



(v1.0)

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This document will walk you through the entire "HUD for VR – Sterile Future" package and how to best take advantage of it.

# INTRODUCTION

Use your informative sci-fi hud for VR projects. It's working without VR motion sickness and can be completely customizable with your project.

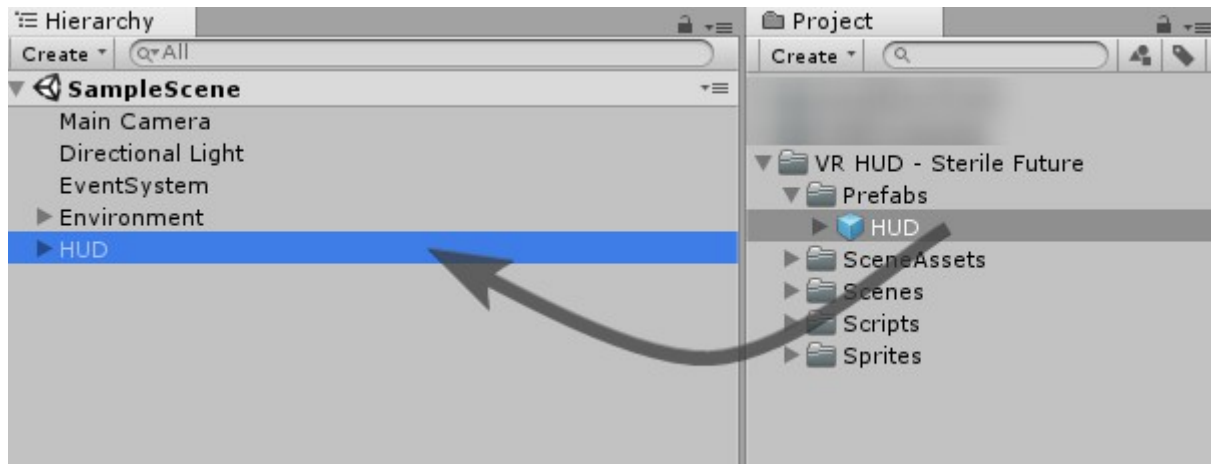
Sterile Future;

- Is easy to use
- Is blazingly fast, optimized
- Animated, customizable with your data.
- NO VR SICKNESS
- Working with a layered setup
- Source code included
- Mixed Reality HMD compatible
- Oculus and Vive Compatible
- Mobile VR compatible

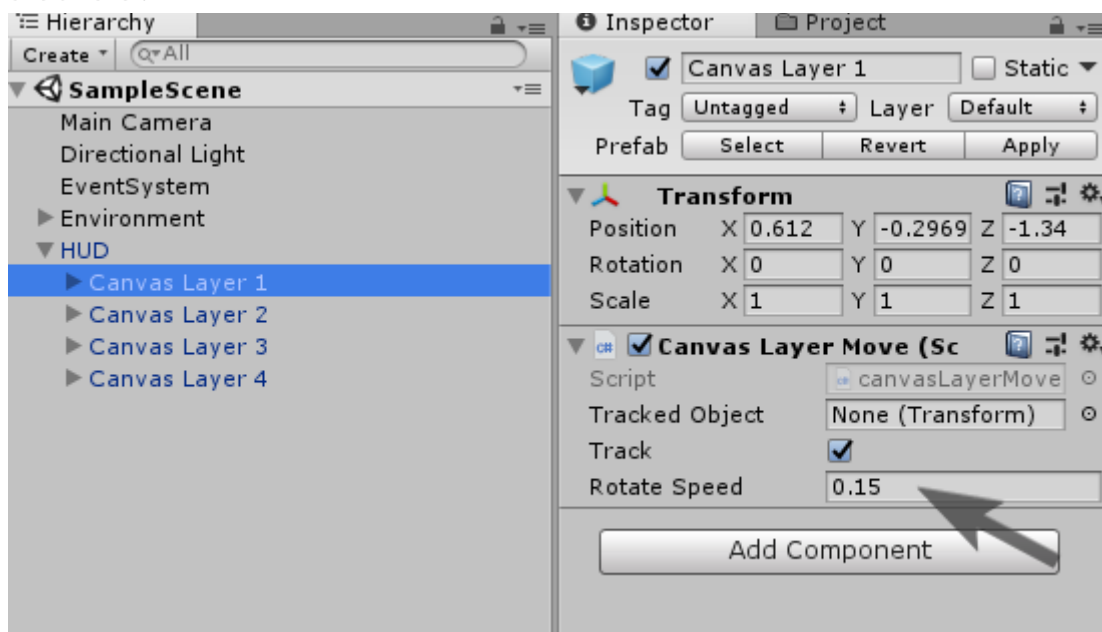
Easy to import and has endless customizable rig for the best look and comfort feel.

