

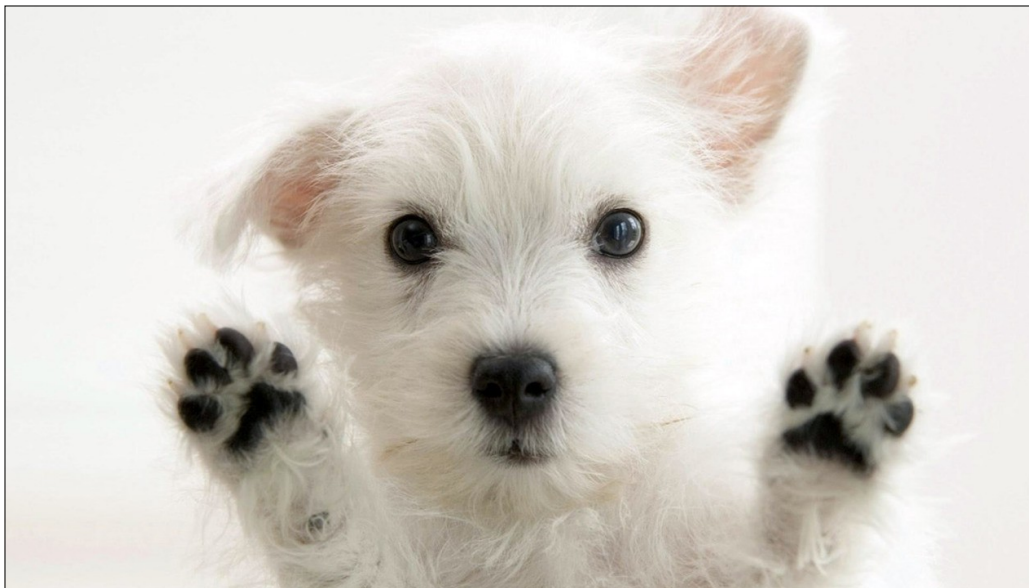


TECH 421 - Future of Digital Media

TECH 3706 - AR/VR in Architectural Environments

Unity Projects Due!

All work on logic/art of your programs is done. We will spend the day troubleshooting the build process.



Don't worry! Here's a puppy!

Unity Projects Due!

10/26

**In Class Showcase +
Discussion**

All Materials due 10/31:

Documentation

- (Video of the program)
- Planning documentation

Unity Project File

Finished (Compiled) Program

Planning Documentation:
Approximately 2 pages of
process & thinking

“Case Study”

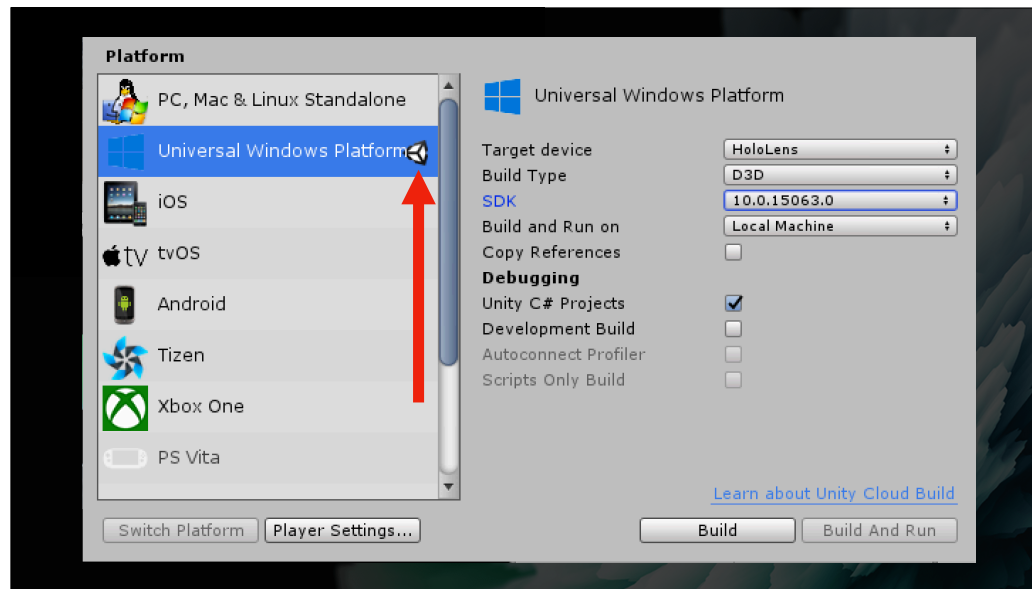
“I wanted to create X.

