

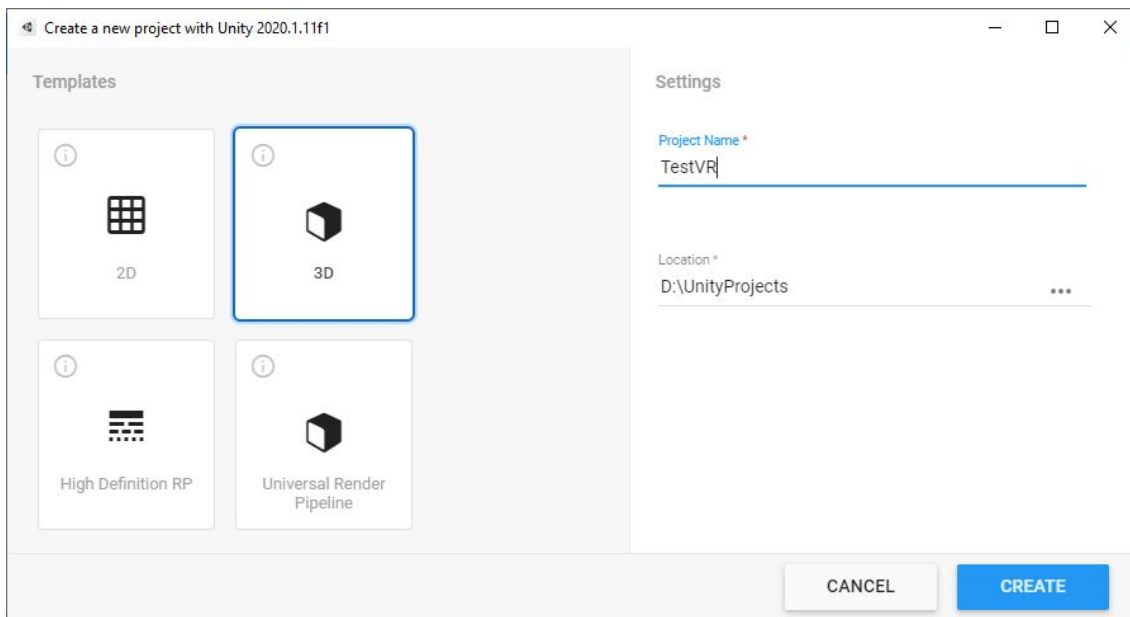
My first QuickVR application

Prerequisites

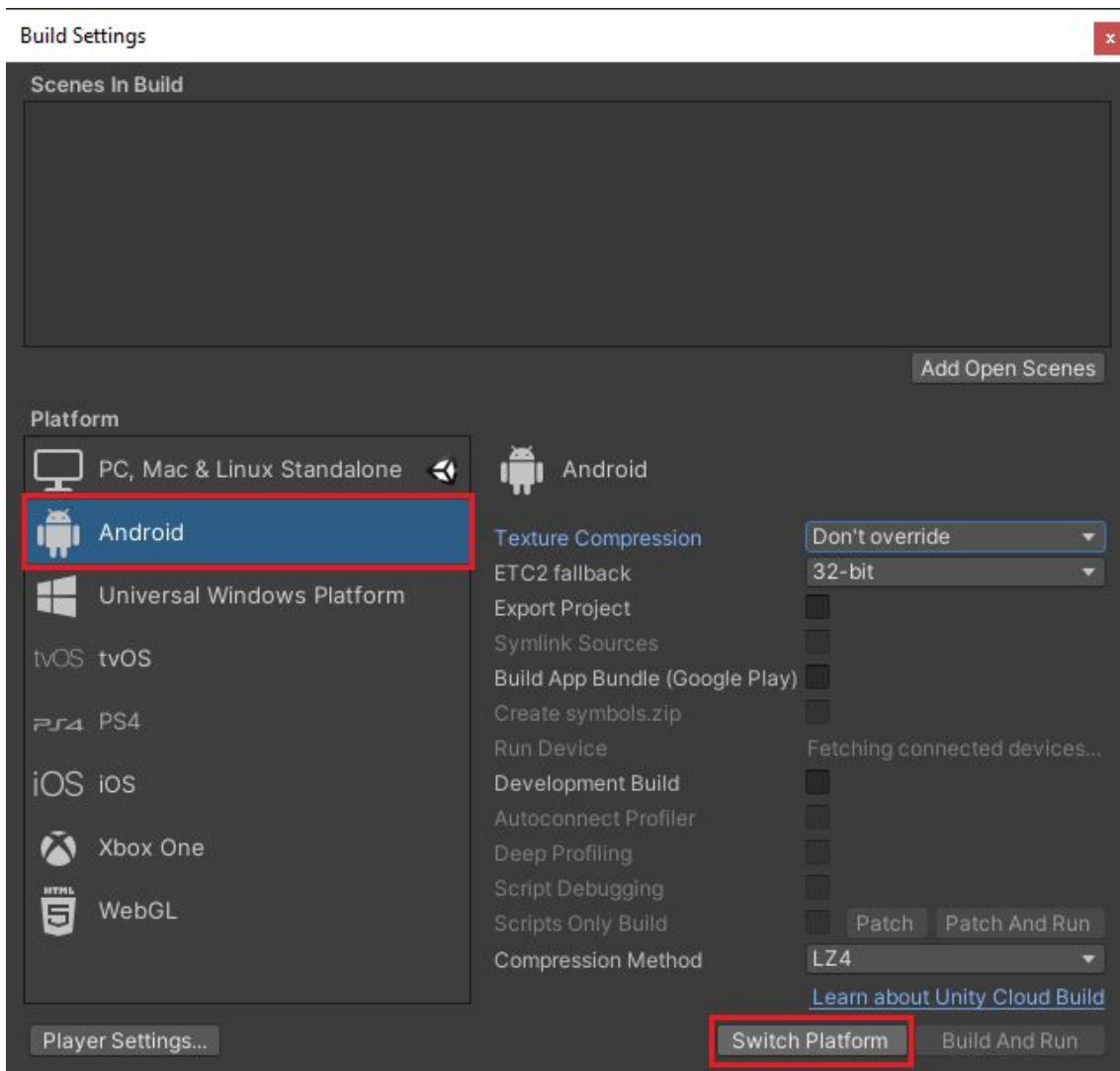
- You need to install [Android Build Support](#) on your Unity Editor.
- You need an Oculus Developer account and activate the developer mode of Oculus Quest. Follow the steps [here](#). You don't need to install the Oculus ADB drivers, as they are automatically installed by Unity on the previous step.

