



**TECH 421 - Future of Digital Media**  
**TECH 3706 - AR/VR in Architectural Environments**

**Due: 10/24**

10/26

In Class Showcase +  
Discussion

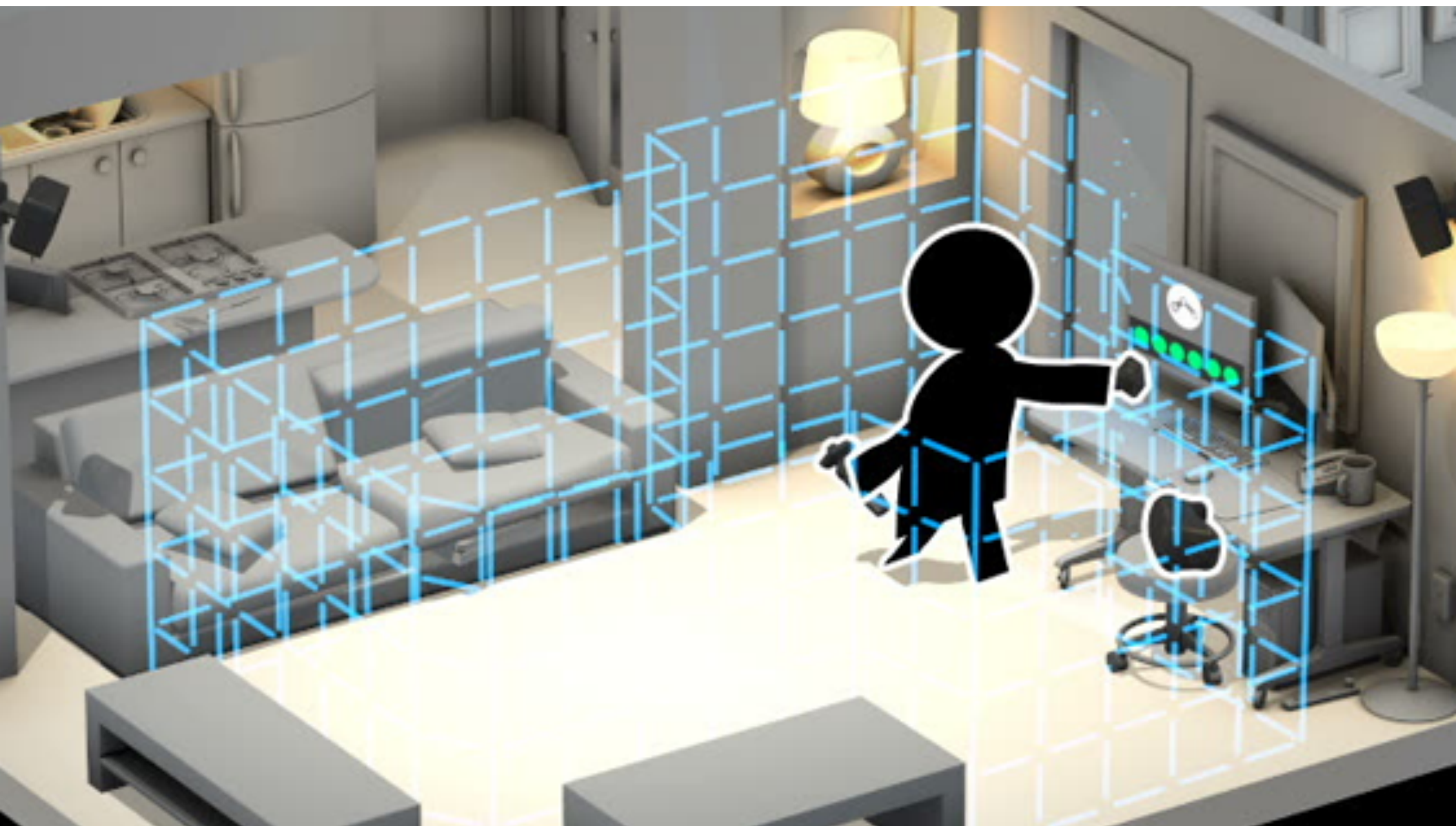
All Materials due 10/31:

