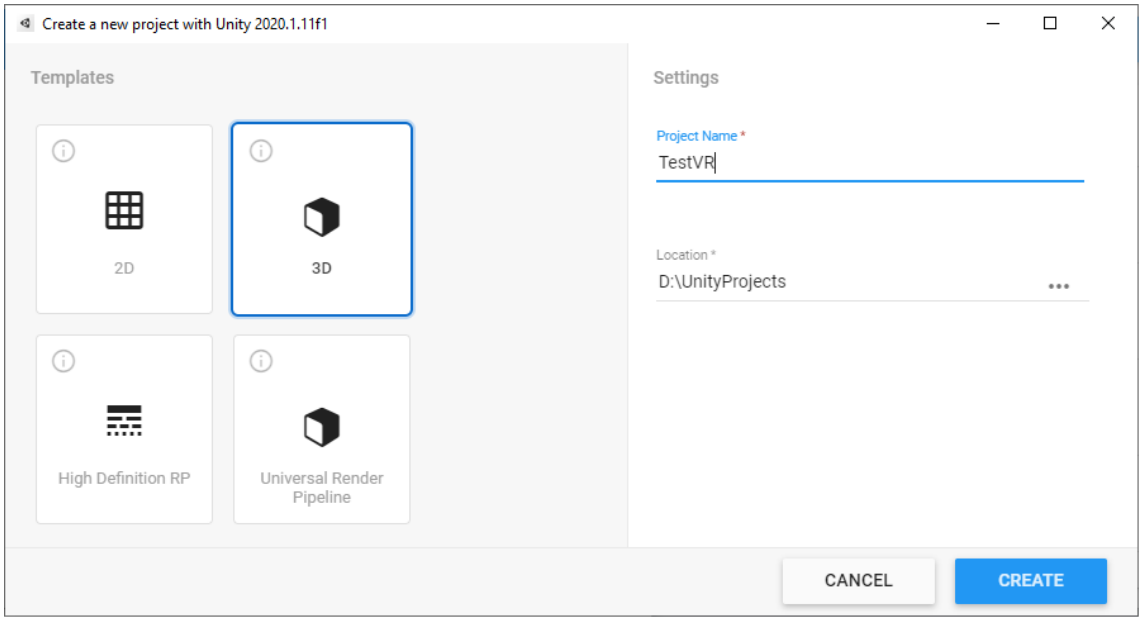
My first QuickVR application

Prerequisites

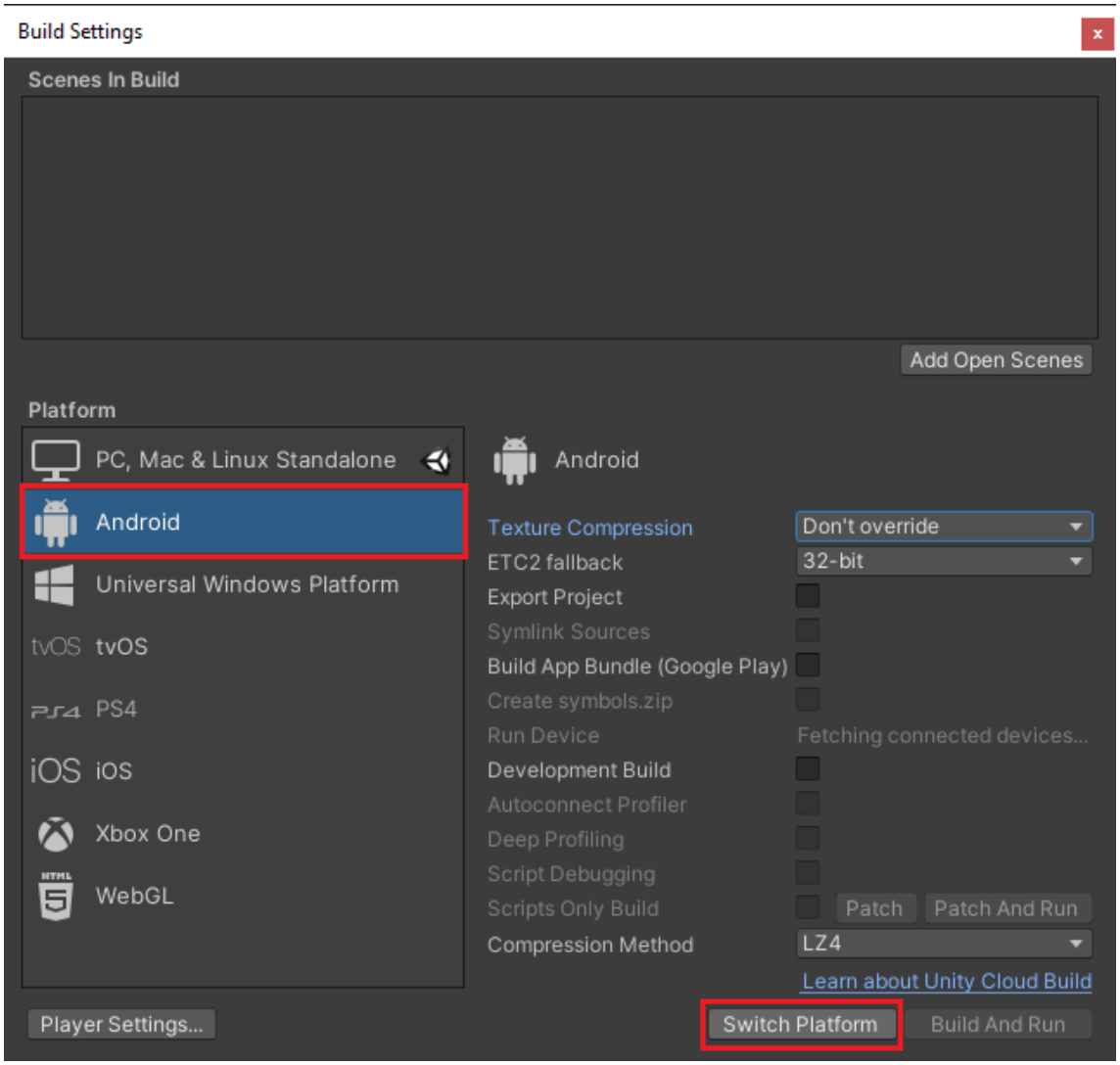
- You need to install Android Build Support on your Unity Editor.
- You need an Oculus Developer account and activate the developer mode of Oculus Quest. Follow the steps here. You don't need to install the Oculus ADB drivers, as they are automatically installed by Unity on the previous step.

