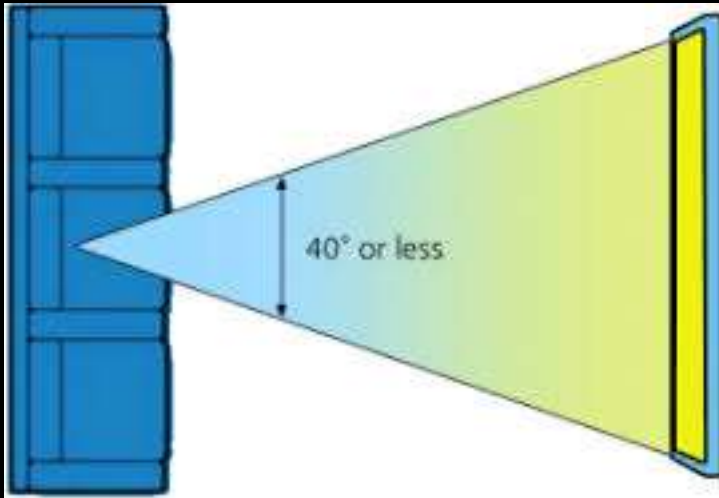


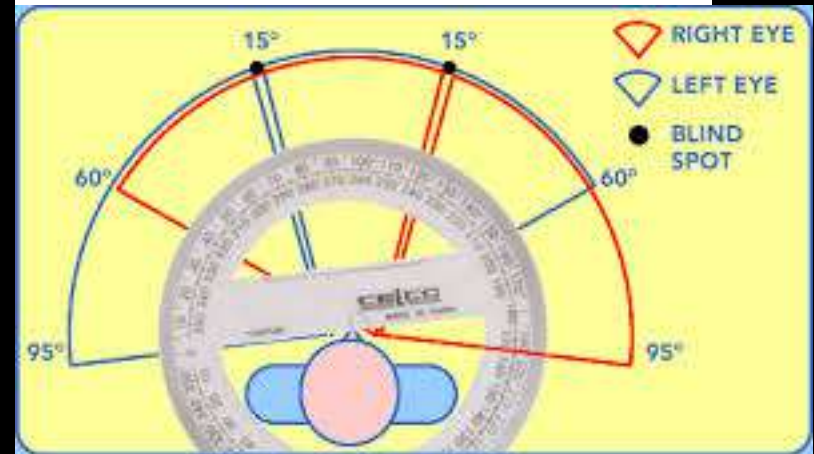
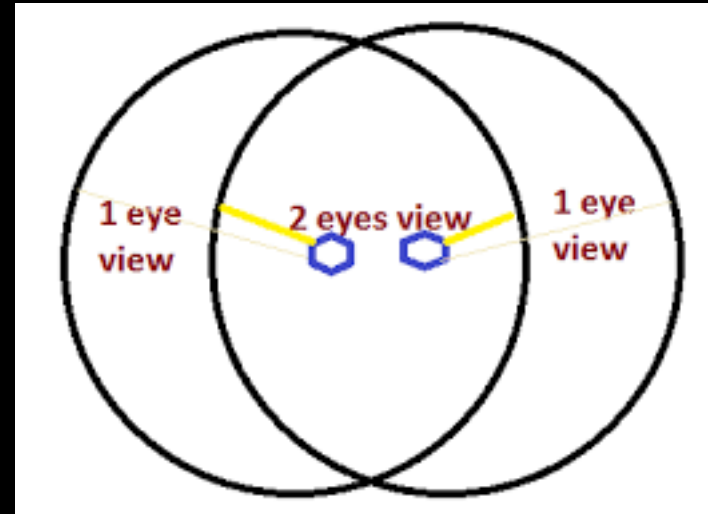
# Google VR with Unity



