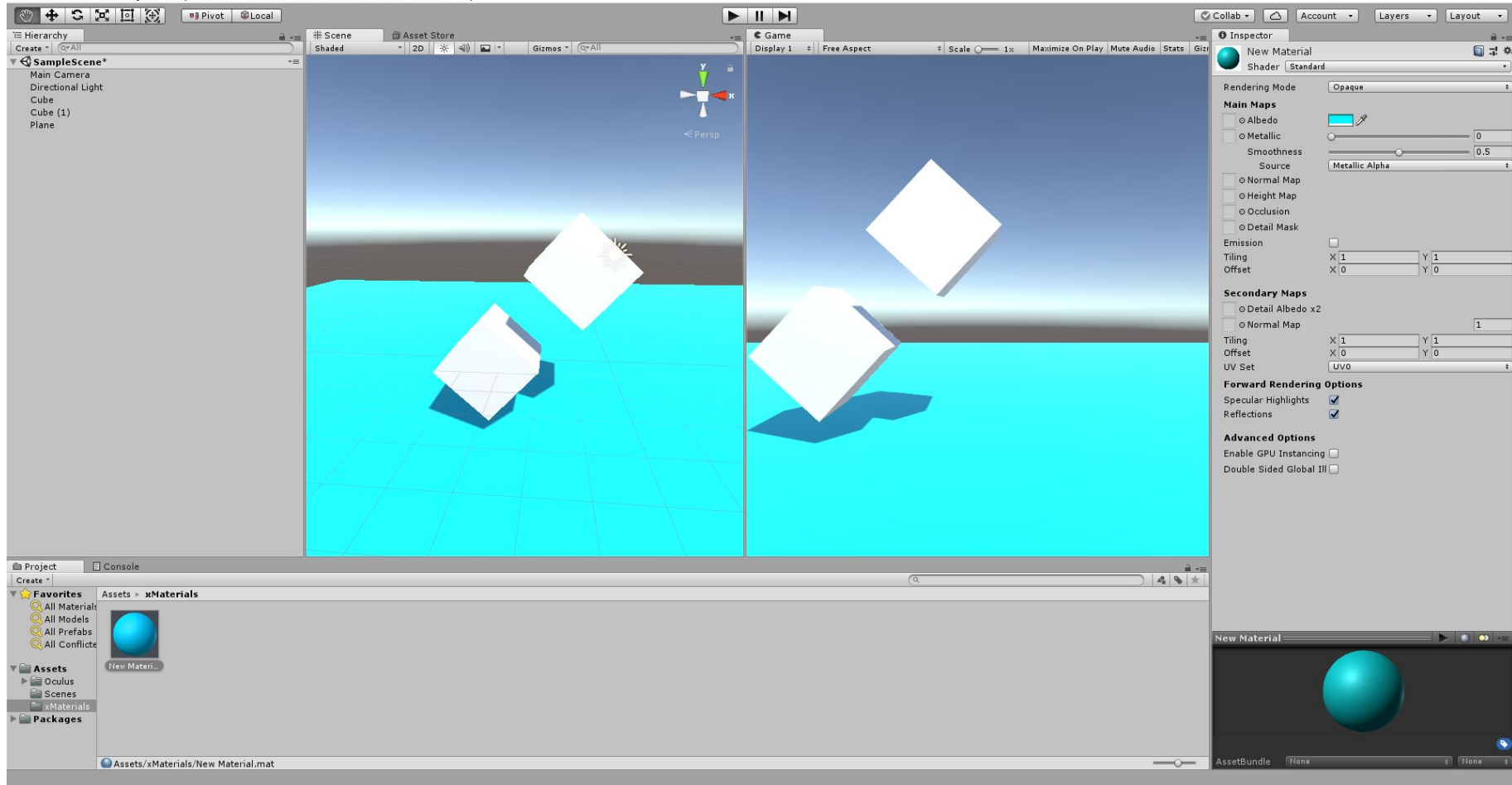▶ ▦ Packages

Assets ▸

Oculus   Scenes

Rabbit Hole: CS11 ◉

What's the difference between **right-click** and **alt/opt+click**?

