Instructions:

In order to run the threat context-conditioning task, you will have to install the following packages in the Assets folder of the project. We used objects and features from these packages to design the task.

Asset Packages needed.

Big Furniture Pack

<https://www.assetstore.unity3d.com/en/#!/content/7717>

Camera Path 3 ($30)

<https://www.assetstore.unity3d.com/en/#!/content/617>

Furniture Pack 1Free

<https://www.assetstore.unity3d.com/en/#!/content/11859>

Home Interior Pack

<https://www.assetstore.unity3d.com/en/#!/content/12382>

ProCore bundle ($150)

<https://www.assetstore.unity3d.com/en/#!/content/15447>

UFPS ($75)

<https://www.assetstore.unity3d.com/en/#!/content/2943>

Oculus

Oculus Utilities for Unity

<https://developer.oculus.com/documentation/unity/latest/concepts/unity-utilities-overview/>