**First I tried Y, and I
learned that Z”**



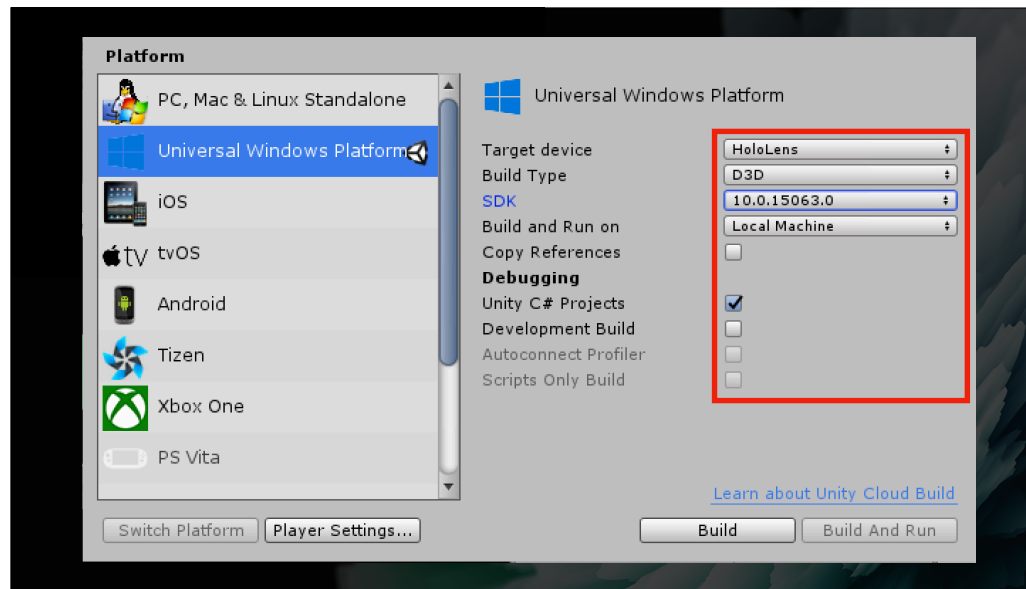
Even though some of you have been developing on your macs up to a point, unfortunately we can only build to VR and Hololens on PC.

HoloLens Settings



The Unity logo indicates what platform your project is set to.

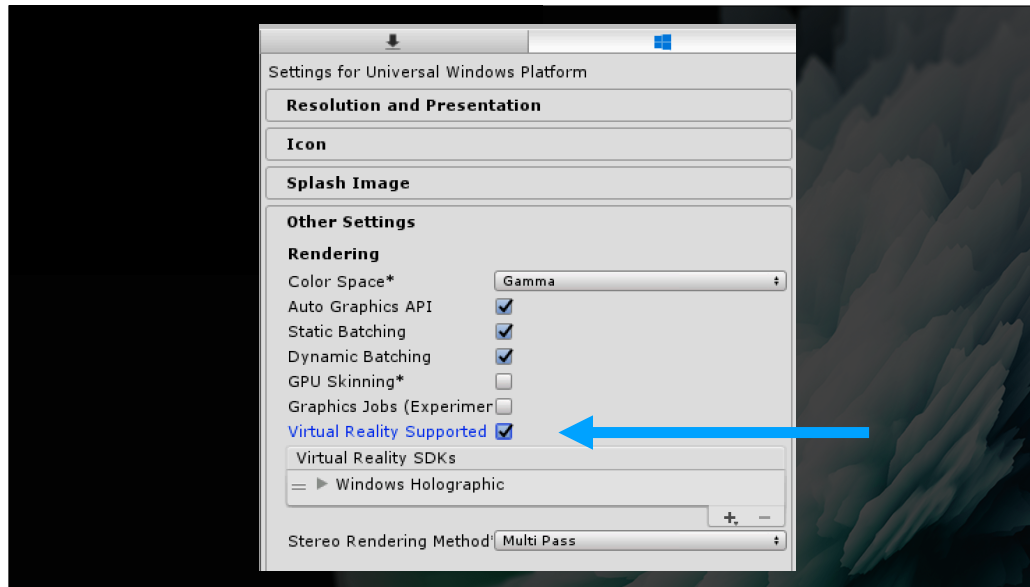
If you need to switch, select Universal Windows Platform and click on **Switch Platform**



Go to Build Settings (File > Build Settings or Ctrl-Shift-B)

- Select Universal Windows Platform and click on “Switch Platform” if the Unity logo is not already next to it.
- set *Target Device* to *HoloLens*
- set *Build Type* to *D3D*
- *SDK* should be set to *10.0.15063.0*
 - ***if you don't have this option, then you are missing the Windows SDK and you won't be able to build. See me and we'll get you set up.***
- *Build and Run*: *Local Machine*
- Make sure Unity C# Projects is checked

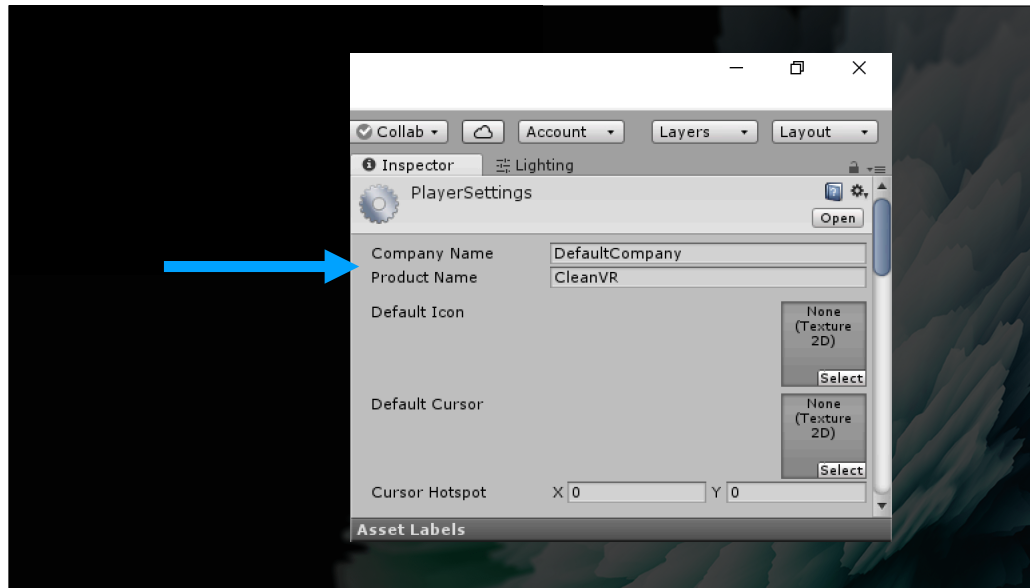
No need to hit “Build” yet. We’re just setting up our project format. Just close the window when you make these changes.