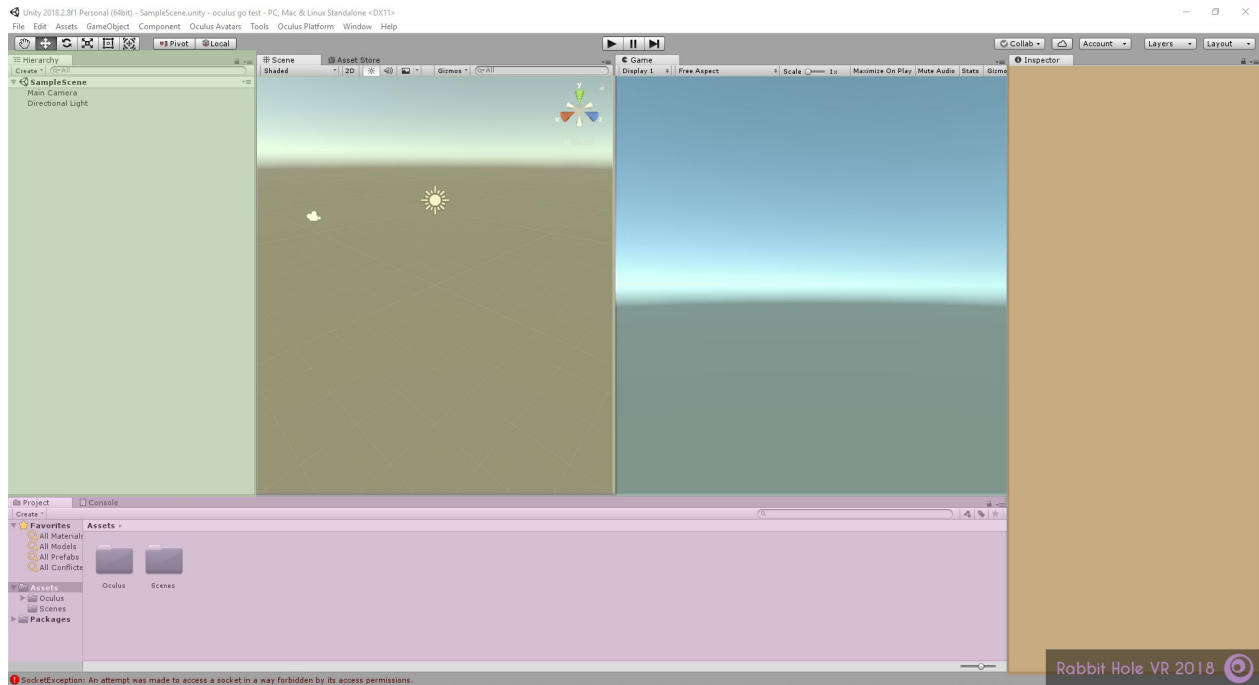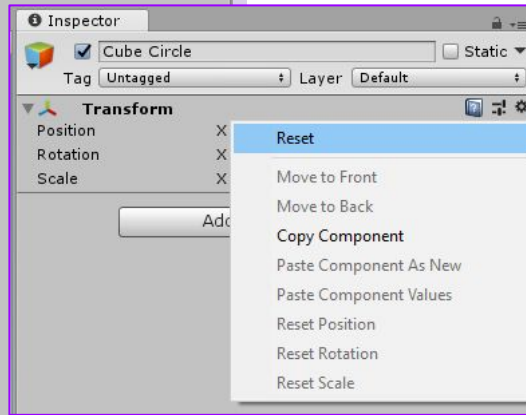Rabbit Hole: CS11