Project Setup

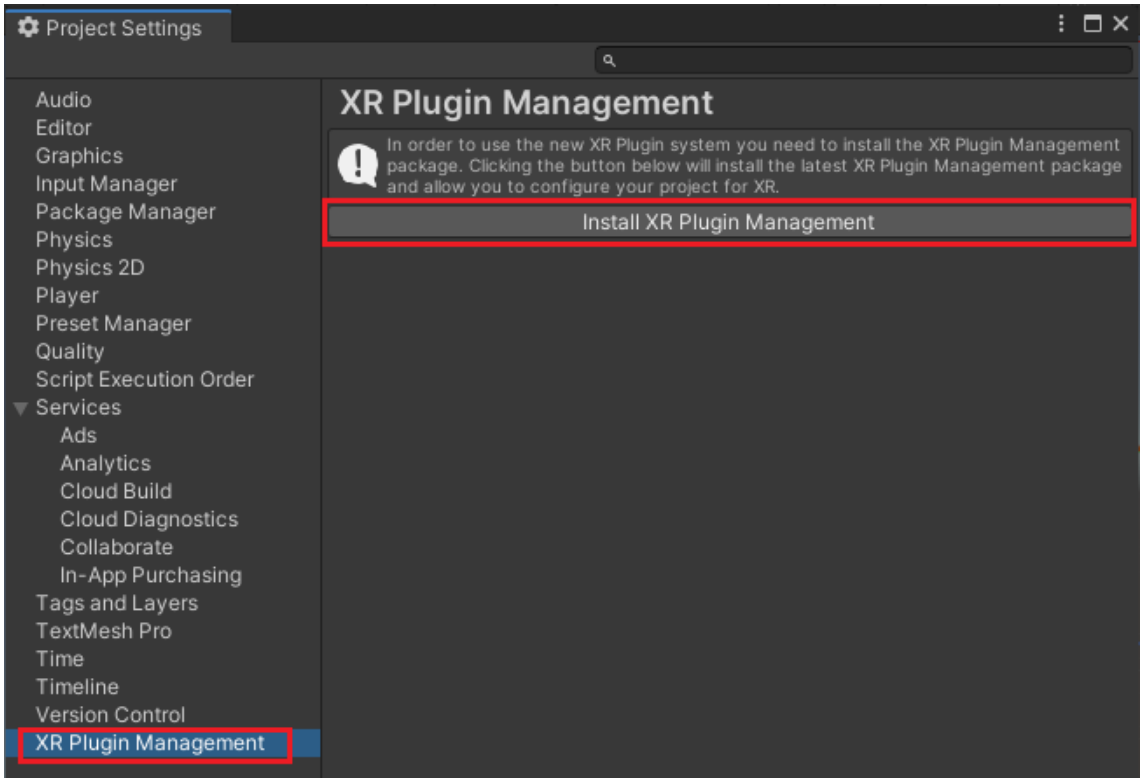
Use the Unity Hub to create a new empty project.