Project Setup

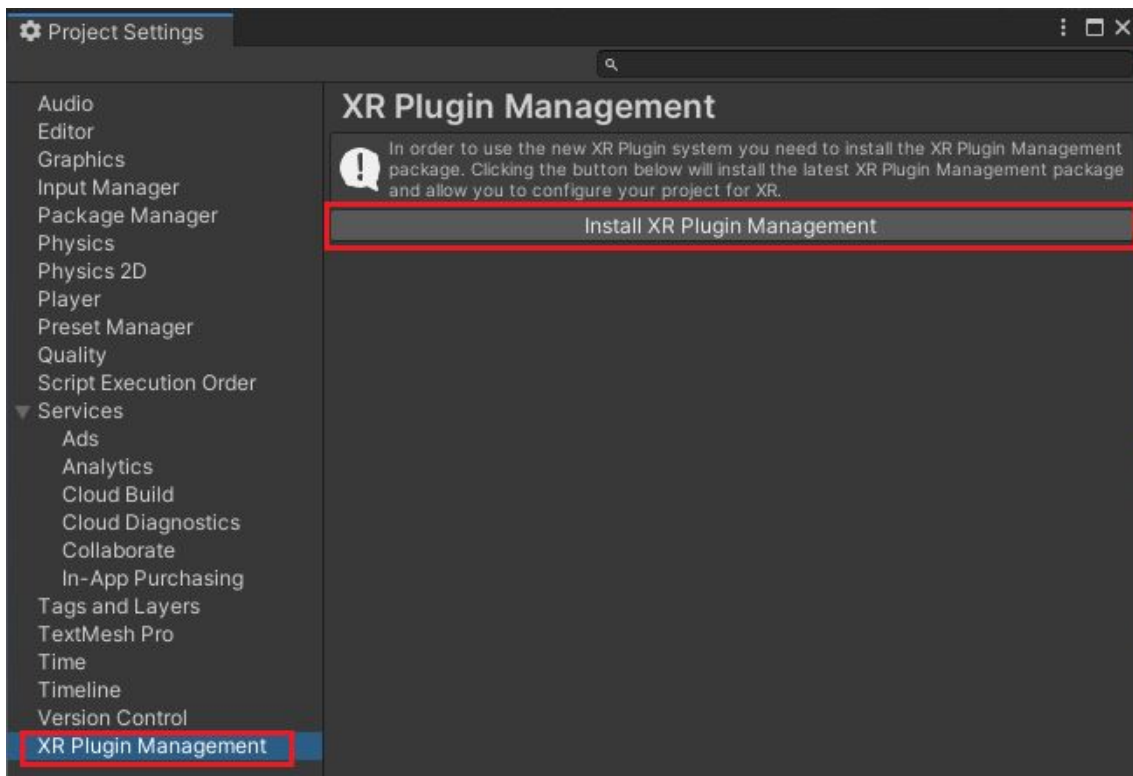
Use the Unity Hub to create a new empty project.



