

Unity Optics Installation Guide

Team Unity
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1 Necessary Software

- Unity3D Game Engine (version 3.0a8 or later)
- Microsoft Visual Studio (version 2019 or later)
- Google Firebase SDK
- Git

1.1 To Install Unity

- <https://unity3d.com/get-unity/download> (Download Unity Hub and install version 3.0a8).

1.2 To Install Microsoft Visual Studio

- <https://visualstudio.microsoft.com/> (Download Visual Studio IDE Community 2019).

1.3 To Access Firebase

- Contained within the ./UnityOptics/Samples directory are scripts for accessing the Firebase Cloud Firestore via the Web.

- Integrate this into your own code base in order to access the recorded telemetry in JSON format.

1.4 Git

- Visual Studio IDE 2019 contains a version of Git that can access the GitHub repo via it's Team Explorer.
- Otherwise, install via: <https://git-scm.com/book/en/v2/Getting-Started-Installing-Git> and clone the repo.

2 How to Play

- Open the Unity3D Engine and run it with the ./UnityOptics folder.
- From the ./UnityOptics/Assets/Scene folder in the Unity3D Engine interface click and drag the SampleScene.unity file onto the editor view.