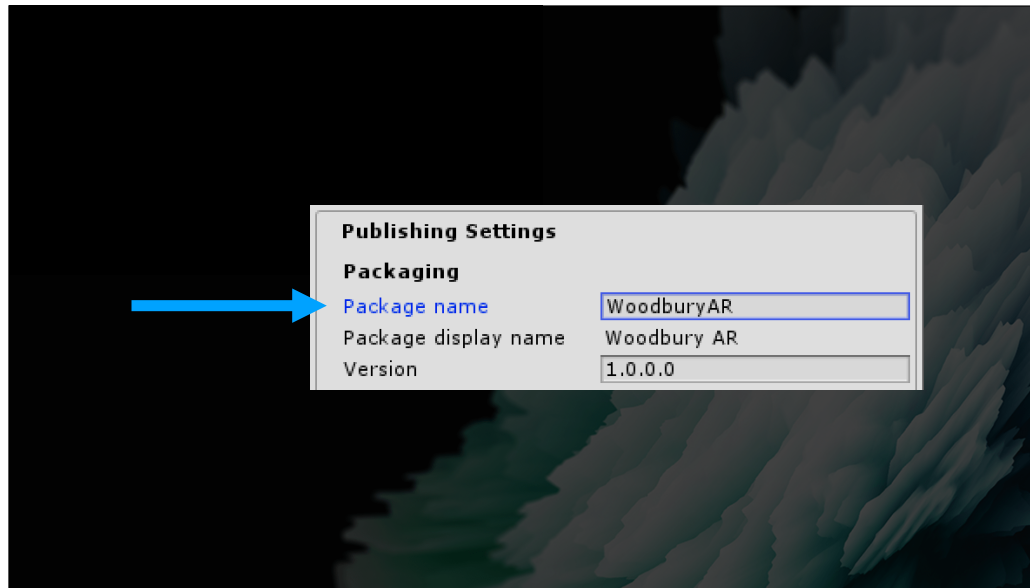
Click on “*Player Settings*”... or go to *Edit > Project Settings > Player*

(FYI - “Player” in this case doesn’t mean the user/player, but rather Unity itself as in “VCR Player”)

Make sure “Virtual Reality Supported” is checked and that “Windows Holographic” is the only option.