# Field of View (FOV)



TV 30-40 degrees

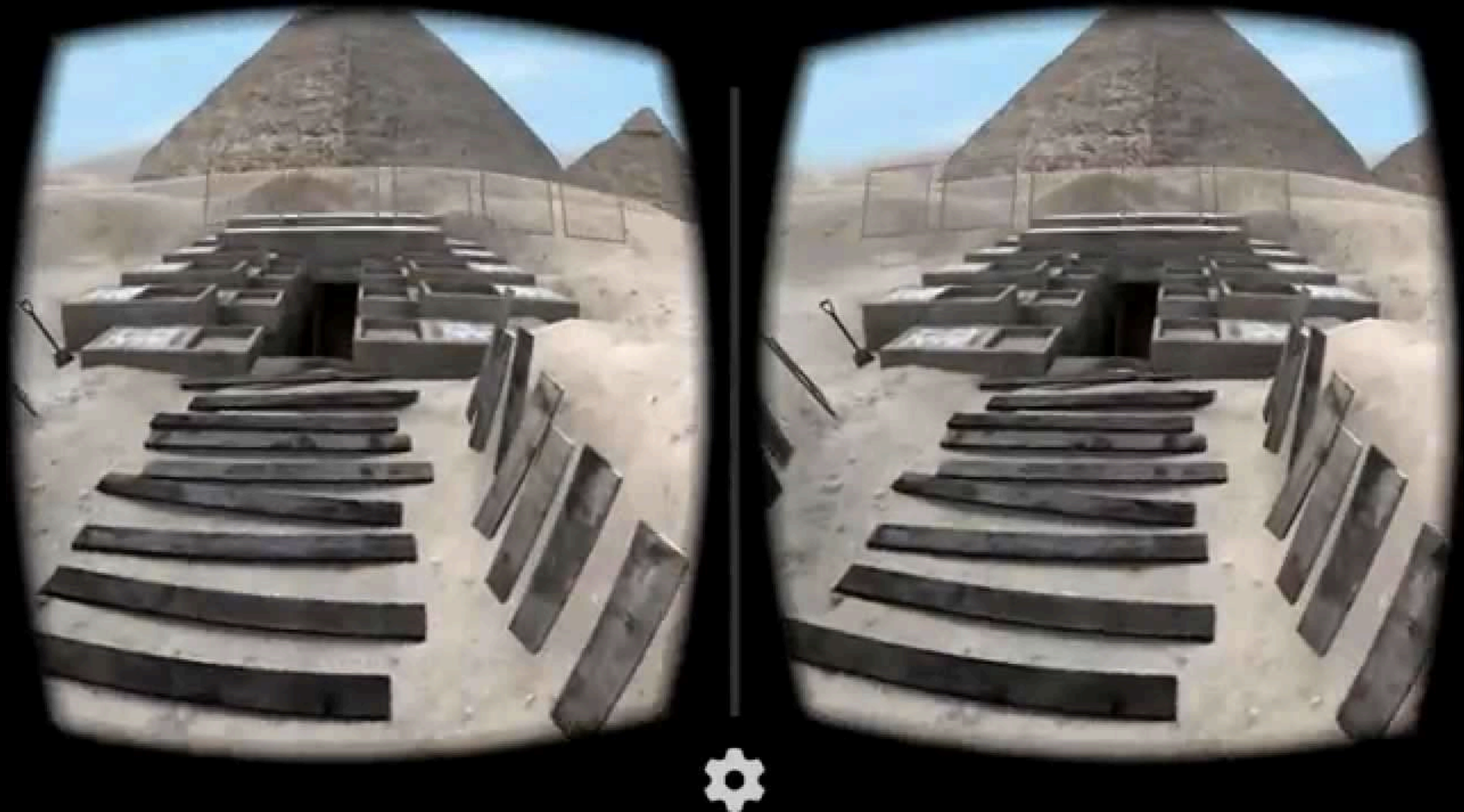


Stereoscopic FOV 95 degrees

# Stereoscopic vision



# VR: Stereoscopic vision



**Egypt Chamber VR (Google Cardboard)**

# VR Headsets FOW



**Oculus Rift**  
**Samsung Gear VR**  
110°



**Sony Morpheus**  
100°



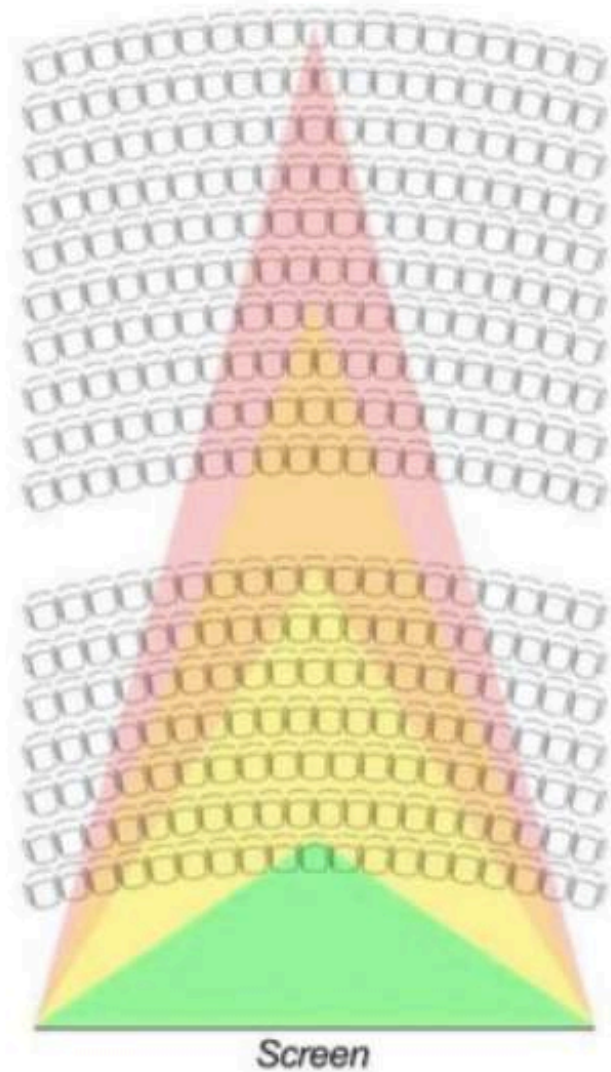
**Samsung Gear VR**  
96°



**Google Daydream View / Cardboard**  
90°



# Cinematic Field of View



FOVs

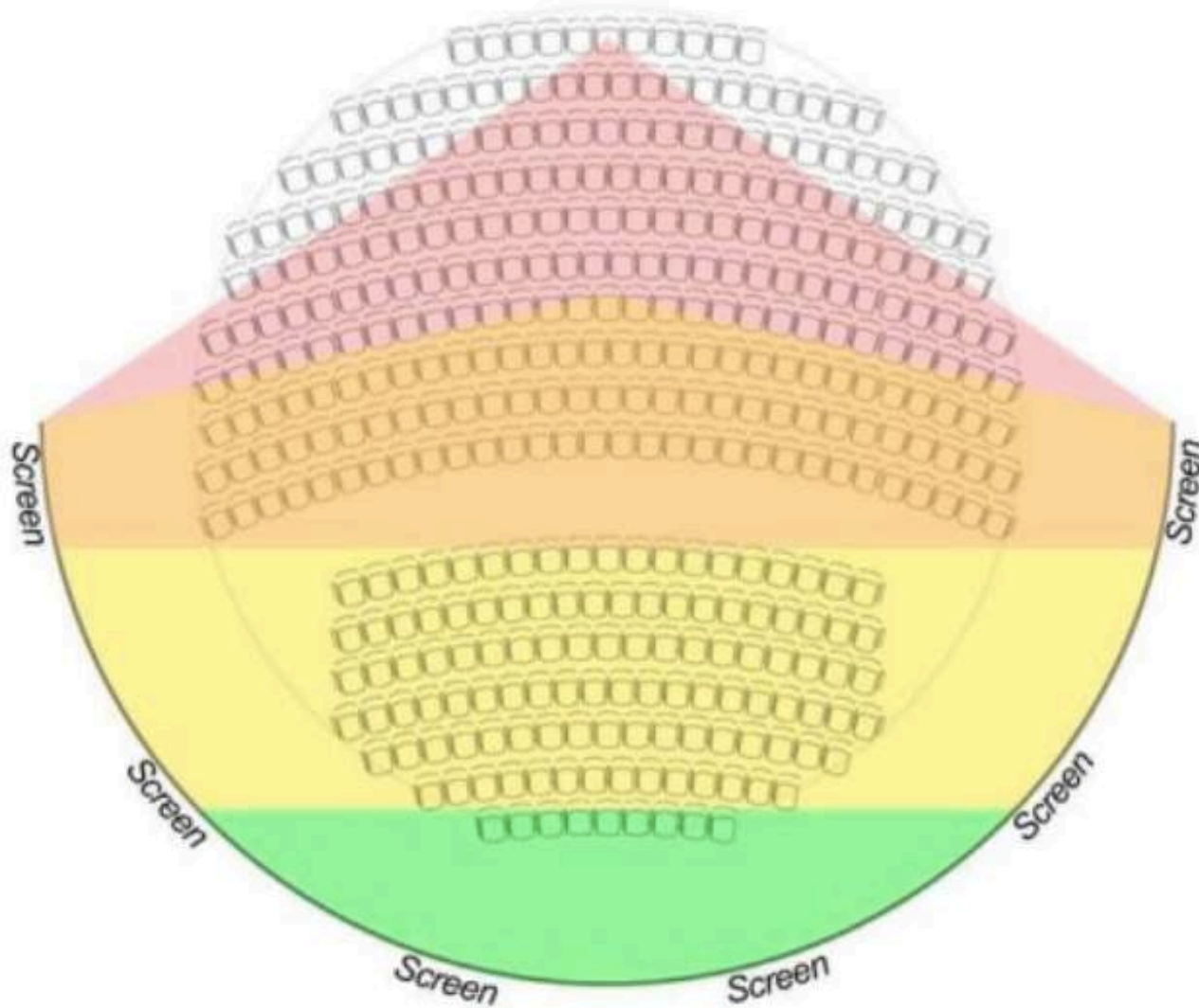