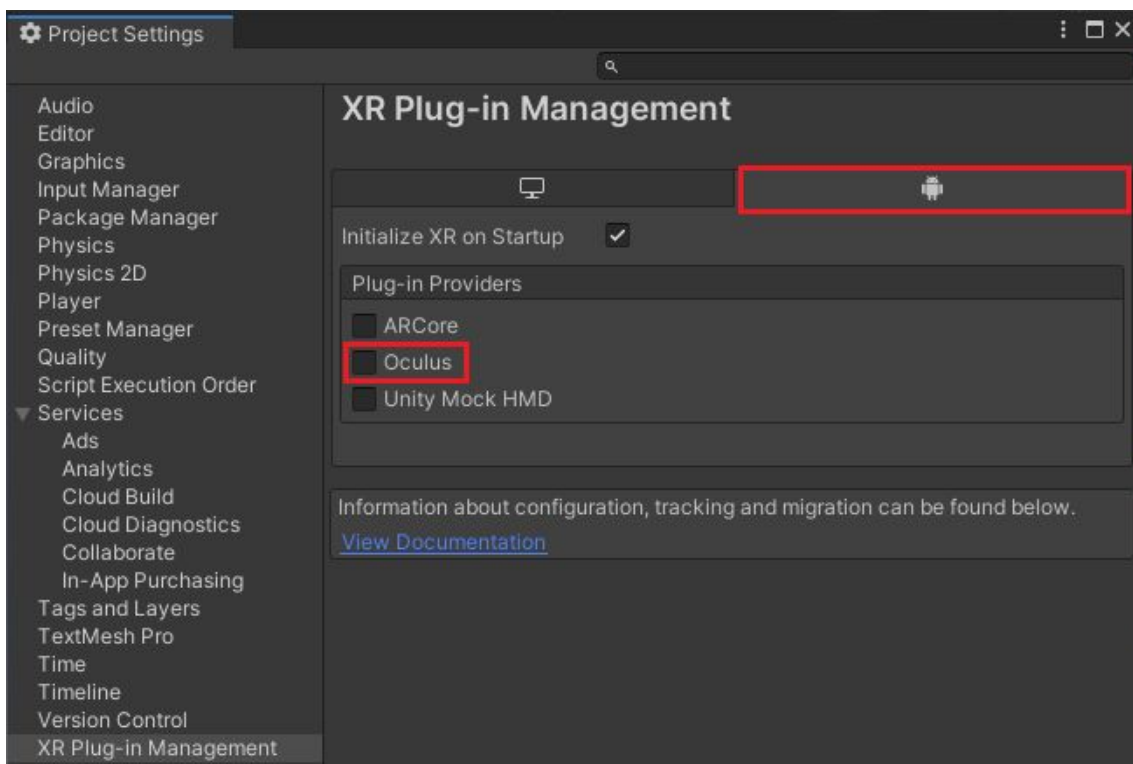
Unity will automatically create and load a new empty project. Once the project is loaded, Go to *File > Build Settings* and switch to *Android* platform. Wait till the process is finished and the assets are reimported.



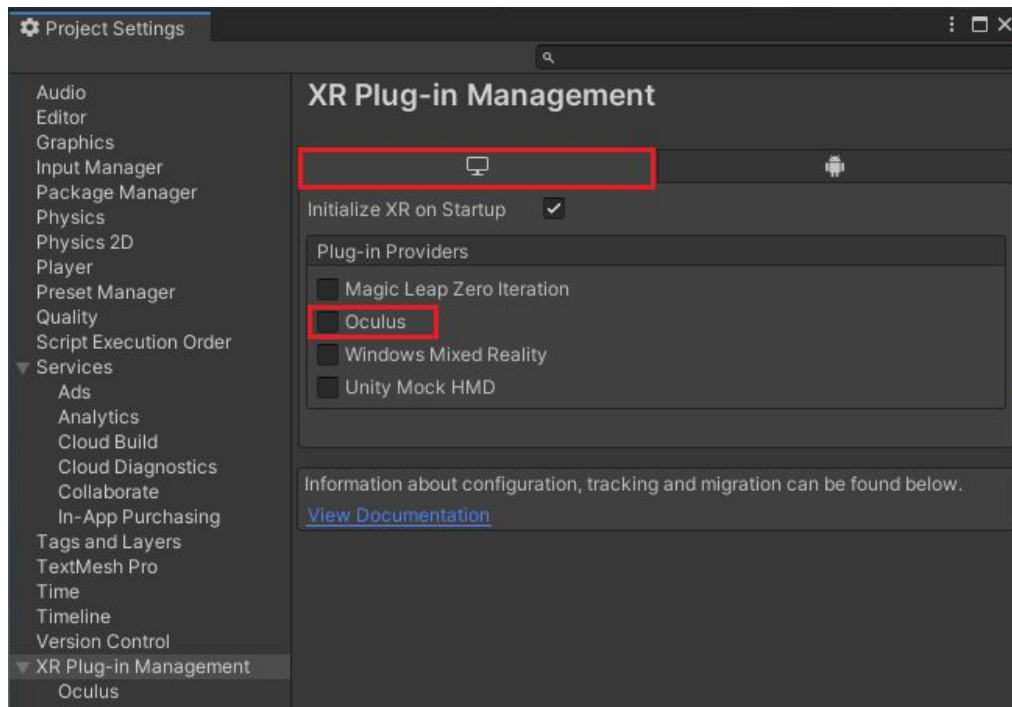
Next we have to install the *XR Plugin* for Unity. Go to *Edit > Project Settings > XR Plugin Management* and click on *Install XR Plugin Management*.