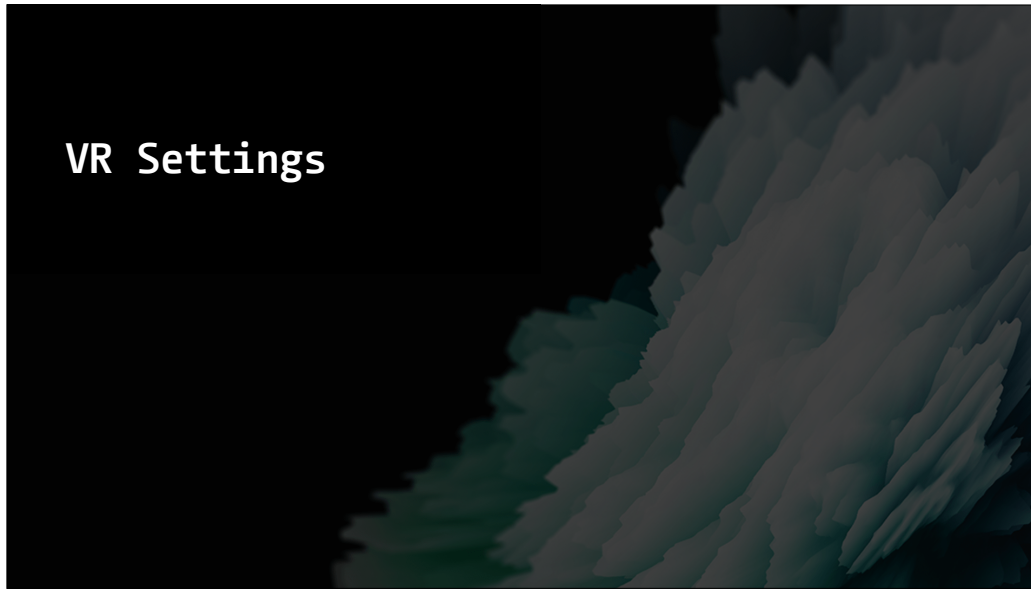


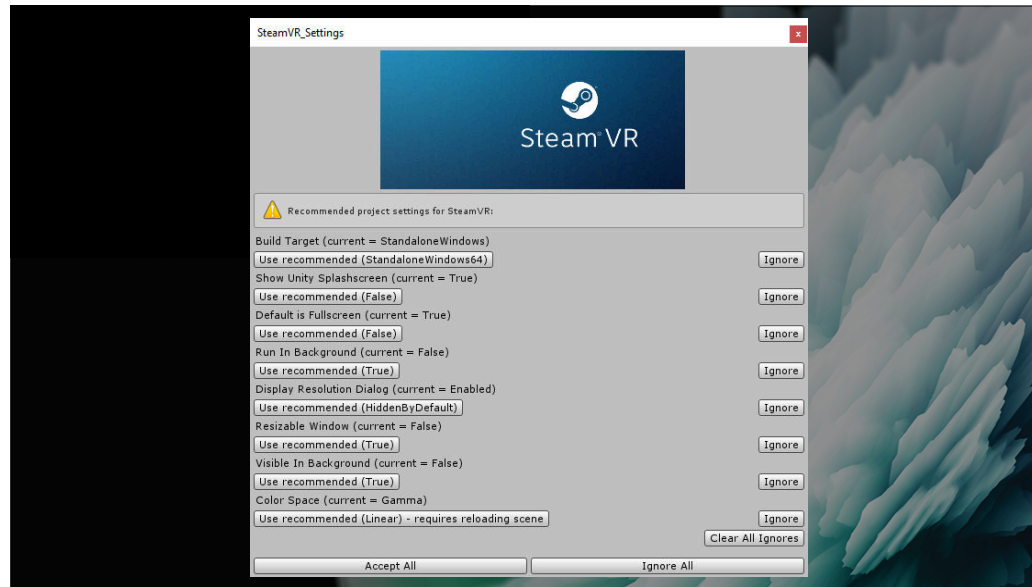
Near the top, change the name of your project and company to anything you want.



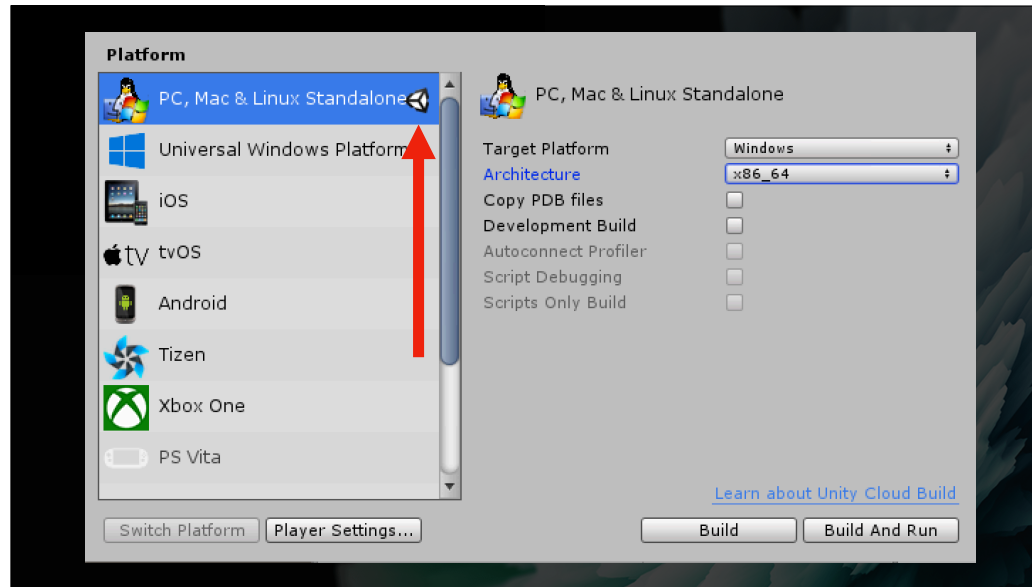
And further down, make sure to select a unique **Package Name**