Rabbit Hole: CS11

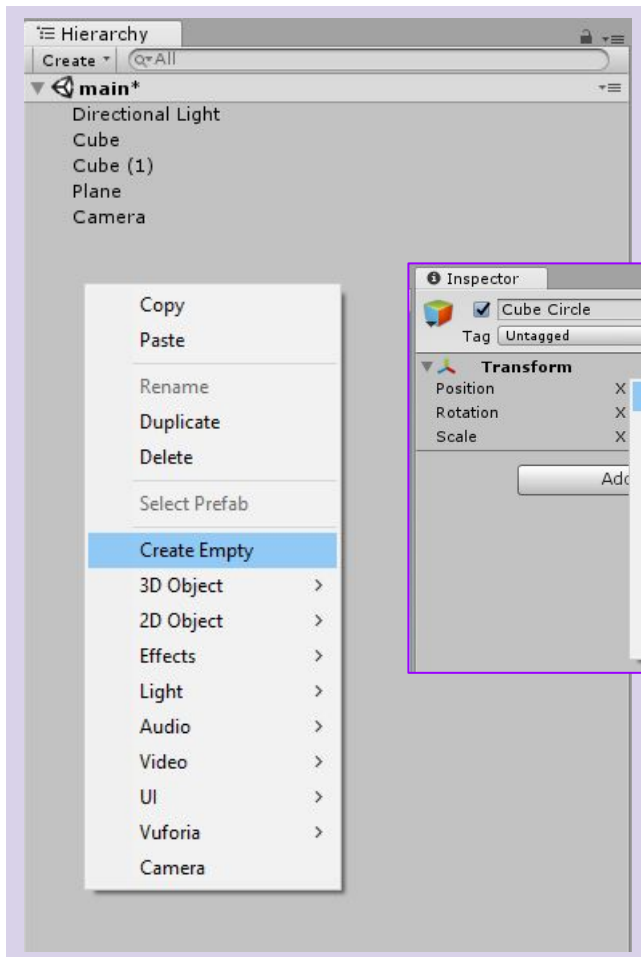Based on what you've seen so far, what doe[s] each of these panels do?

Let's pick up the pace?

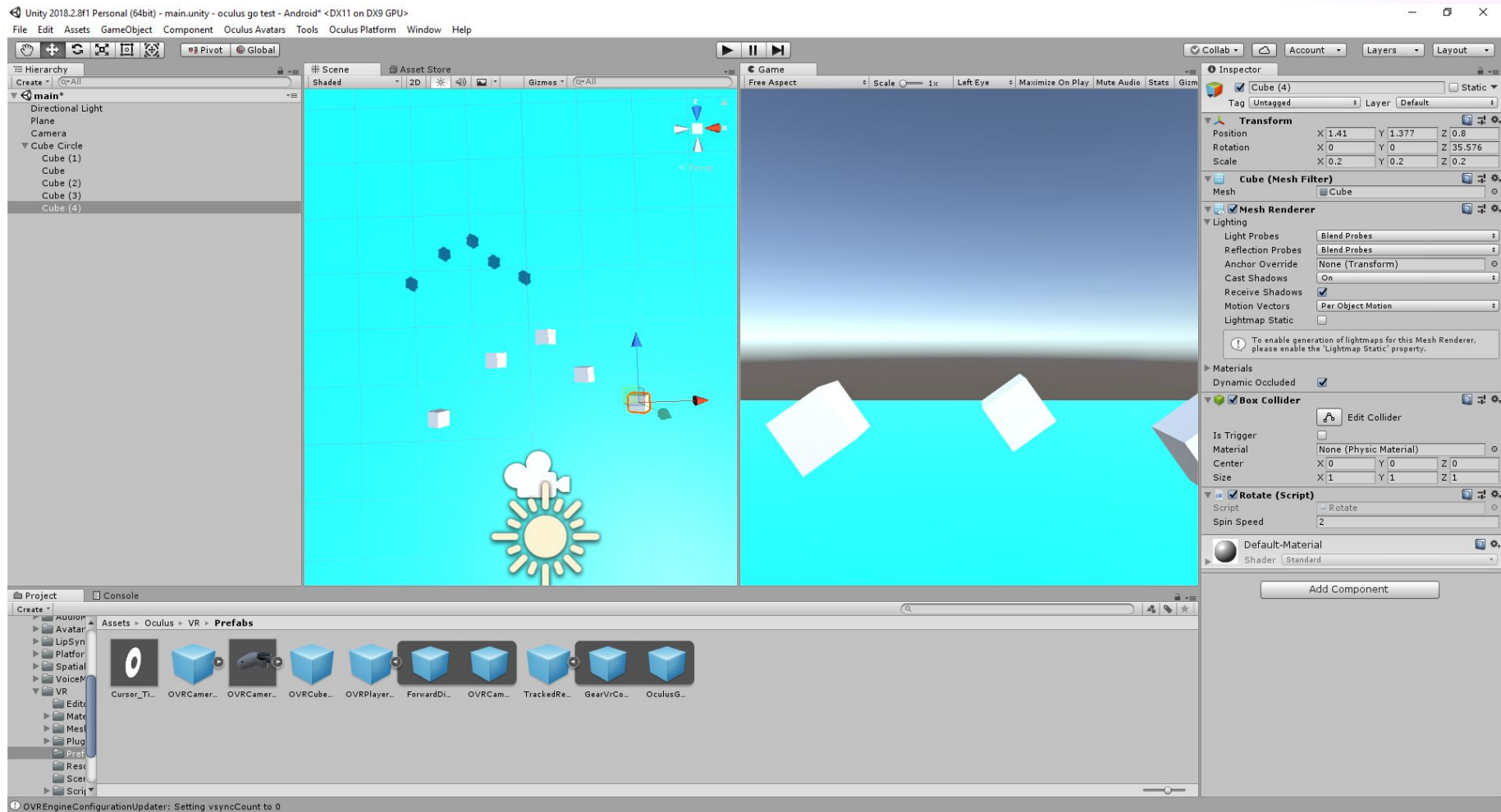Let's create an empty GameObject, reset its transform, name it "Cube Circle," and put the cubes inside (parent and children).