30°

40°

60°

110°

# Immersive Cinema



FOVs

110°

160°

180°+

180°+

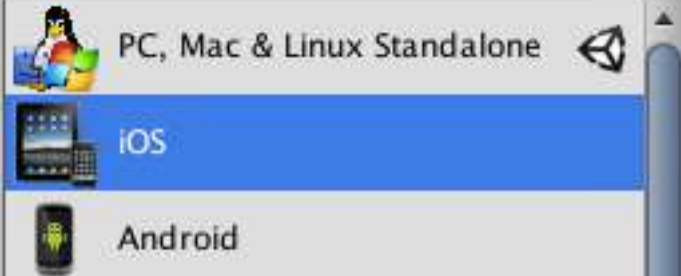
Project name

GoogleVR|



google vr sdk for unity download

## Platform



## XR Settings

Virtual Reality Supported ☒

Virtual Reality SDKs

List is Empty



## XR Settings

Virtual Reality Supported ☒

Virtual Reality SDKs

List is Empty



Cardboard

None

Vuforia

← → ↻ 🔒 GitHub, Inc. [US] | <https://github.com/googlevr/gvr-unity-sdk/releases>

Latest release

v1.200.1  
5b1f970

## GVR SDK for Unity v1.200.1

rusmaxham released this on 18 Jul

### GVR SDK for Unity v1.200.1 (2019-07-17)

#### Breaking changes

- Removed all instances of deprecated `GUILayout` component from the M for compatibility with Unity 2019.3.

#### Deprecations

- Dropped support for Unity 2018.1 due to lack of Java8 support and the requiring it. 2017.4 LTS is still supported.

#### Bug fixes

- Fixed Unity 2019.3 build error "More than one file was found with OS in v7a/libgvr\_audio.so".