VR Settings



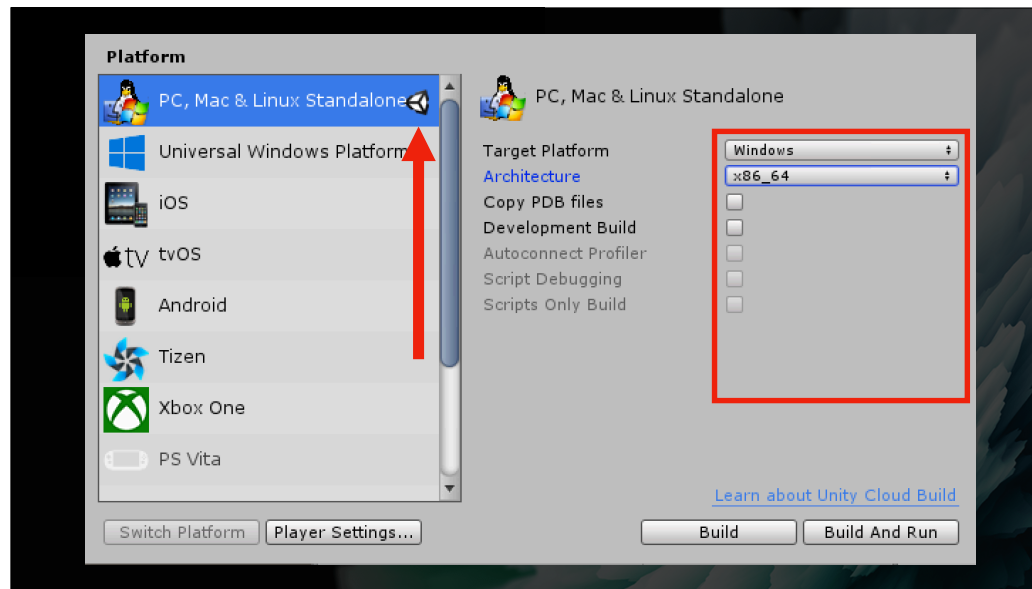


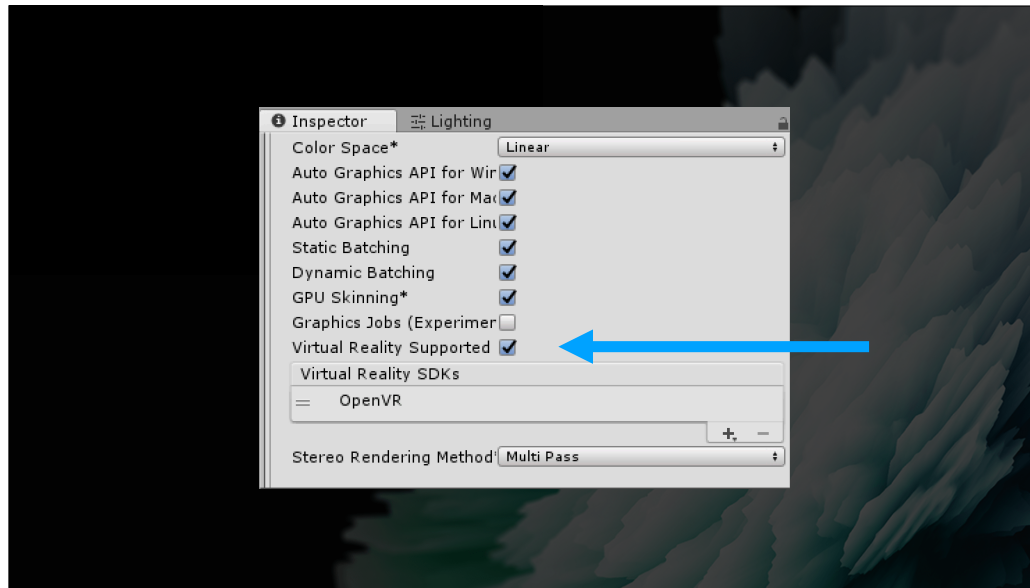
When you load Steam VR, you should “Accept All” to all these changes



The Unity logo indicates what platform your project is set to.

If you need to switch, select PC, Mac, Linux Standalone and click on **Switch Platform**

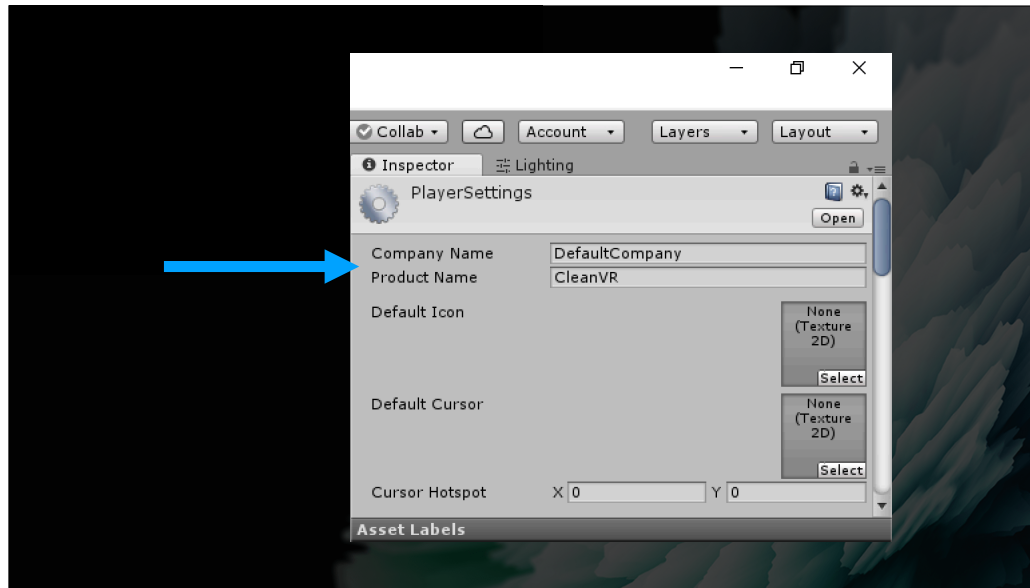




Click on “*Player Settings*”... or go to *Edit > Project Settings > Player*

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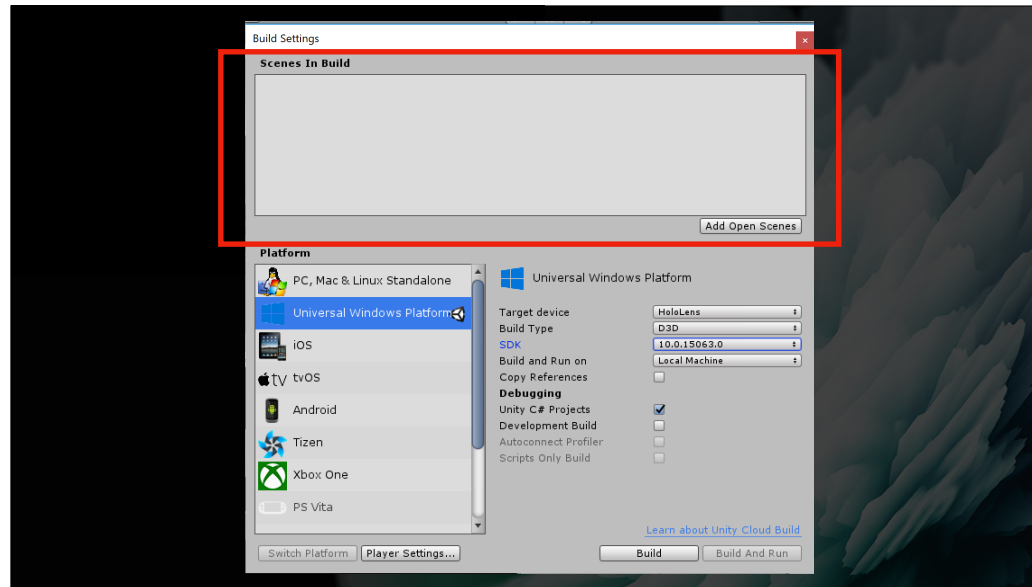
Make sure “Virtual Reality Supported” is checked and that “OpenVR” is the only option.

