Lab 4: VR Software Setup

Update the Unity Hub

Before you begin to set up your Unity project, Install **Unity 2022.3 LTS**

1. Select Unity 2022.3 LTS:

From Unity Hub, select to install Unity 2022.3 (LTS). This LTS (Long-Term Support) version of Unity is stable and will be fully supported for two years, making it ideal for development.

2. We are going to use a Meta Quest later, so please install the Android Build Support Module:

When prompted to install additional export modules, select Android Build Support.

This will enable you to build Android apps (.apk files), which run on Quest devices.

3. Download and install the Unity Editor:

Follow the prompts in Unity Hub to continue downloading and installing Unity 2022.3 LTS, then wait for it to install.

Go through this for your knowledge if you do not own a Meta Quest device

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Quest device setup

Before you can begin development with a Quest, there are a few steps required to make sure the device is configured appropriately.

1. Put your device in Developer Mode:

Follow the instructions on [Device Setup from the Meta Developer](#) page to put your device in Developer Mode.

This will allow you to do testing and development on your device.

2. (Windows only) Install the Quest software and connect your device:

If you are using a Mac, skip this step.

From the Quest Setup page, download and install the correct application or software for your device.

Within the application, follow the instructions to add your headset, either by Link cable or by Air Link.
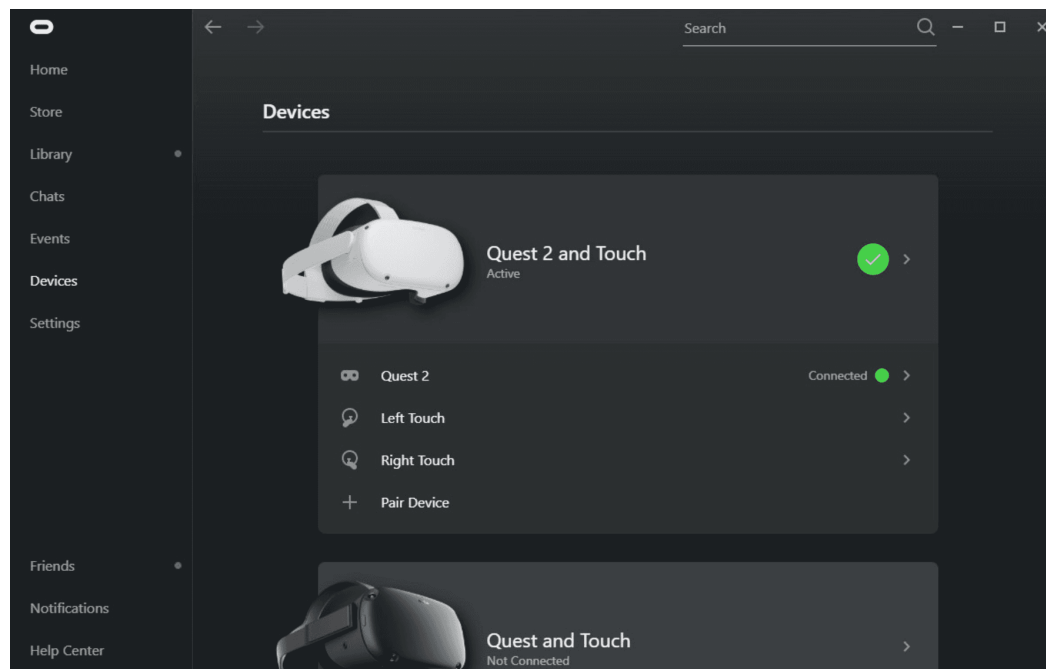
3. (Mac only) Using Quest devices with a Mac:

You won't need to download any additional software in order to use your device with a Mac. There will be further instructions on how to test your app with a Mac in a later tutorial.

You should now have your Quest device ready for development with Unity.

4. VR Project Setup

Link to tutorial:
https://learn.unity.com/pathway/vr-development/unit/vr-basics/tutorial/vr-project-setup?version=2022.3

📝 Instructions:

1. Follow the tutorial and **complete steps 1 to 5** to test VR through Unity.
2. Ensure that you able to control the controller via keyboard Play Mode.
3. When done, **record a short video** of the final result **in Play Mode** showing you able to control the virtual controller.
4. If you have a Meta Quest you may continue trying on Steps 6. (I will bring Meta Quest on next Lab, you may run your project in Meta Quest if wish to try)
5. **Upload your video** to Google Drive.
6. **Submit the Drive link** (make sure the link is **accessible to anyone with the link**).

✅ Submission Checklist:

- Completed steps 1–5 of the Unity tutorial
- Control virtual controller in Play Mode
- Video recorded
- Video uploaded to Google Drive
- Link shared with access enabled
- Upload Drive Link in UKMFolio