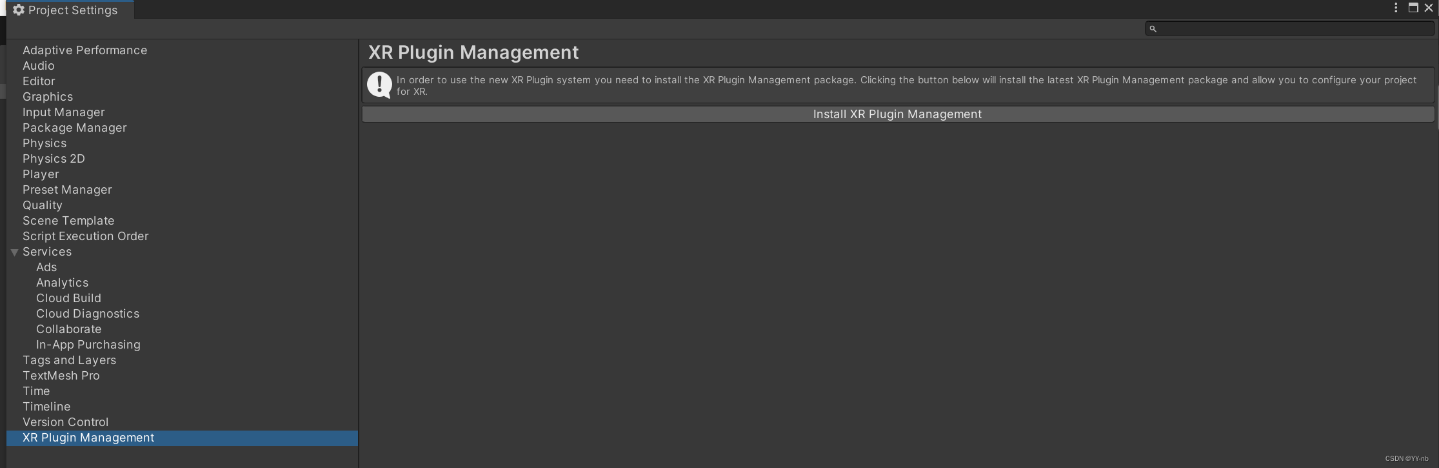
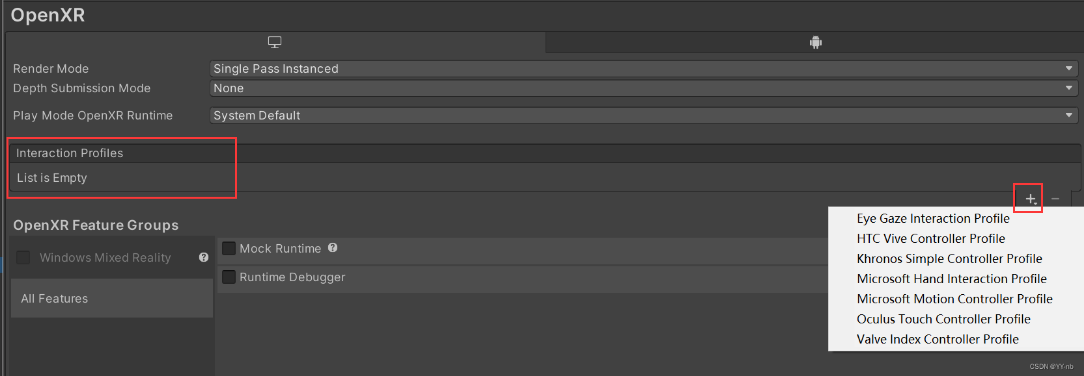
**VR Guideline**

* VR Setup
  + Install XR Plugin Management
    1. Edit => Project Setting => XR Plugin Management



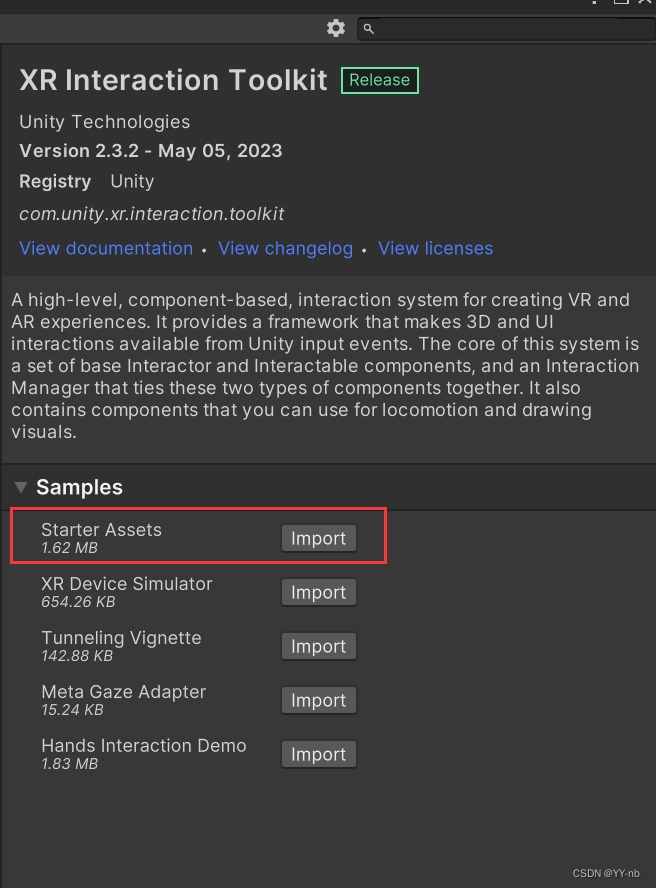
* + 1. Enable Open XR
    2. Add Interaction Profiles According To Devices