Documentation


- Video of the program
- Planning documentation

Unity Project File

Finished (Compiled) Program





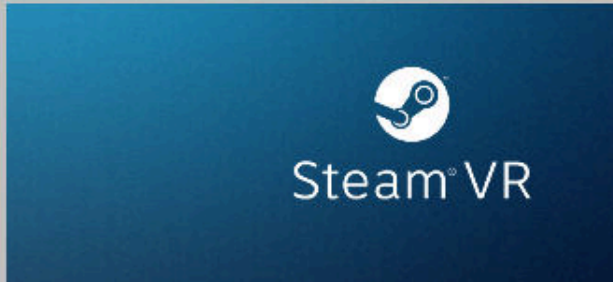


Importing SteamVR is even easier than HoloToolkit since you can get it from the Unity Asset Store.

Just search for SteamVR



SteamVR\_Settings



Recommended project settings for SteamVR:

Build Target (current = StandaloneWindows)

Use recommended (StandaloneWindows64)

Ignore

Show Unity Splashscreen (current = True)

Use recommended (False)

Ignore

Default is Fullscreen (current = True)

Use recommended (False)

Ignore

Run In Background (current = False)

Use recommended (True)

Ignore

Display Resolution Dialog (current = Enabled)

Use recommended (HiddenByDefault)

Ignore

Resizable Window (current = False)

Use recommended (True)

Ignore

Visible In Background (current = False)

Use recommended (True)

Ignore

Color Space (current = Gamma)

Use recommended (Linear) - requires reloading scene


Ignore

Clear All Ignores

Accept All

Ignore All



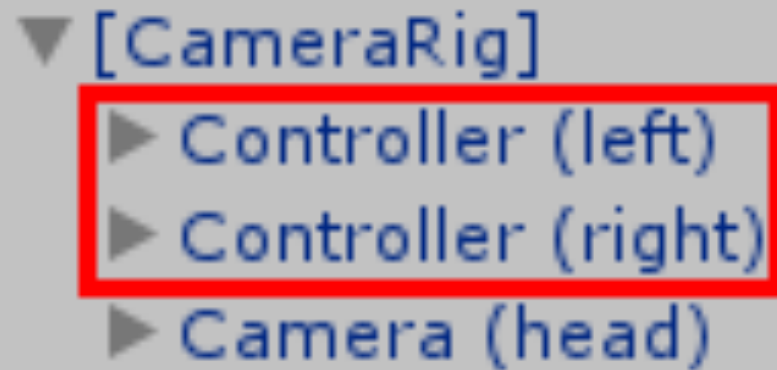


Importing the package  
will create a folder  
called “SteamVR” in your  
“Assets” folder.

# Prefabs to include:

- [CameraRig]
  - (Make sure to delete “MainCamera” from your scene)
- [SteamVR]

Nested under [Camera Rig] in your hierarchy, you will see the Vive Controller gameObjects:





# Some Scripts + Prefabs for the controllers:

<https://github.com/ivaylopg/Tech421Tech3706/raw/master/Session16/SimpleVRInteractions.unitypackage>

# Scripts you can use on the controllers:

## **ViveControllerInput.cs**

Reacts to button presses and touchpad input

## **LaserTeleport.cs**

Allows you to teleport by moving the entire Play Area to another part of your scene. **Make sure to drag the appropriate prefabs to the public variable slots of this script.**

Also, remember to create a new Layer for teleportable area, assign this layer to the floor, and set it in the layer-mask of this script.

(Creating Layers: <https://docs.unity3d.com/Manual/Layers.html>)

# Scripts you can use on the controllers:

## **ControllerGrab.cs**

You will need to add a `Rigidbody` and `Collider` to each controller. Make sure to setup your collider as a trigger and to resize it to something reasonable.

This script will allow you to pickup and hold any `GameObject` that has a `Collider` and `Rigidbody` attached.





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