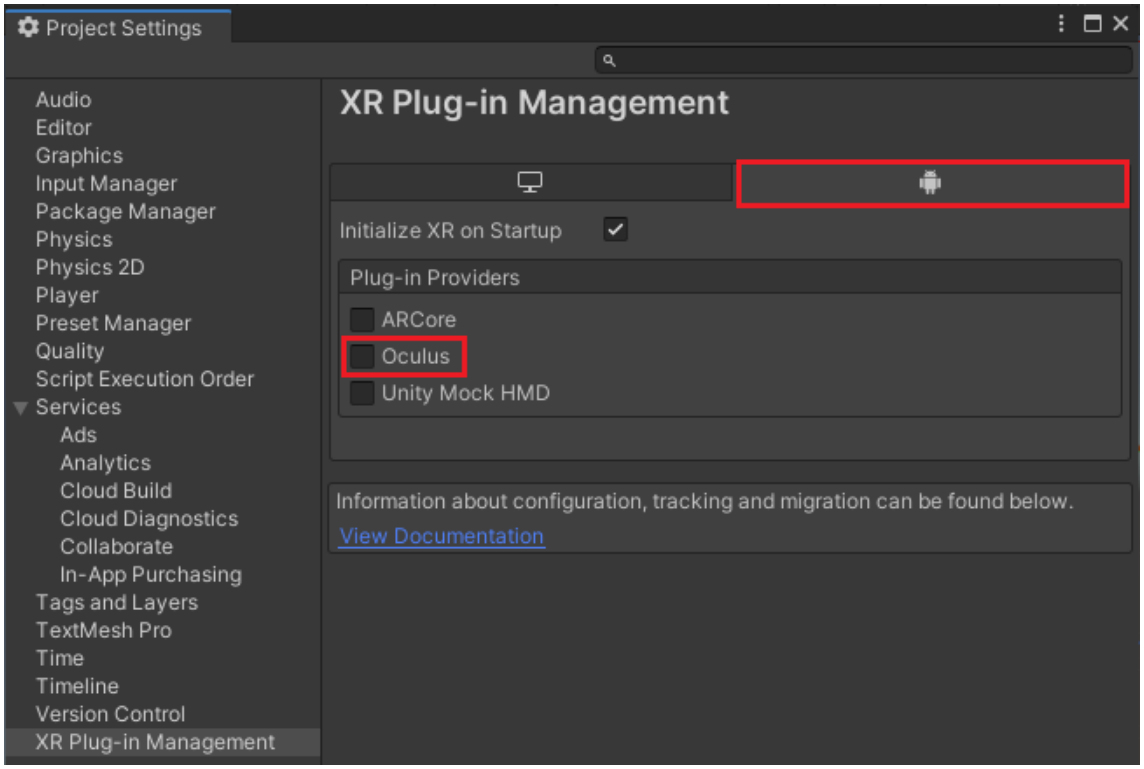
Unity will automatically create and load a new empty project. Once the project is loaded, Go to *File > Build Settings* and switch to *Android* platform. Wait till the process is finished and the assets are reimported.



