

Version 1.0.0

-First release!

If you have questions, want to suggest new content or have a bug to report, please e-mail us at games.kyub@gmail.com.

Quick Start Guide

- 1- Drag a VR player in your scene. (StereoPortalsVR/Prefabs/VRPlayer)
- 2- Drag a pink and a green portal in your scene.* (StereoPortalsVR/Prefabs)
- 3- Set each portals targets to the other portal.
- 4- Enjoy!

*For the portals to work properly, you must use a pink and green portal pair. They are not the same, the pink portal's renderers are rotated 180 degrees on the y axis.

Personalization

Pink and green are arbitrary colors used to differentiate the two types of portals. You can personalize your portals as you will by creating new materials with the border shader.

Notice

If the portal stays gray, enable post-processing on all your portal cameras.