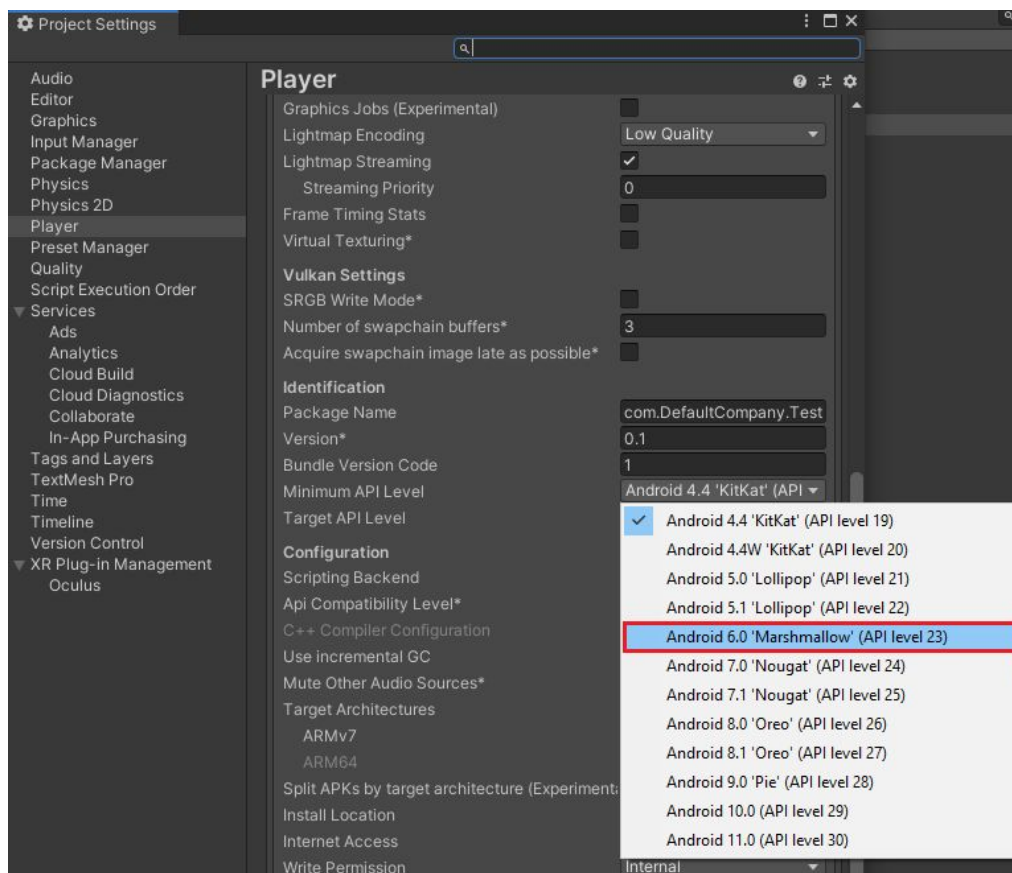
Once the base *XR Plugin Management* is installed, select *Oculus* to install the specific package on the *Android* tab.



Do the same on the *Desktop* tab if you pretend to use the *Oculus Link* feature.