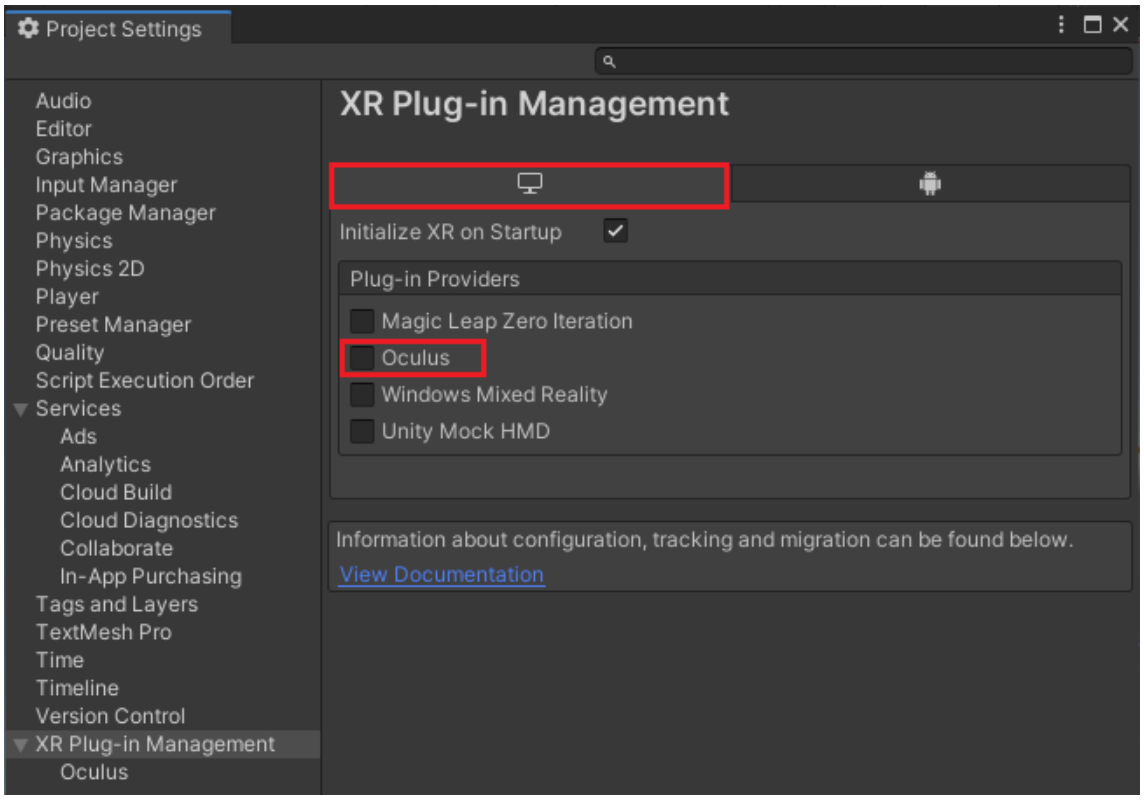
Next we have to install the *XR Plugin* for Unity. Go to *Edit > Project Settings > XR Plugin Management* and click on *Install XR Plugin Management.*



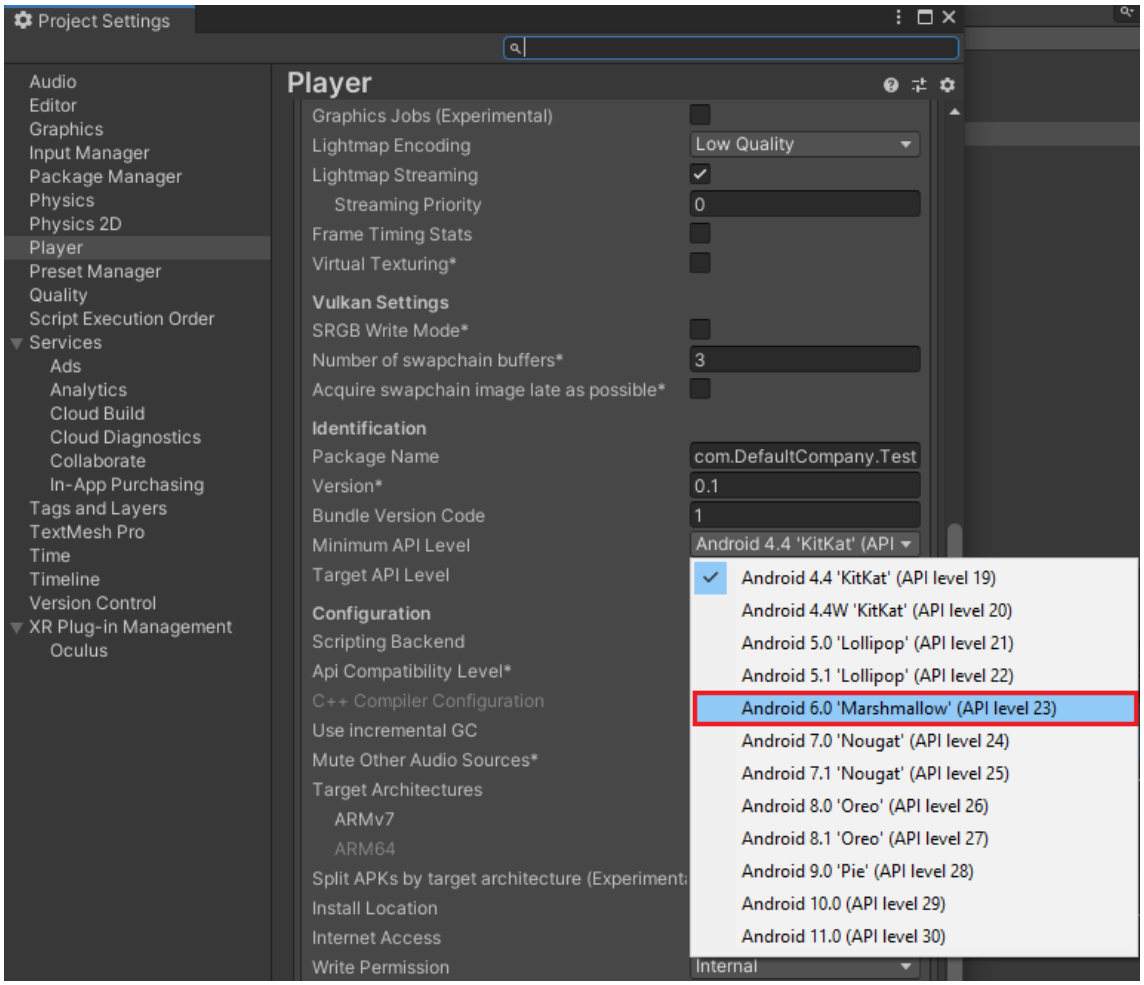
Once the base *XR Plugin Management* is installed, select *Oculus* to install the specific package on the *Android* tab.