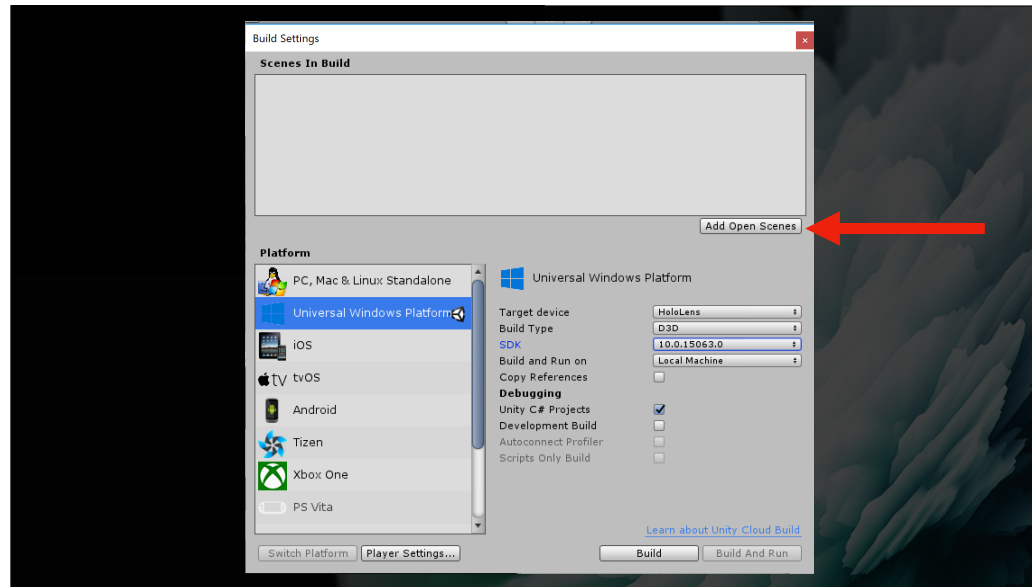


Near the top, change the name of your project and company to anything you want.

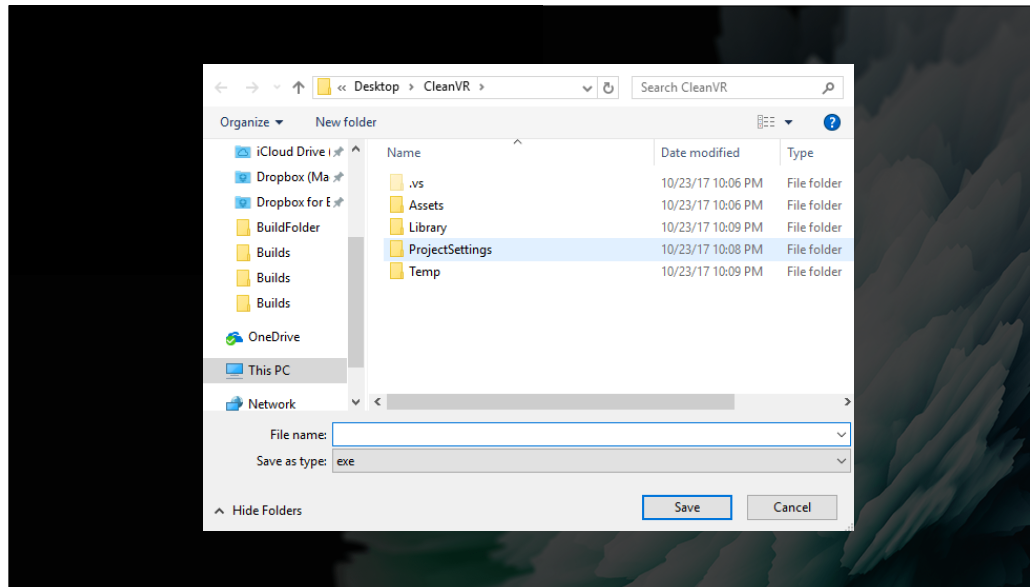


Time to Build!

