

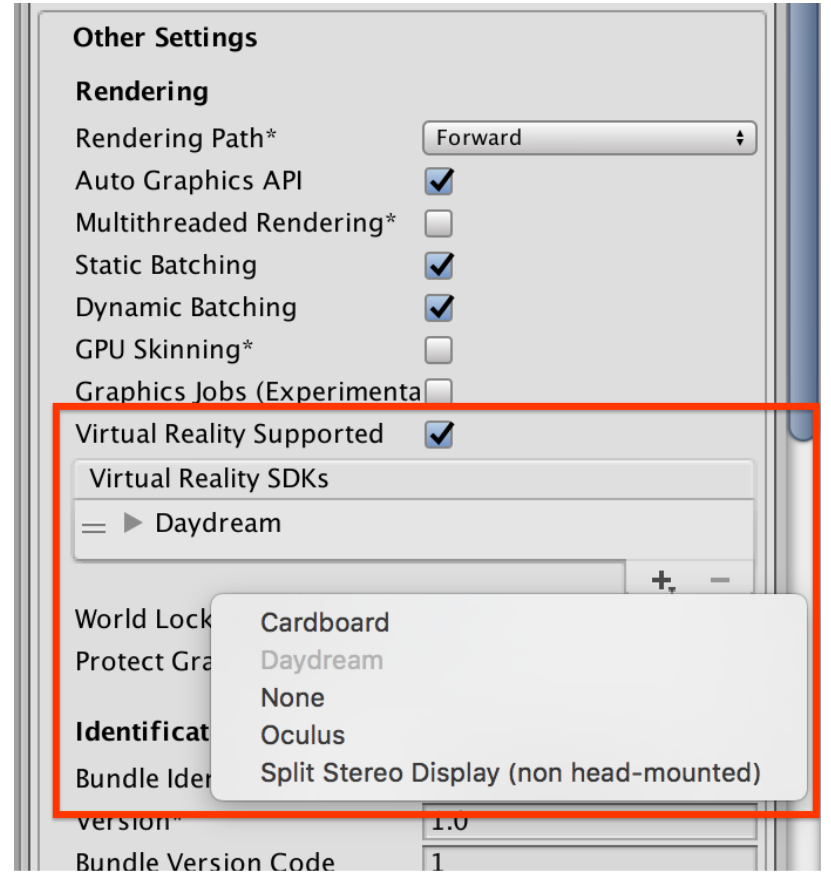


Cardboard VR

- “Affordable” VR
 - Modern iOS/Android Smartphone + Cardboard + Plastic
- Google’s [Cardboard app](#)
 - Pairs your cardboard viewer
 - Includes demos
- Google’s [Cardboard Design Lab](#)
 - Interactive tips for designing VR experiences

Android Setup

- Download Unity 5.6
 - Includes native Cardboard support
- Player settings
 - Enable Cardboard VR
 - Set minimum API level to "Android 4.4 'Kit Kat' (API level 19)"



Google Cardboard SDK

- The SDK is a library of prefabs/scripts for cardboard development
- Optional, but recommended!
- [Download](#) and import the SDK
- Features
 - Simulated input in desktop mode:
 - Alt + Mouse Move simulates turning your head
 - Ctrl + Mouse Move simulates tilting your head
 - Click simulates triggering a UI element
 - Prefabs for designing gaze-based controls
 - A [spatial audio system](#)

Guides

- Google's [Android](#) & [iOS](#) guides for Unity
- Unity's [tutorials on VR](#) (not Cardboard-specific)