#### Assets 4

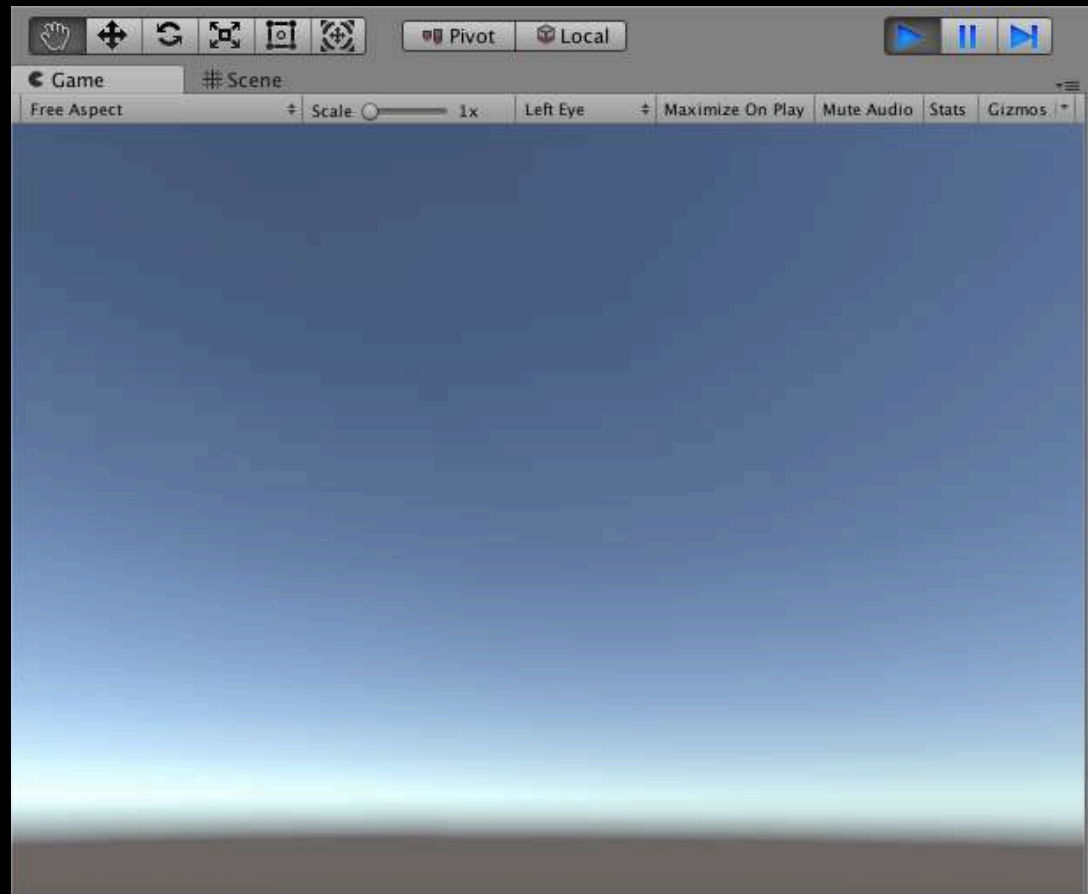
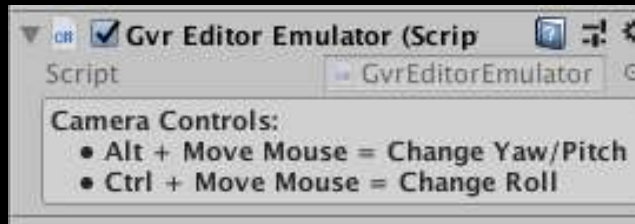
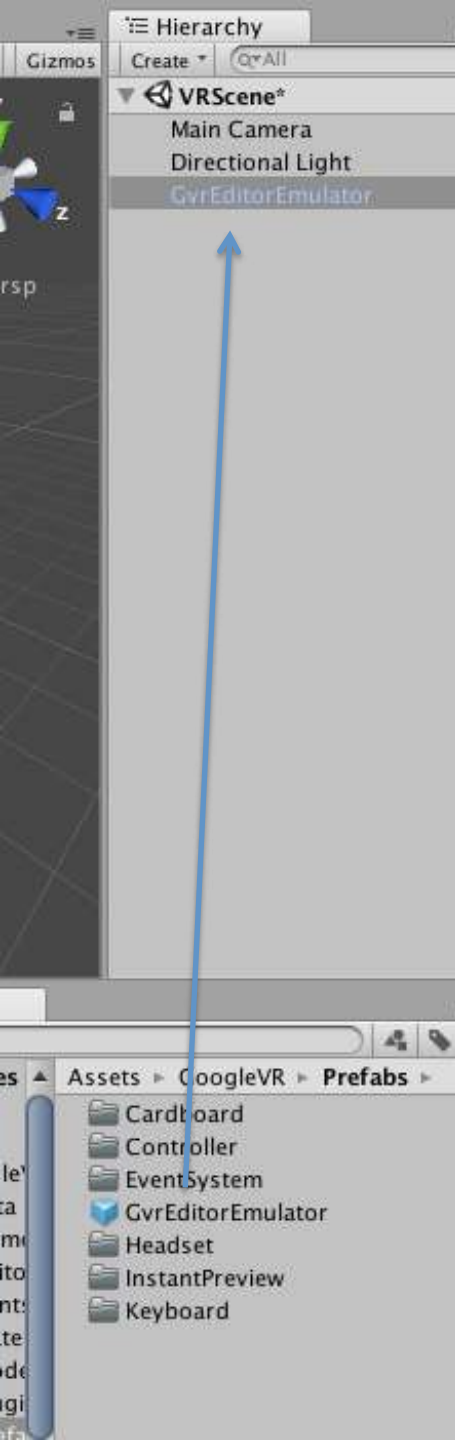
- [GoogleVRForUnity\\_1.200.1.unitypackage](#)
- [GoogleVRForUnity\\_1.200.1\\_source.zip](#)
- [Source code \(zip\)](#)
- [Source code \(tar.gz\)](#)