# QUICK SETUP

1. For an easy start, just drag and drop the "HUD" prefab to your hierarchy. Like in the "Sample Scene".

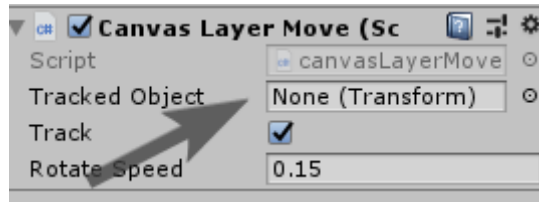


2. After hit "PLAY", as you realize, it's automatically attach to the camera and appear on user's screen. To tweak some layers select one of them and set values.

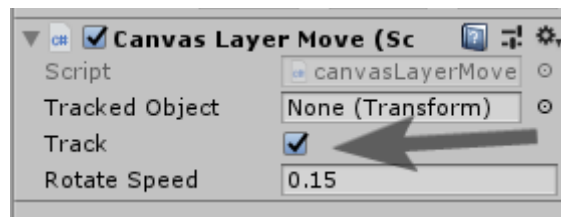


3. "Tracked Object" is for other objects besides main camera, so you can set the hud on a turret or another rotating screen or camera from there. If

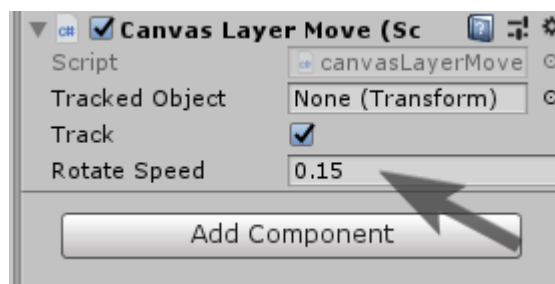
it's not set, HUD will track main camera of the scene.



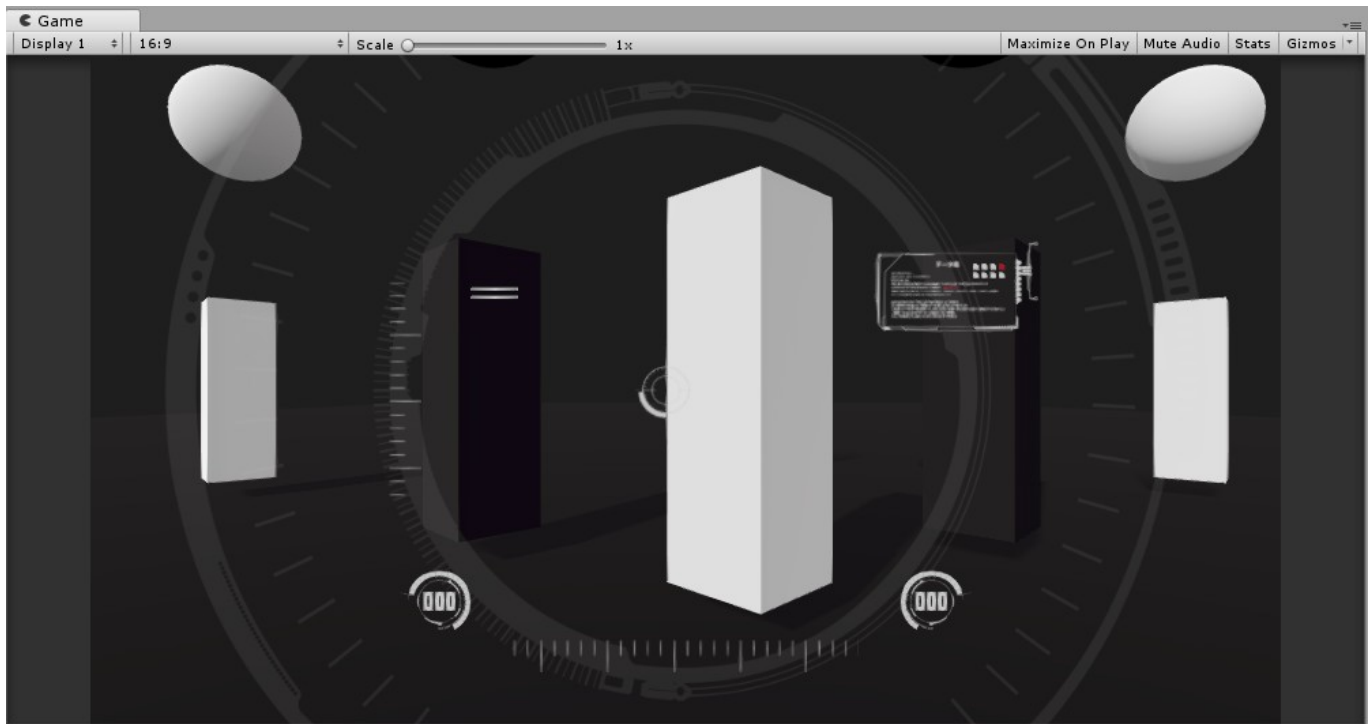
4. "Track" checkbox is for moving HUD's. Be sure it's checked for VR scenes.