* + 1. Update Render Mode ([Reference](https://blog.csdn.net/t1370620378/article/details/123189815))
  + Import XR Interaction Toolkit
    1. Window => Package Manager => Unity Registry\



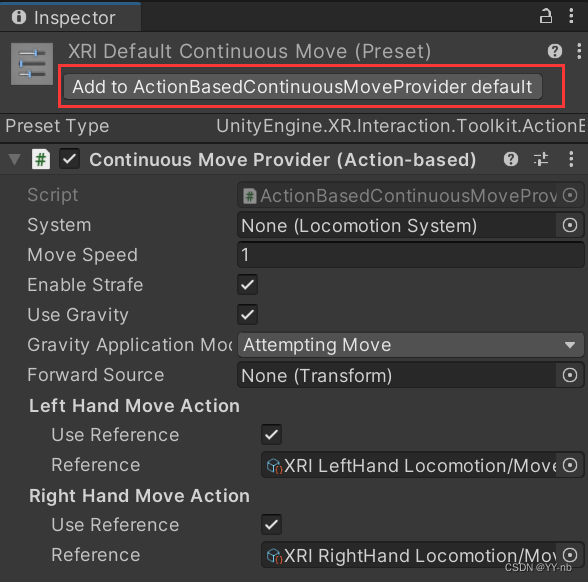
* + 1. Import Starter Assets



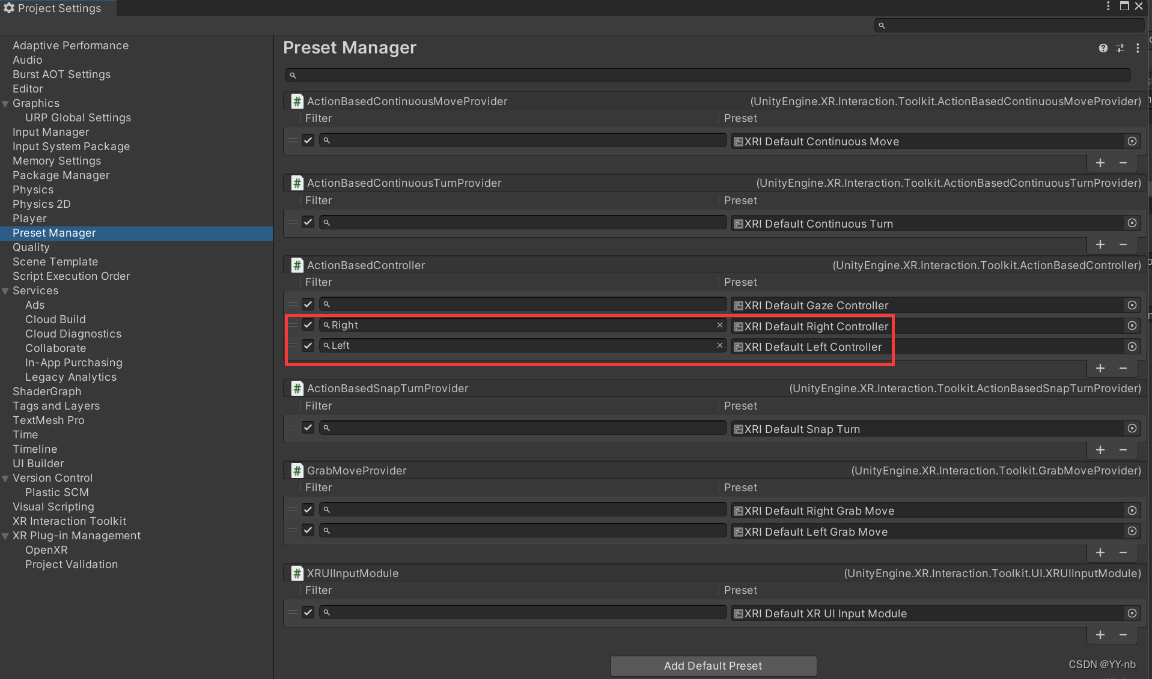
* + 1. Update Preset

一張含有 螢幕擷取畫面, 文字, 電子產品, 多媒體軟體 的圖片

自動產生的描述



* + 1. Setup Preset Manager’s Filter



* + Import To Project Scene
    1. Hierarchy => XR => XR Origin(VR)
    2. Done!!!