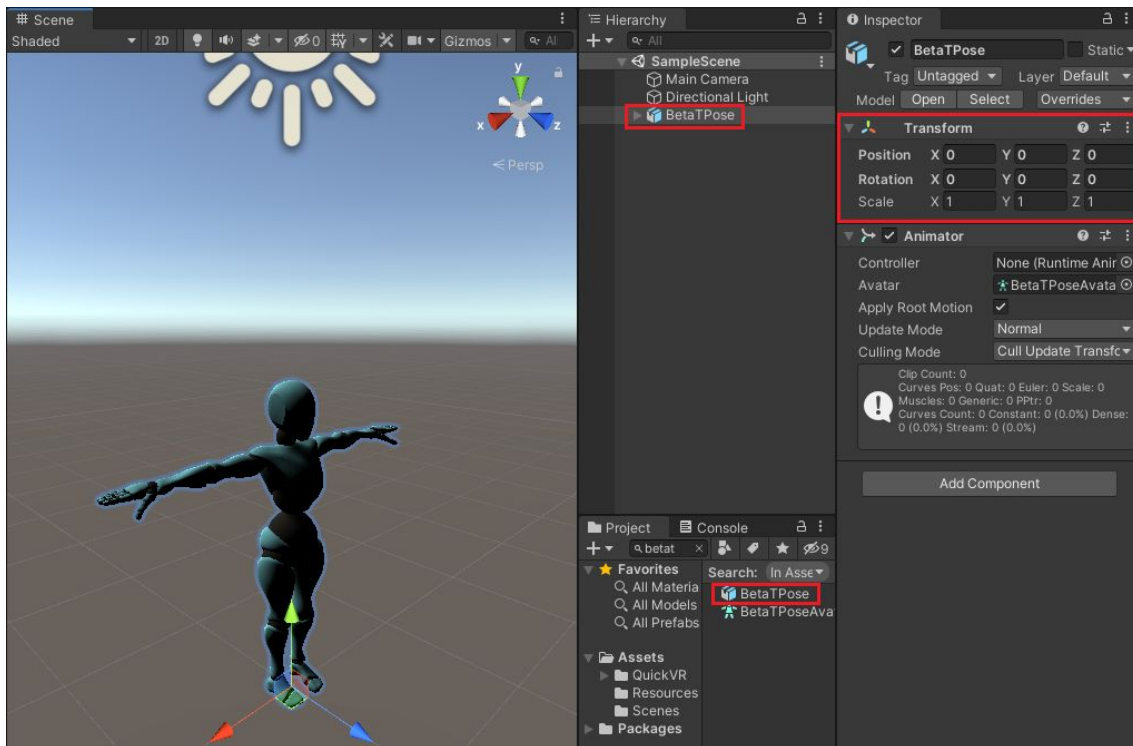
Now go to *Edit > Project Settings > Player* and set *Minimum API level* to 23.



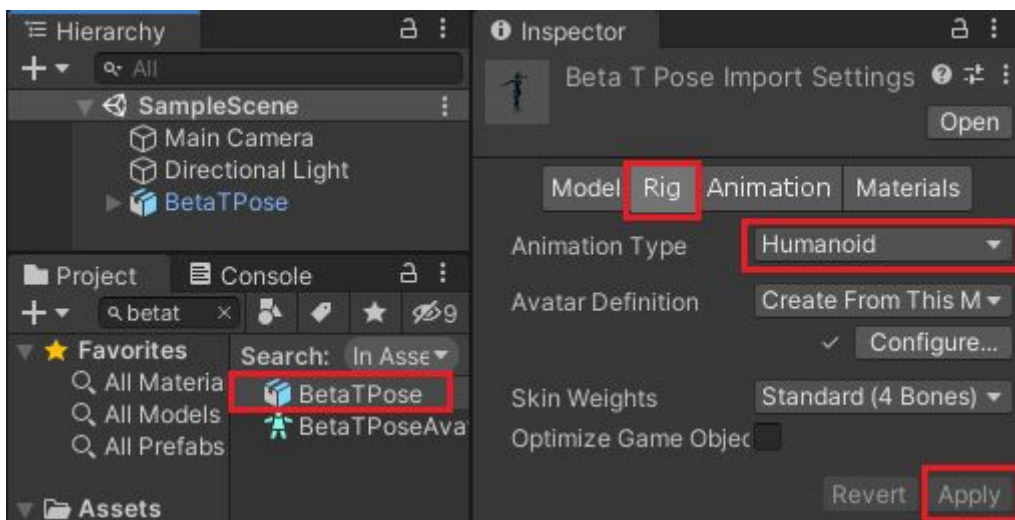
Scene Setup

Open the *SampleScene*, which is automatically generated by Unity when you create a new project. It is located at *Assets > Scenes > SampleScene*. If such scene does not exist, create a new one.