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.

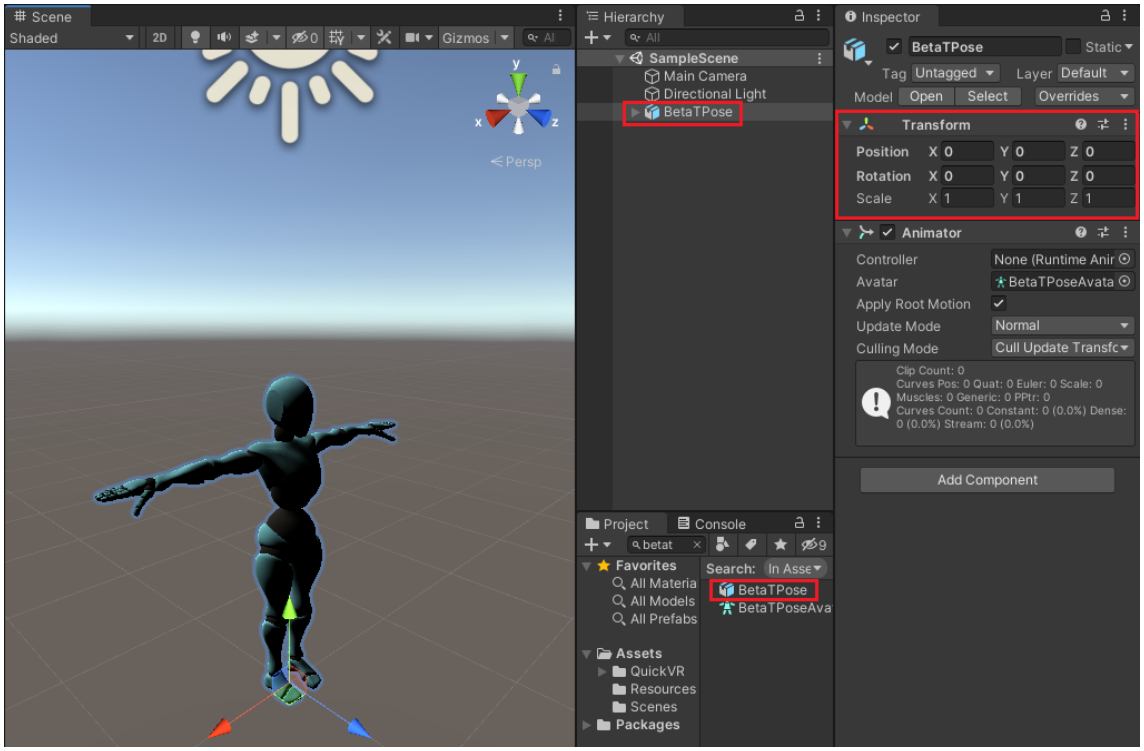


Finally, you need to import the *QuickBase* package. Wait for the import process to finish. Now your project supports VR and you're ready to start your first scene.

