

Unity Virtual Reality Projects - The Book

This package contains completed projects for each chapter of the book “Unity Virtual Reality Projects - Second Edition” by Jonathan Linowes.

The book is available in hardcopy and/or ebook formats, from

- [Amazon](#)
- [Packtpub](#)

This is a Unity project with completed examples and projects from the book. It includes 38 separate scenes for the 13 chapters and major topics in the book.

Implemented using Unity 2019.7f1 and is device-independent using the Unity XR Input SDK. Does not require any device-specific SDK such as to Oculus, SteamVR, Daydream etc but should run on any of those devices and platforms. See the files in Assets/UVRP2/XRInput/ folder.

INSTALLATION

1. Clone this repository to your local drive. [How to clone a repository](#)
2. Open the project in Unity 2019.1+
3. Import the additional required and optional Unity packages listed below

Because of licensing restrictions you will also need to separately install the following packages from the Asset Store (all free):

Required

The following free assets are required to run this project:

- [Unity Standard Assets](#)

Optional

The following free assets are recommended but optional and fun to use in these projects:

- [Google Poly Toolkit](#)
- [Nature Starter Kit 1](#)
- [Wispy Skybox](#)
- [Skull Platform](#)

Credits

The following free assets are already included in the repository with the following attribution:

- [Balloon Model](#)
- [Third Prototype - Dancefloor](#) MP3
- [Unity Beat Detection](#) C# Script
- [Tissot_behrmann.png](#)
- [“Blackbird” performed by Salvatore Manalo](#) MP3
- [Nest and egg Models](#)

- [Living Birds](#) Models
- [Sunglasses](#) Model (royalty free extended use license paid, and converted to compatible FBX format)
- Miscellaneous photos from unsplash.com, attributions within the Chapter 9 Gallery project scriptable data objects
- Additional photos and assets courtesy of myself (Jonathan Linowes, the author)

/SourceFiles/ Folder

The the /SourceFiles/ folder contains the original source files provided by the publisher with the book, includes asset files needed to help get started with each of the chapter projects but not completed projects.

Scenes included with this project - in Assets/UVRP2/ folder

- Ch2-Diorama
 - 2-1-Diorama
- Ch3-BuildAndRun
 - 3-1-Diorama-XR
- Ch4-Gaze
 - 4-1-RandomWalker
 - 4-2-LookMoveWalker

- 4-3-LookToKill
- Ch5-Interactables
 - 5-1-InputTest
 - 5-2-BalloonsPolling
 - 5-3-BalloonsEvents
 - 5-4-BalloonsInHand
 - 5-5-BalloonGrenades
 - 5-6-GrabAndThrow
- Ch6-UI
 - 6-1-CanvasUI
 - 6-2-DashboardUI
 - 6-3-InteractableUI
 - 6-4-WristPalette
- Ch7-Locomotion
 - 7-1-GlideLocomotion
 - 7-2-GlideLocomotionComfort
 - 7-3-Teleport
 - 7-4-SpawnPoints
 - 7-5-TeleportNavmesh
- Ch8-Physics
 - 8-1-BallsFromHeaven
 - 8-2-BallsPool
 - 8-3-HeadBallGame

- 8-4-PaddleBallGame
 - 8-5-ShooterBallGame
 - 8-6-FireBallGame
 - 8-7-FireBeatGame
- Ch9-Spaces
 - 9-1-Gallery
 - 9-2-GalleryRidethrough
- Ch10-360Media
 - 10-1-Globes
 - 10-2-Photophere
 - 10-3-VideoSphere
 - 10-4-skybox
 - 10-5-VideSkybox
- Ch11-Timeline
 - 11-1-BlackbirdStory
- Ch12-Multiplayer
 - N/A
 - Note, the UNet Unity Networking components used in this chapter have been deprecated in Unity 2018.x and removed in Unity 2019+
- Ch13-Performance
 - 13-1-Optimization

- 13-2-StaticBorg
- 13-3-BorgCulling

More Info

Contact the author at [Parkerhill](#)

Questions, Errata, or Suggestions? [Submit an issue on the GitHub repository](#)

