

Vologram plugin installation

- Download and import the plugin [VologramsUnityPlayer0_13.unitypackage](#)
- Create an empty game object in the scene, in the Inspector, add the VolPlayer Component to it.
- Click Open New Vol Folder and choose folder where the volumetric video files stored. Click Open New Video File to choose the mp4 video file in same folder.
- Create a new material and drag the material to Rendering Settings > Material.
- For Android VR standalone, copy the folder of volumetric video files (e.g. aljosa folder) to Android device location: `\Android\data\<packagename>\files\`
*<packagename> e.g. com.transmixr.vologltf