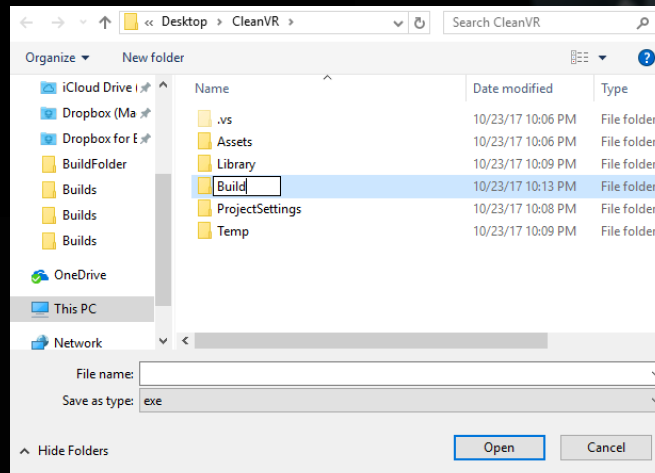


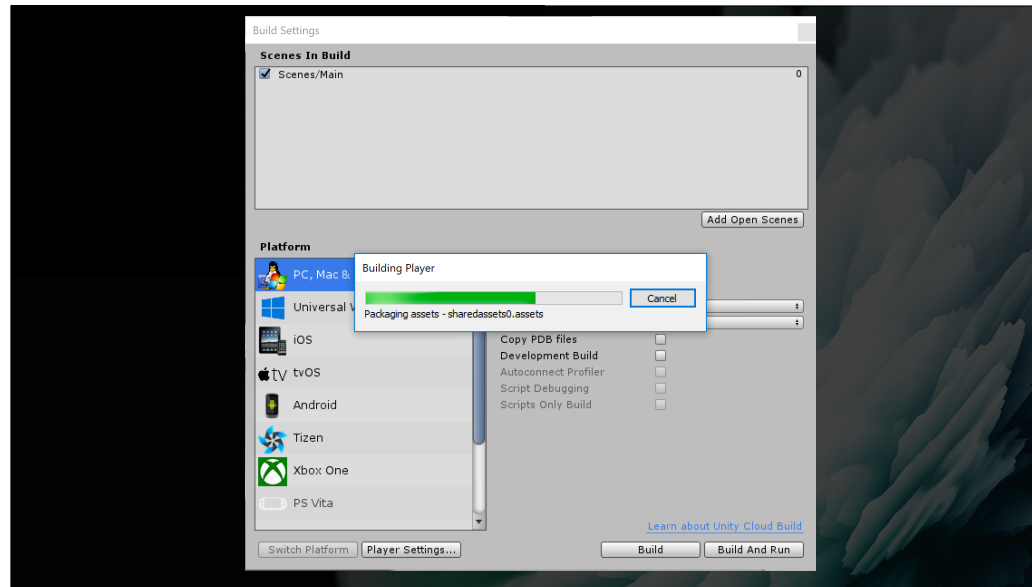


Add Open Scenes will select your current scene and add it to your build.



When you click on build, create a new folder in your project or else everything will just get dumped in here



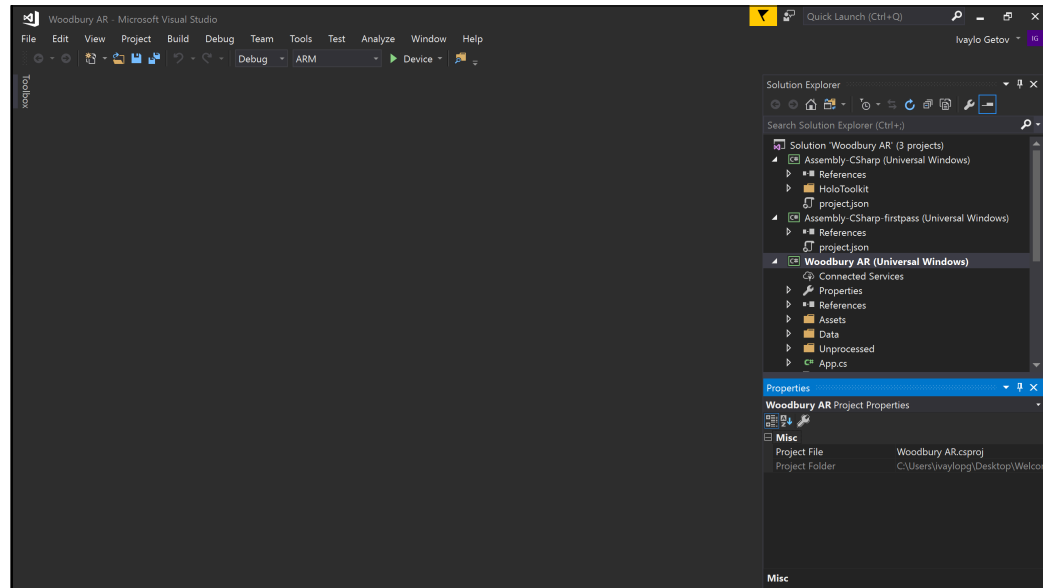


VR? Done!