5. With "Rotate Speed" this layer's floating speed is set. Higher speed means more attached to the tracked object's rotation. (High values can cause VR sickness because of fixed objects on front of eyes)



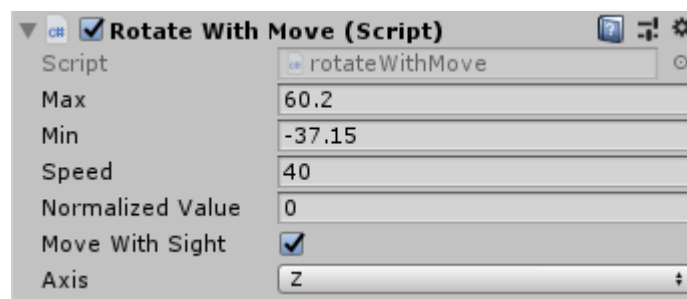
And it's ready for easy use!



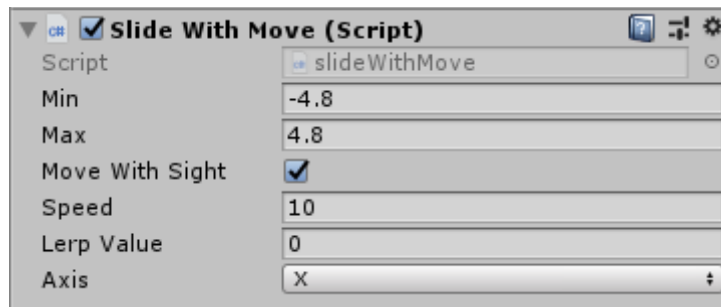
# SCRIPTS

Note: If you want to set distance of layers use the child object's transform called "Hud Canvas". You can set the distance from its transform component. Layer's own distance is fixed with "Canvas Layer Move" script.

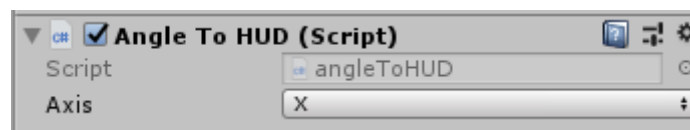
- Rotate With Move: You can set maximum and minimum rotation values for a canvas object. If you checked "Move With Sight" this rotation is going to change relative with camera's (or another object's) rotation. "Speed" is for lerping speed that rotation.



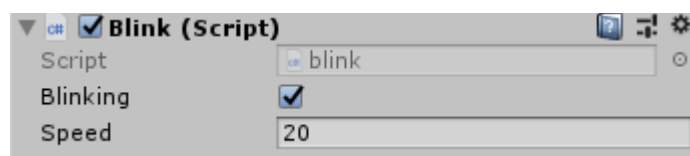
- Slide With Move: Set Max and Min slide values for a canvas object transform's position (x axis). If you checked "Move With Sight" this rotation is going to change relative with camera's (or another object's) rotation. "Speed" is for lerping speed that slide. "Axis" for determine which axis of camera relative the slide.



- Angle To HUD: Writes angle to a Canvas Text. Use for a fancy rotation indicator. "Axis" for which axis of camera's move.