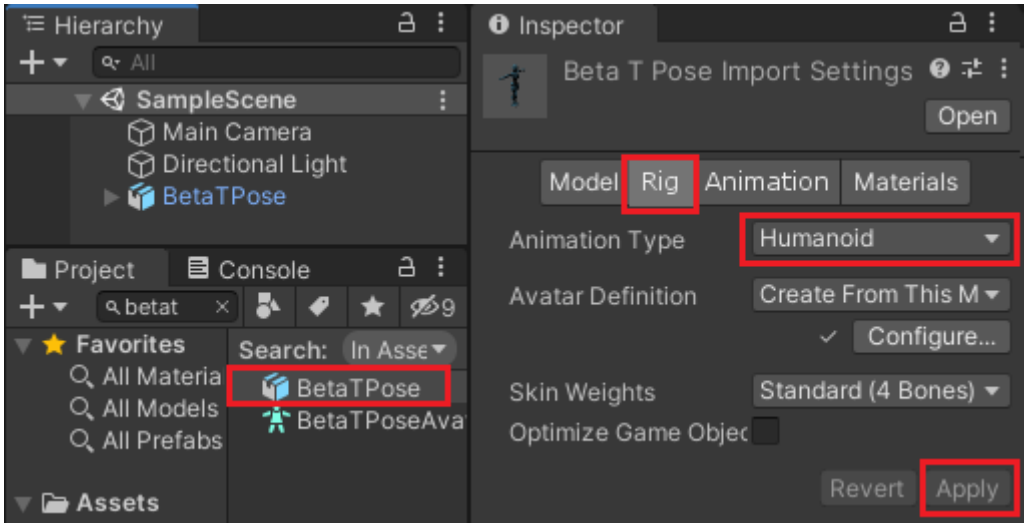
Scene Setup

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.

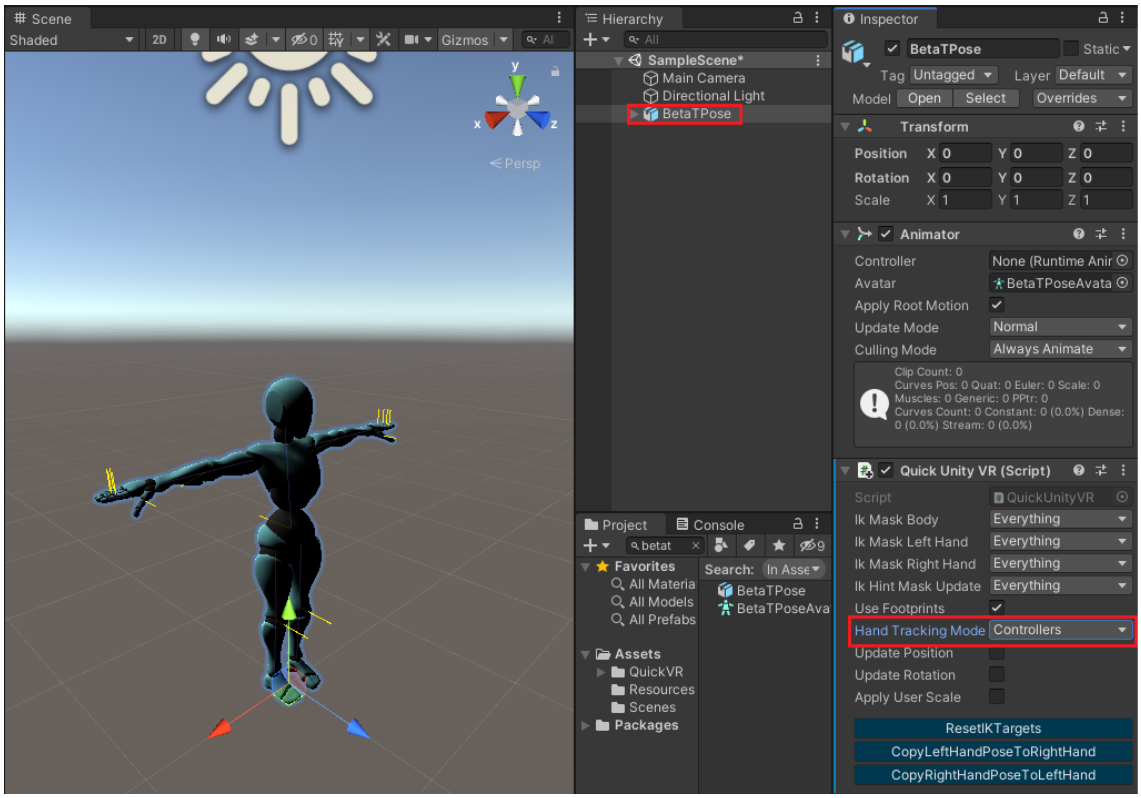
Drag & drop the asset *BetaTPose* into your project. This is a Humanoid character properly configured to work with *QuickVR.*