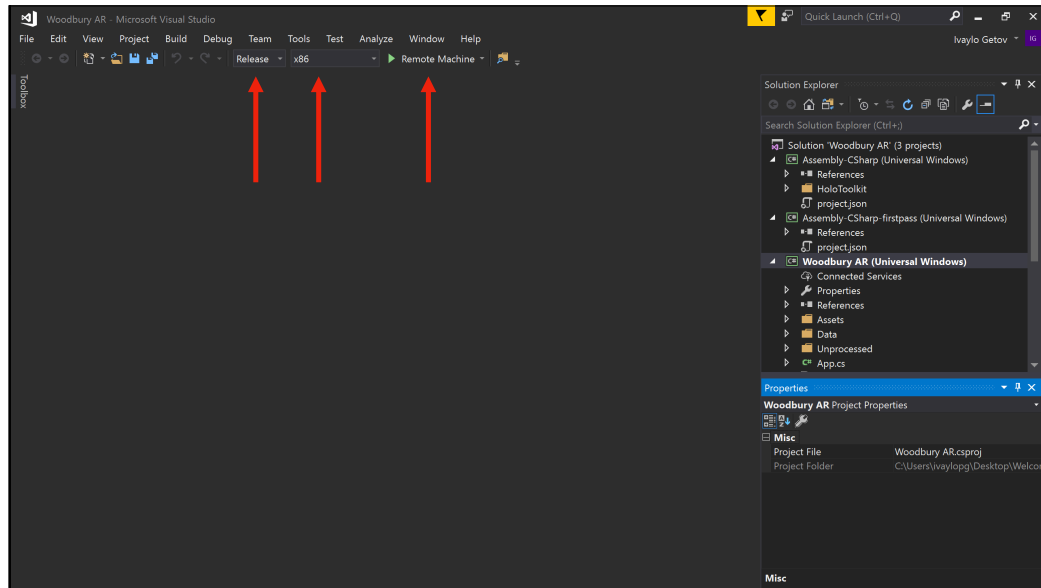




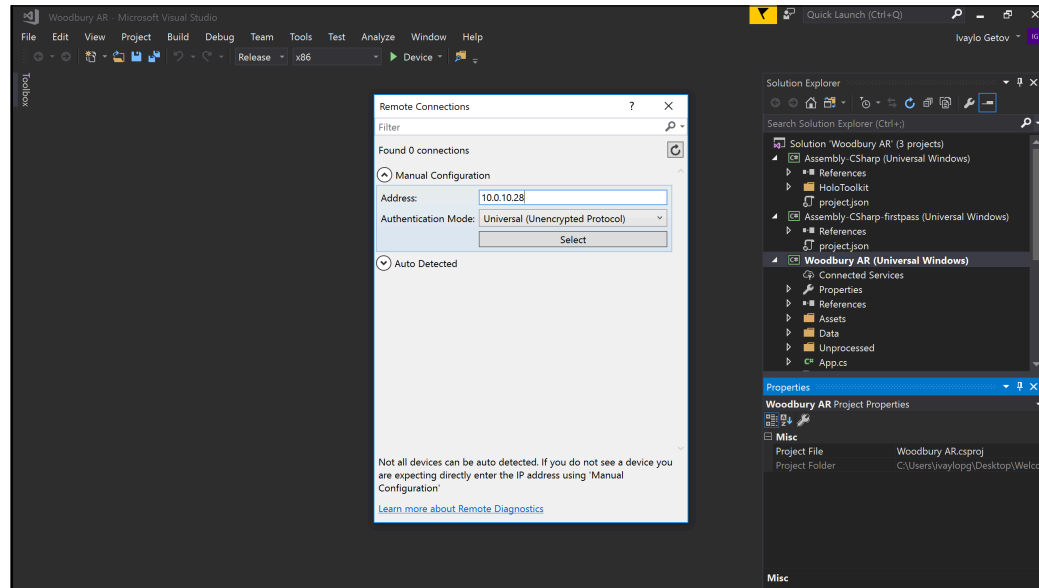
Hololens? Open the
new .sln file in VS2017



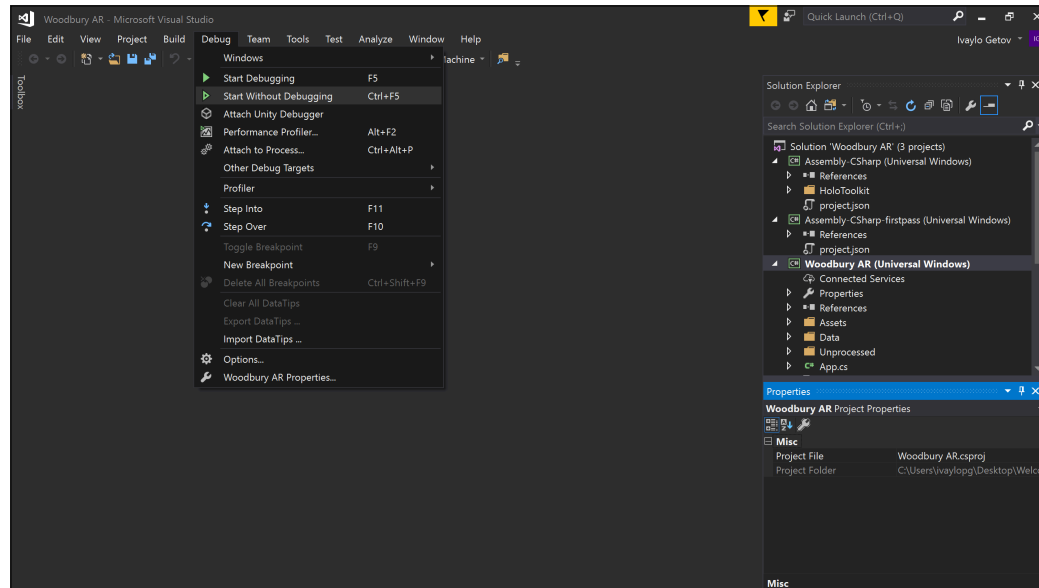
Open the new .sln file in VS2017



Change these settings to match the above



Enter the IP address of your Hololens (provided on the whiteboard)



Select *Debug* > *Start Without Debugging*



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Thank you!