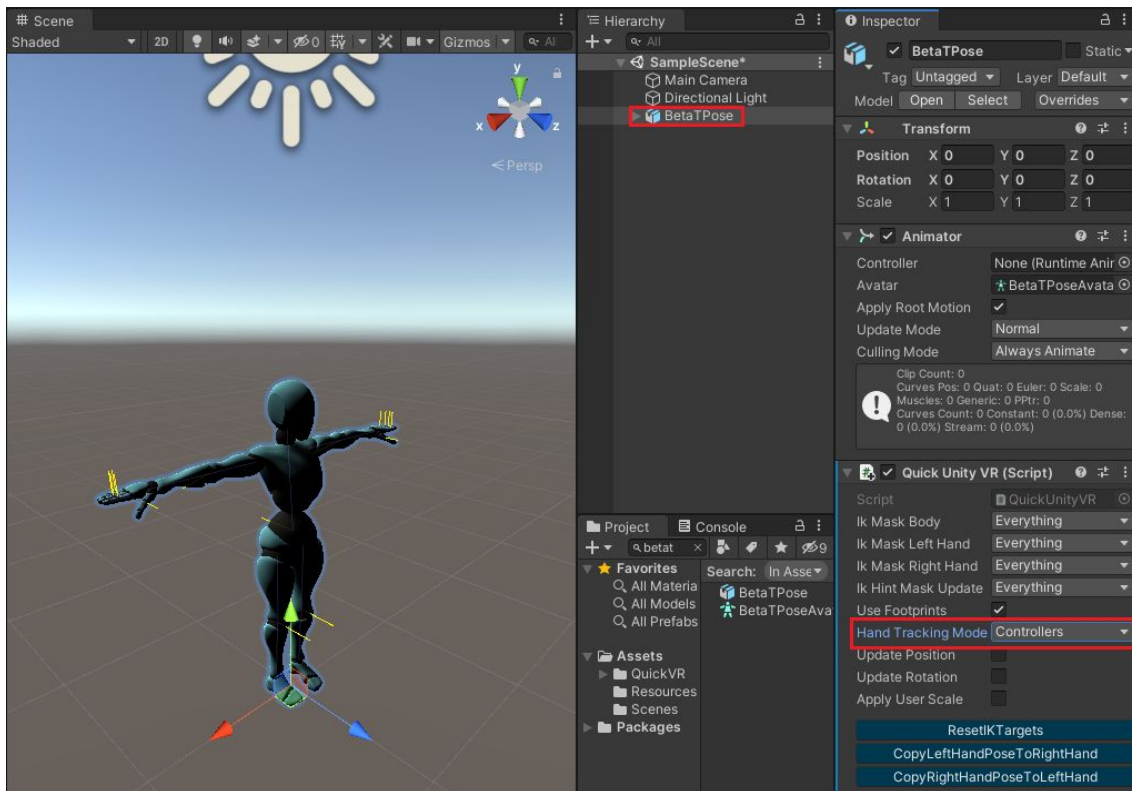
Drag & drop the asset *BetaTPose* into your project. This is a Humanoid character properly configured to work with *QuickVR*.



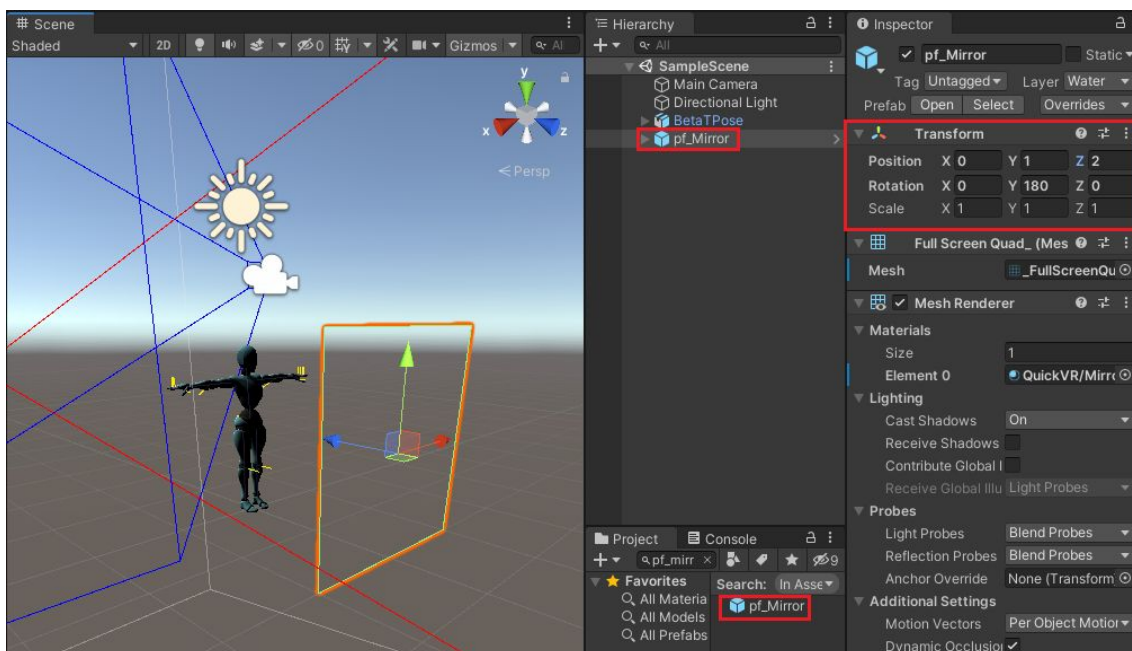
If you want to use your own character, you have to make sure that it is rigged as a Humanoid.