Rabbit Hole: CS11

Move the **Cube Circle** object around. Do the transform locations of **Cube** and **Cube (1)** change? Why or why not?
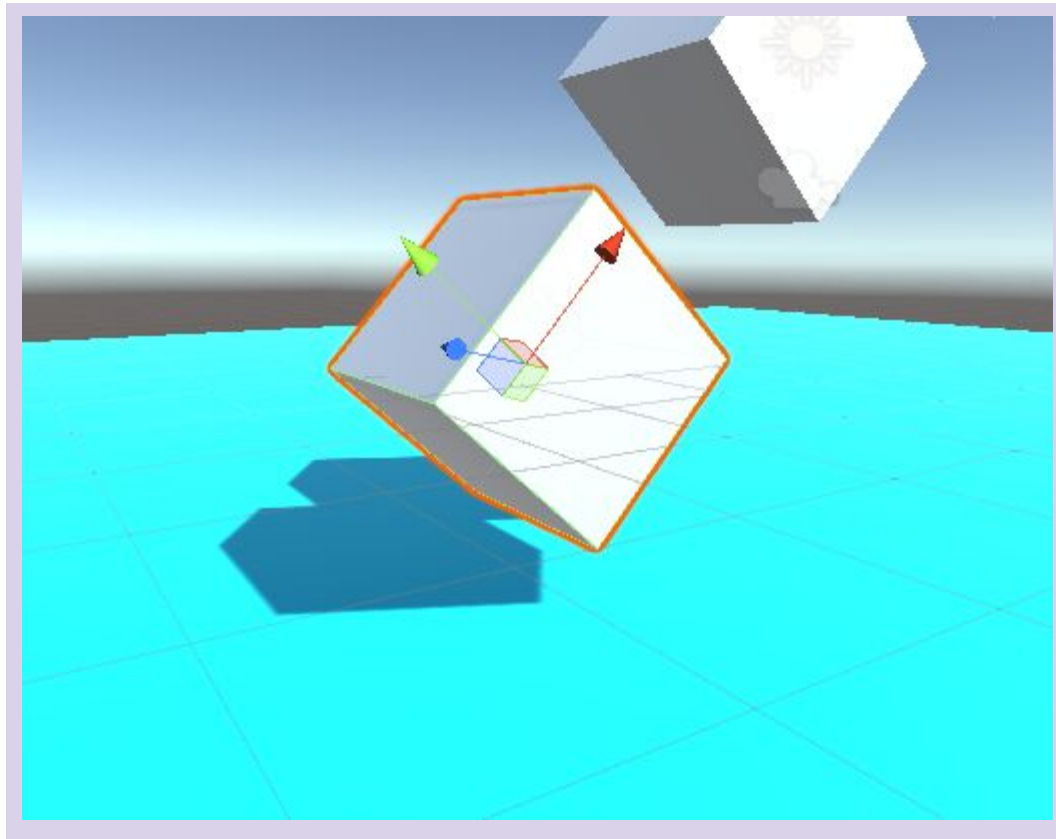
Why would this be difficult to manipulate?
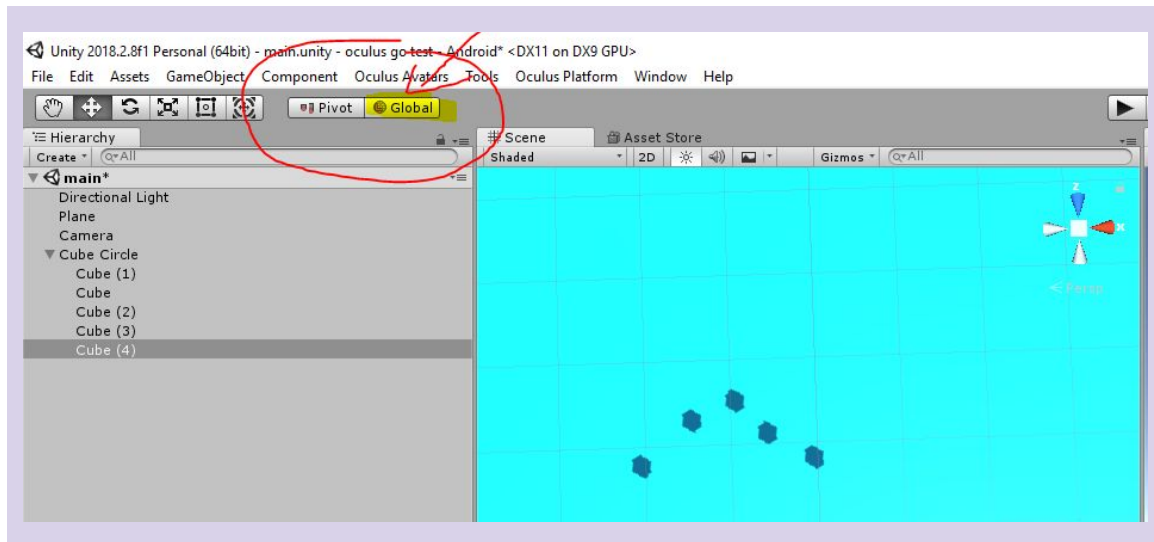
Changing the gizmo coordinate system to **Global** lets you manipulate on the world axes