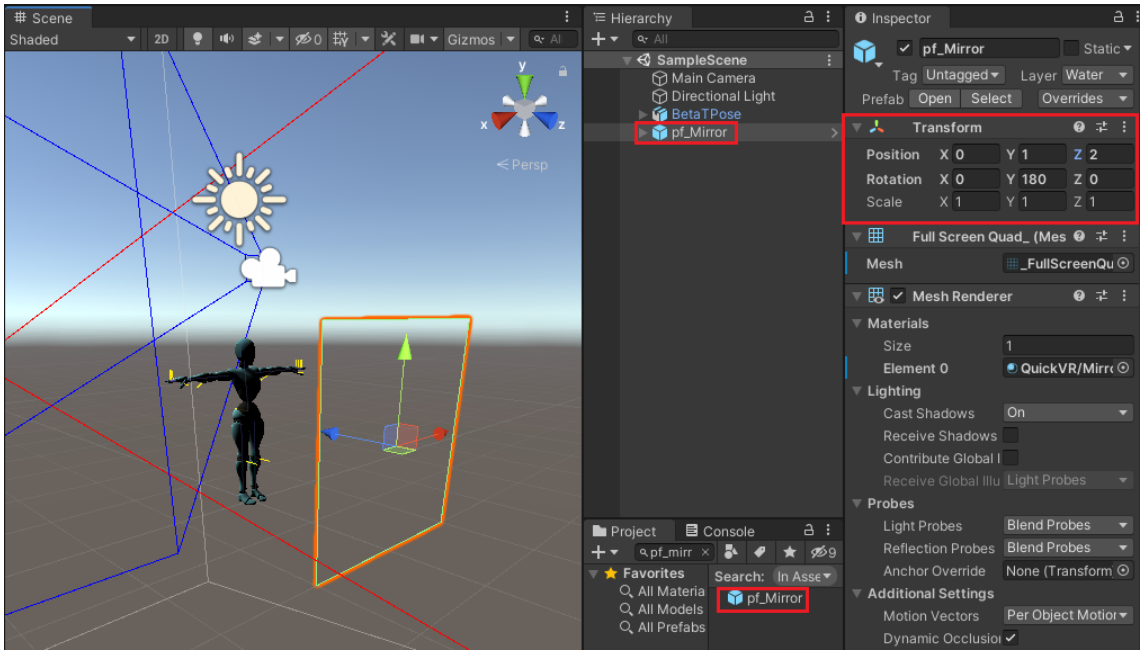
If you want to use your own character, you have to make sure that it is rigged as a Humanoid.



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



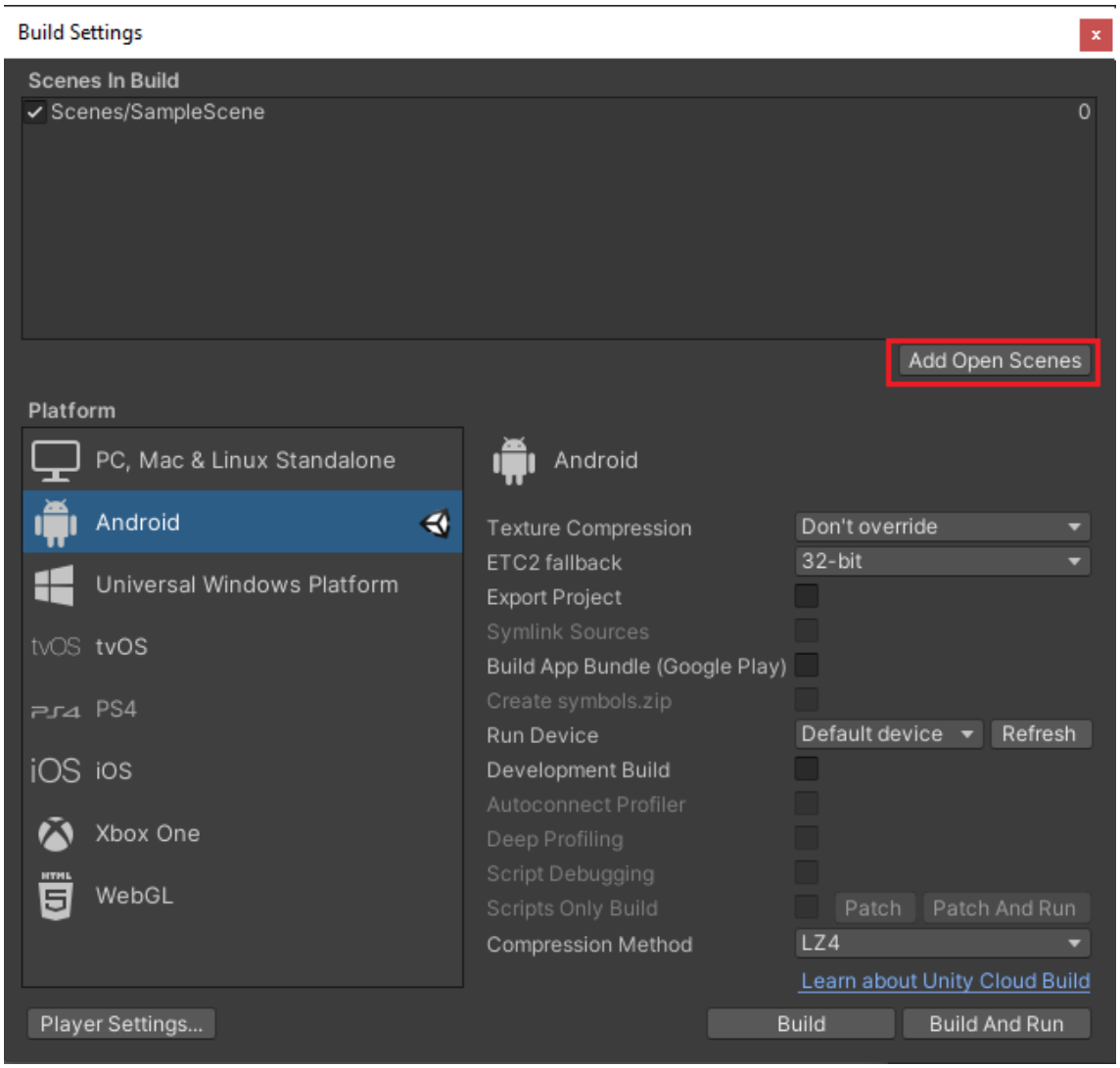
Drag and drop the prefab *pf_Mirror* into the scene.