Back into your scene hierarchy, select the character and add the *QuickUnityVR* component. Set the *Hand Tracking Mode* to *Controllers*.



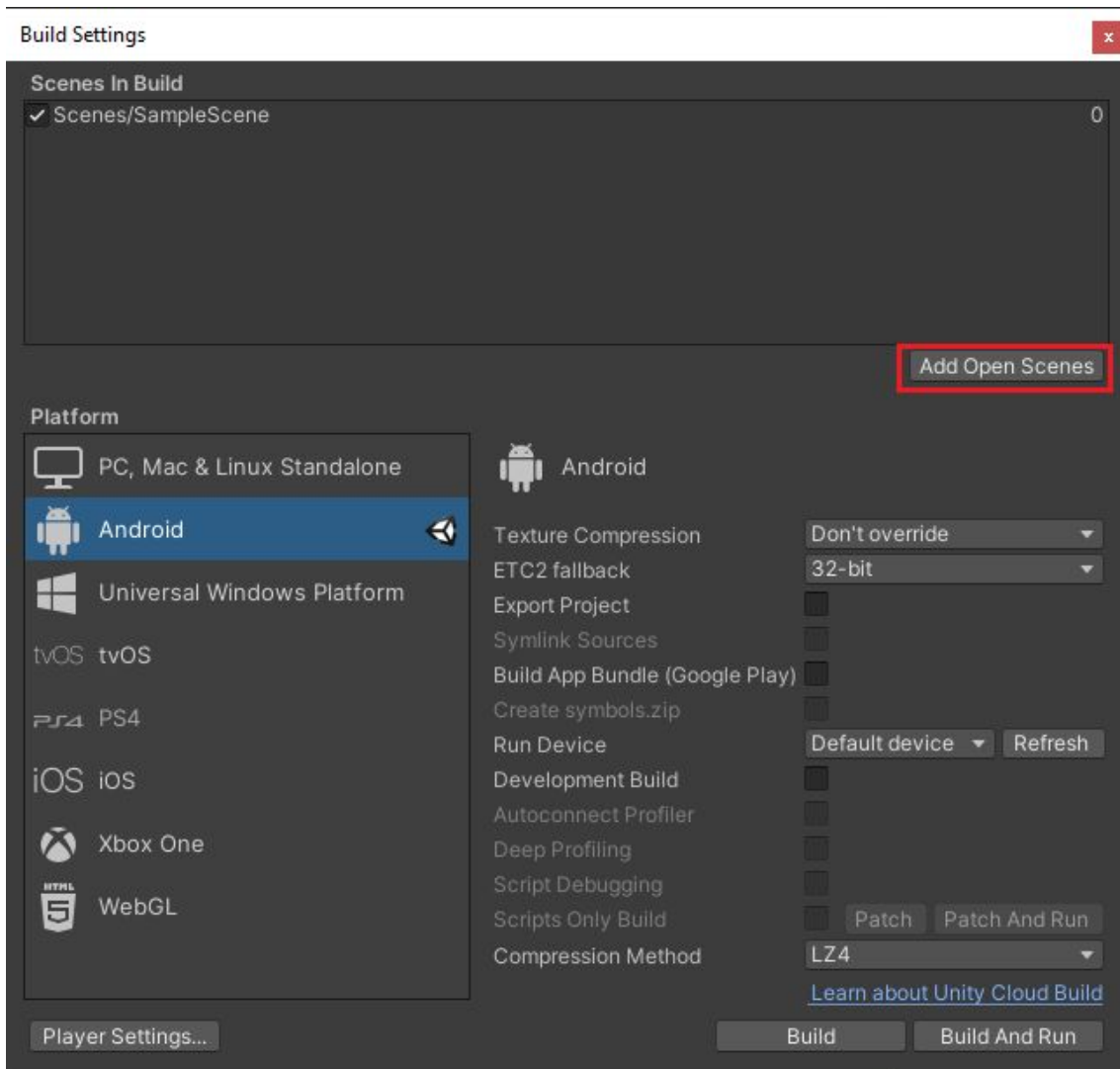
Drag and drop the prefab *pf_Mirror* into the scene.