Import in Unity>

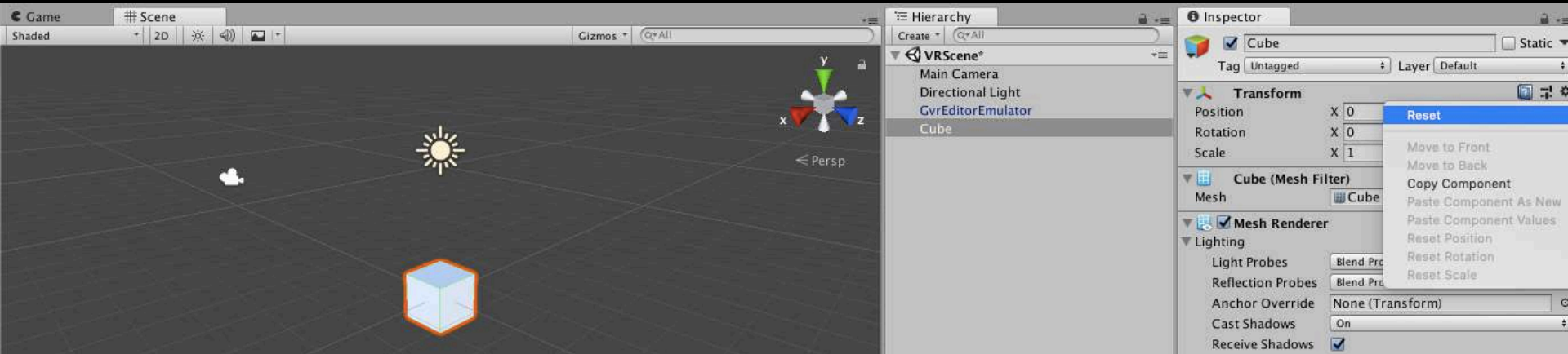




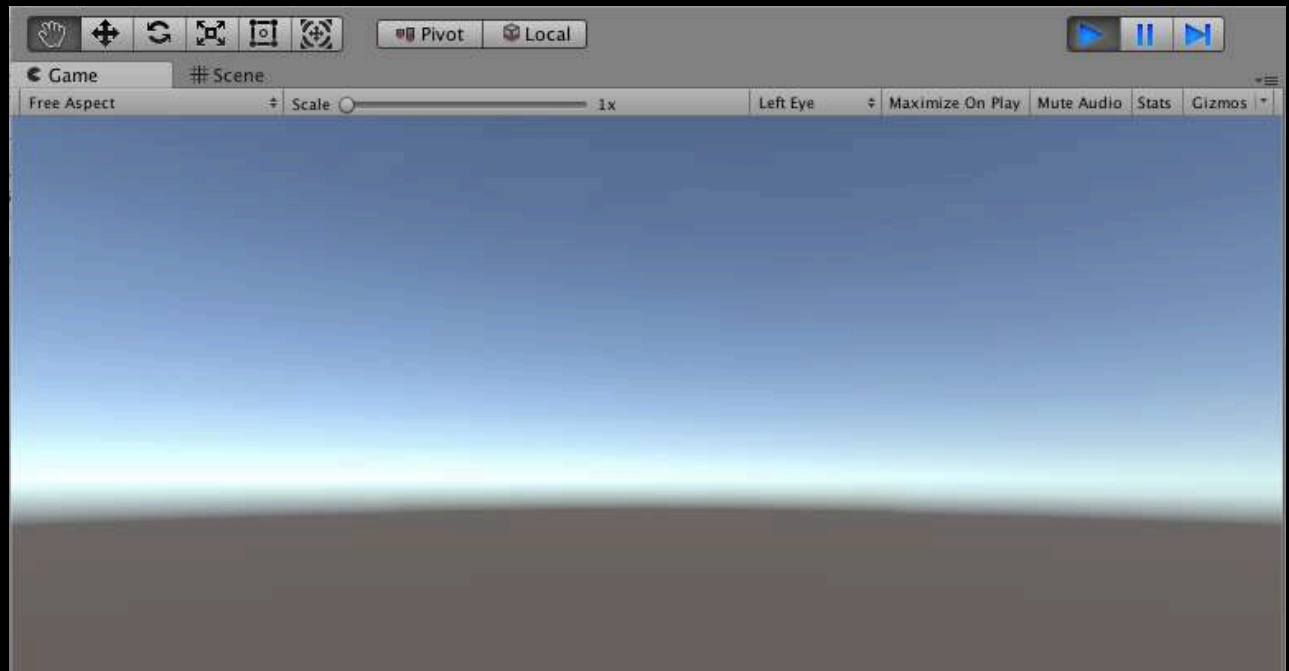
# Field of View (FOV)



# A problem