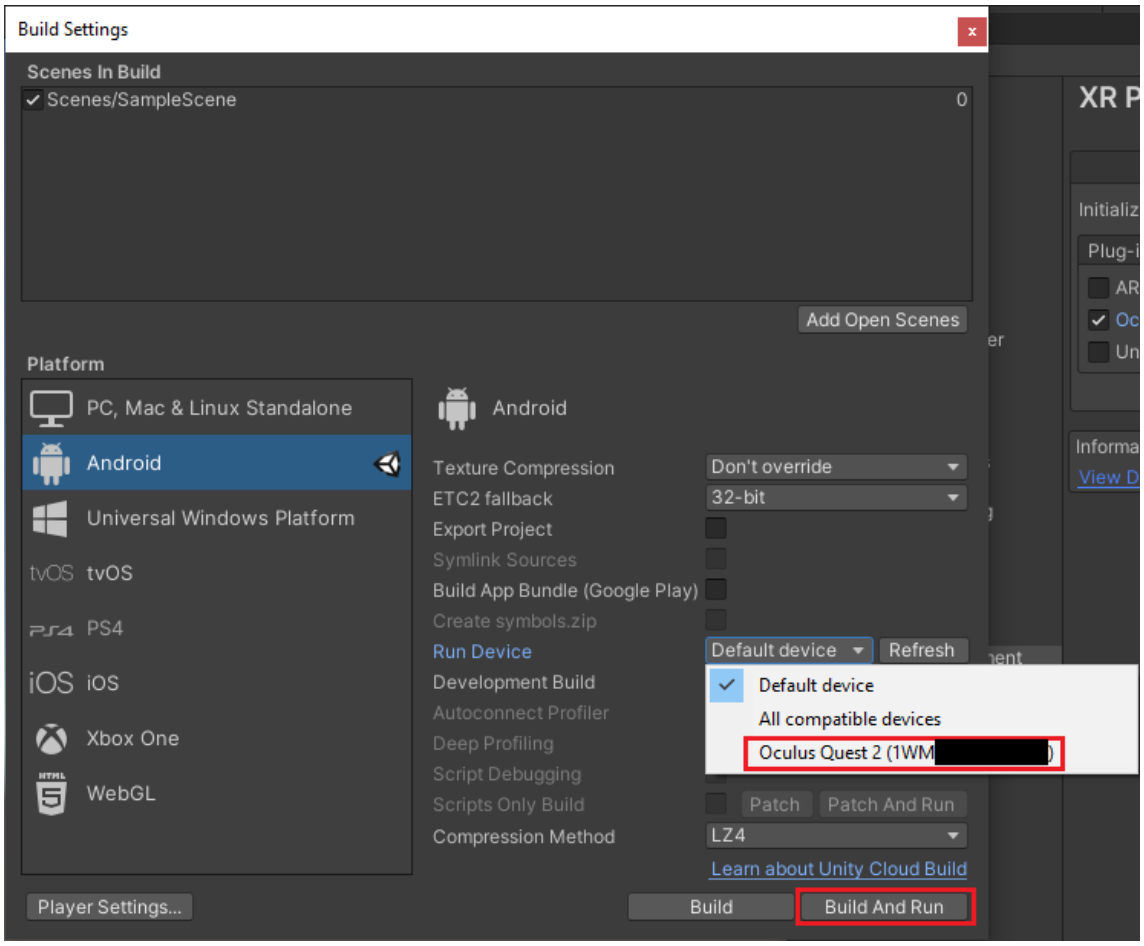
Last but not least, **remove the *Main Camera* object** that is automatically created in *SampleScene.* Save the changes.

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 appears 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!