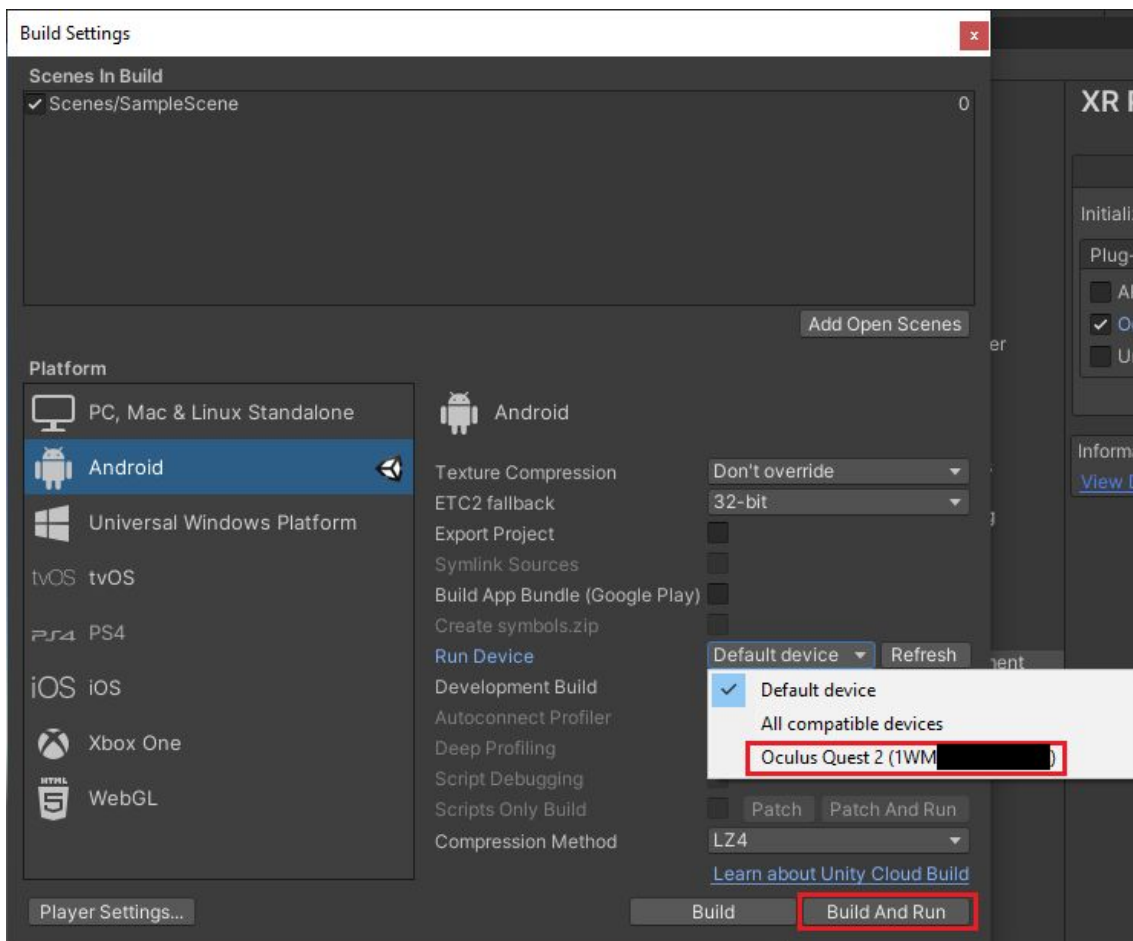
Last but not least, **remove the *Main Camera* object** that is automatically created in *SampleScene*. Save the changes.

Run the Scene

If you have the *Oculus Link* enabled, you can now press play on the editor to start the scene. On the contrary, you have to build the apk and upload it into your *Oculus Quest*. To do so, first go to *File > Build Settings* and add the current scene.



Make sure that your Oculus Quest is connected and detected by Unity. Check if you can see it in *Run Device*. The specific model and serial number depends on your own device.



Select *Build and Run*. If your *Oculus Quest* does not appear on the *Run Device* list, make sure that the device is on and properly connected into your computer, either directly to the graphics card on the USB-C port (if any) or using a USB-C to USB-3 cable and connected to a USB-3 port on your computer.

Once the application has started, press the *Y* button on your left controller to calibrate.

You're done!