with the VR Camera

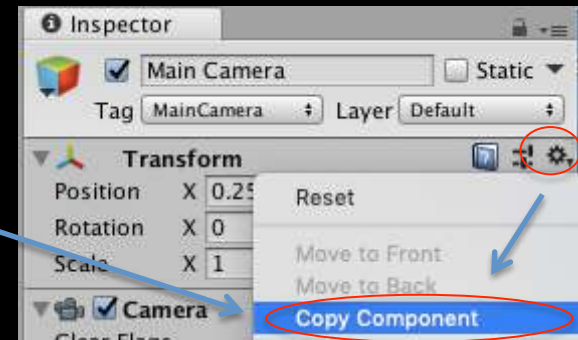
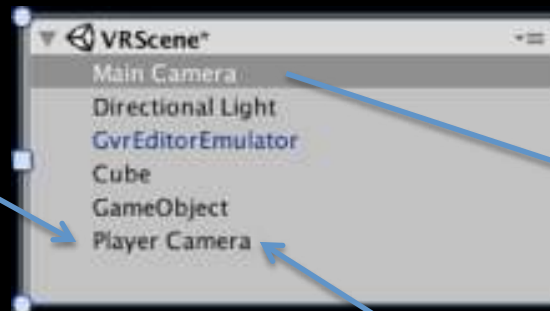
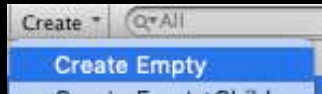