Rabbit Hole: CS11

We're going to insert a **Prefab** from Oculus → VR → Prefabs by dragging it into the Scene or Hierarchy

After you drag the prefab into the scene, click the "OVRCameraRig" in the Scene and disable **Position Tracking** and **Use IPD in Position Tracking**

Build Settings

Scenes In Build

☐ VRSampleScenes/Scenes/Intro
☑ VRSampleScenes/Scenes/MainMenu   0
☑ VRSampleScenes/Scenes/Maze   1
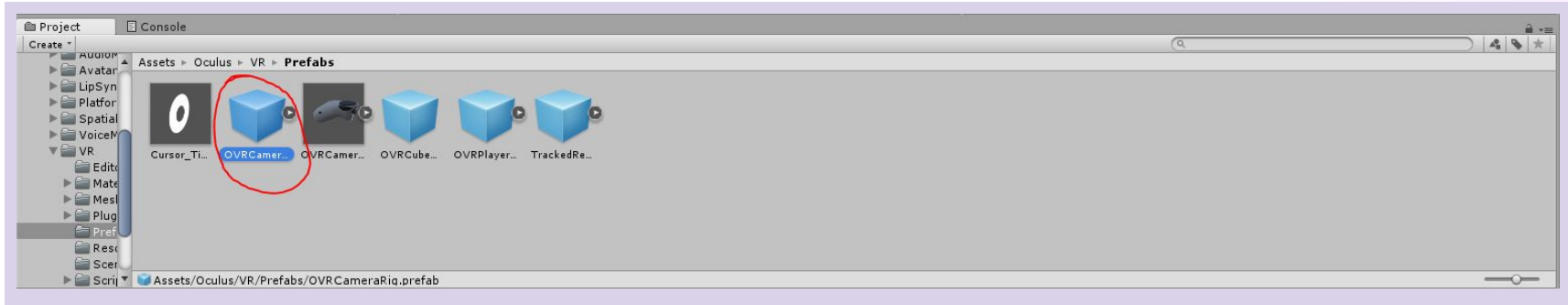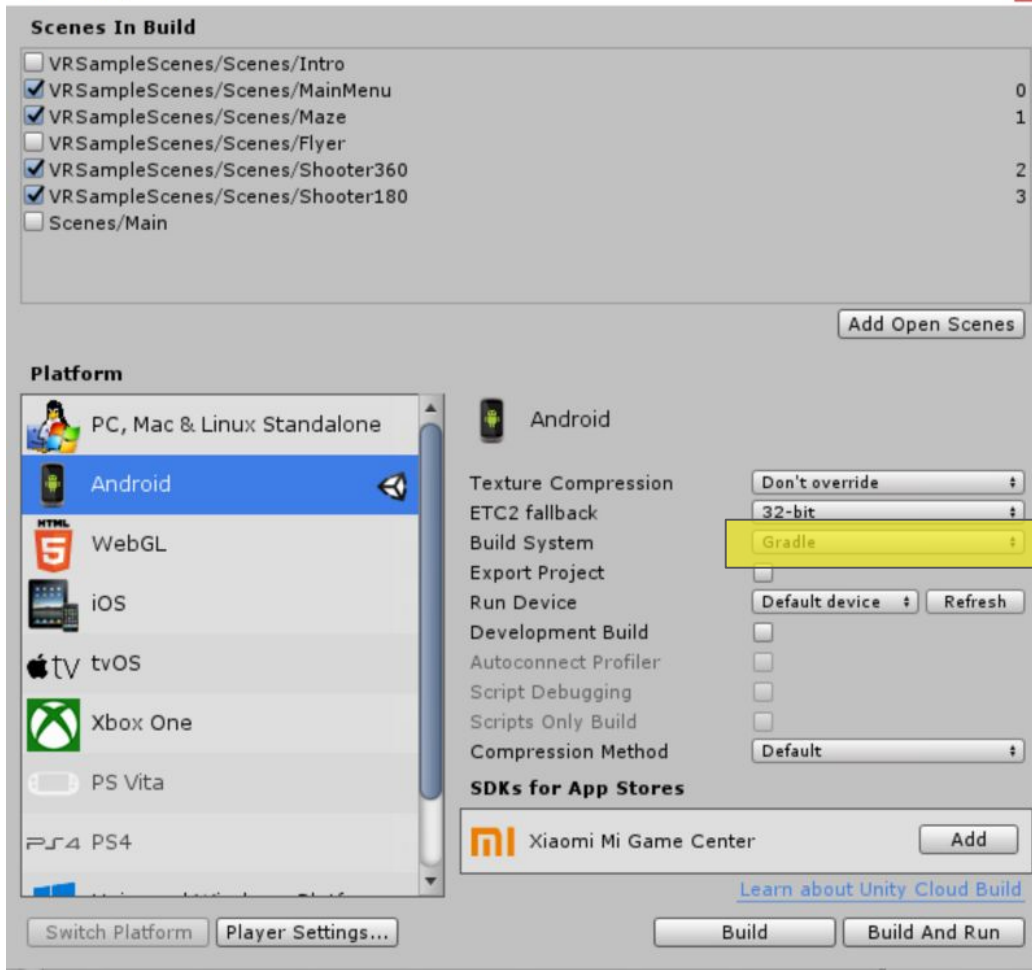☐ VRSampleScenes/Scenes/Flyer
☑ VRSampleScenes/Scenes/Shooter360   2
☑ VRSampleScenes/Scenes/Shooter180   3
☐ Scenes/Main

Add Open Scenes

Platform

PC, Mac & Linux Standalone	
Android	
WebGL	
iOS	
tvOS	
Xbox One	
PS Vita	
PS4	

Android

Texture Compression	Don't override
ETC2 fallback	32-bit
Build System	Gradle
Export Project	☐
Run Device	Default device Refresh
Development Build	☐
Autoconnect Profiler	☐
Script Debugging	☐
Scripts Only Build	☐
Compression Method	Default

Change to Internal

SDKs for App Stores

Xiaomi Mi Game Center   Add

Learn about Unity Cloud Build

Switch Platform   Player Settings...   Build   Build And Run

Rabbit Hole: CS11

In Other Settings, set Minimum API to 21 (Lollipop 5.0)

XR Settings

Virtual Reality Supported ☑

Virtual Reality SDKs

≡ ▶ Oculus

Stereo Rendering Method*   Multi Pass

ARCore Supported