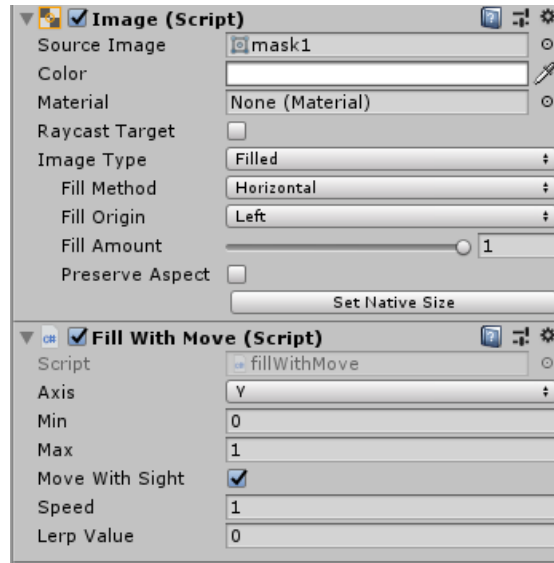


- Blink: Use this component for blinking canvas images. "Speed" is going to set periods of blinks.

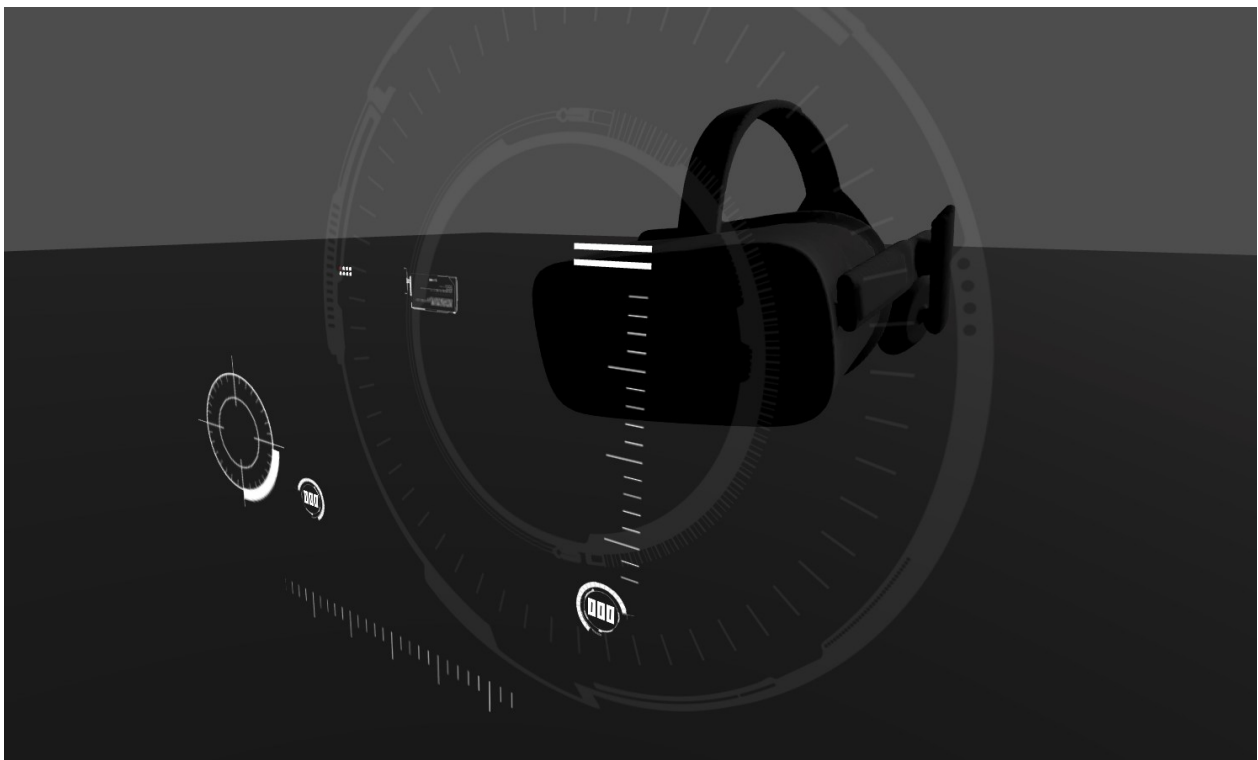


- Fill With Move: This component is for "filling canvas images" You can set axis, min and max fill values. "Move With Sight" this rotation is going to

change relative with camera's (or another object's) rotation. "Speed" is for lerping speed that fill.



- Mouse Look: for testing purposes, if you dont have HMD at the moment, you can test layer speeds and other things from this component. Attach to camera that HUD's attached.



HUD for VR – Sterile Future

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