Game object on (0,0,0) is not visible while playing

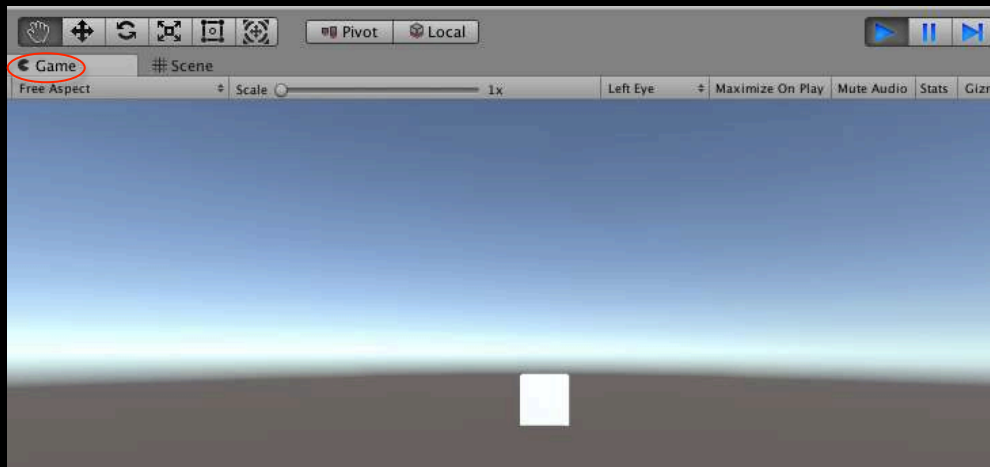
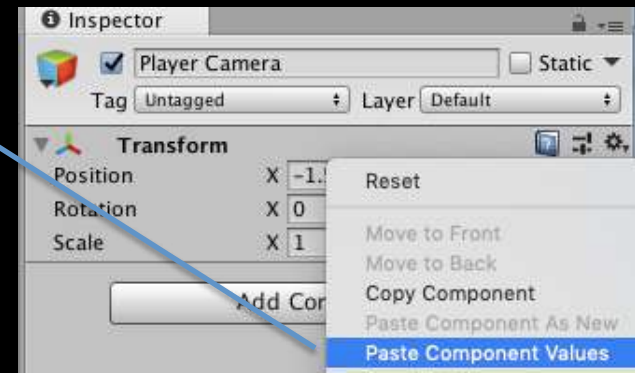
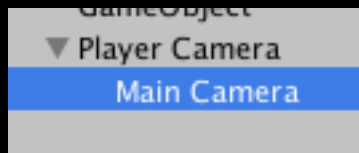


# Player Camera solution \*Parent-Child

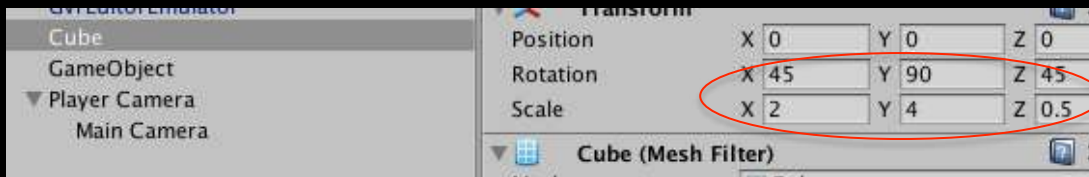
Problem: Main Camera changes from (0,1,-10) to (0,0,0) is not visible while playing



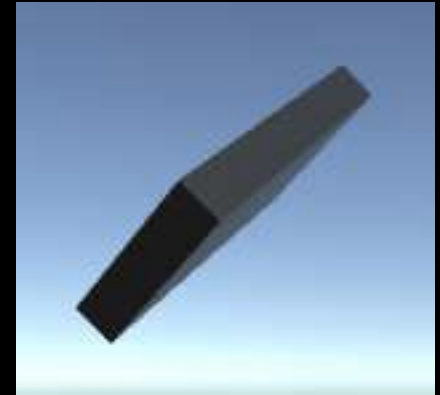
Main Camera child of  
Player Camera



# Ready to start VR development



```
5 public class Rotate : MonoBehaviour {
6
7     public float rotationSpeed = 10f;
8
9     // Use this for initialization
10    void Start () {
11
12    }
13
14    // Update is called once per frame
15    void Update () {
16
17        transform.Rotate(Vector3.left * Time.deltaTime * rotationSpeed);
18
19    }
20 }
21
```



```
public class CameraWalk : MonoBehaviour {
    public int speed = 2;
    // Use this for initialization
    void Start () {
        // player = GameObject.FindGameObjectWithTag("Player").GetComponent<Camera>();
    }
    // Update is called once per frame
    void Update () {
        if (Camera.main != null)
            transform.position = transform.position + Camera.main.transform.forward * speed * Time.deltaTime;
        else
            Debug.Log("Couldnt find tag MainCamera");
    }
}
```

