



Stereokit

A very brief introduction

Our Team



Maarten R. Struijk Wilbrink
XR Developer

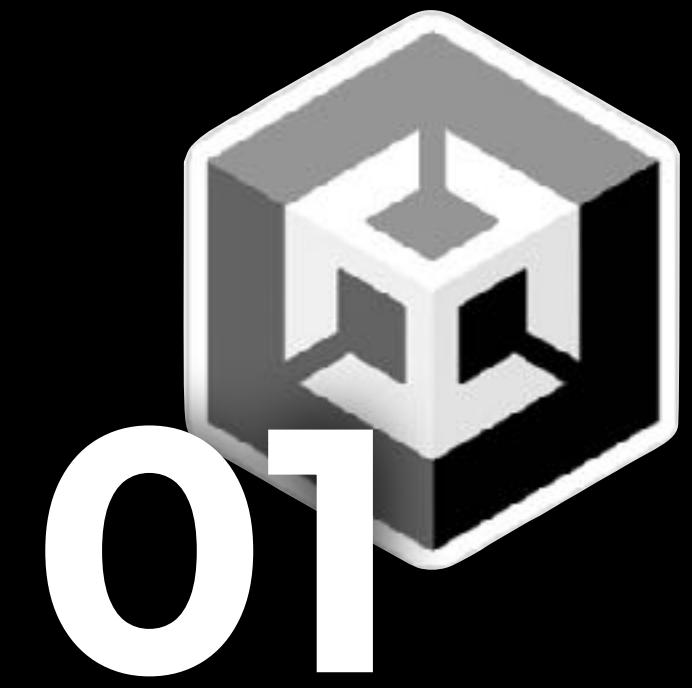


Vennila Vilvanathan
XR Developer

SOLO (Support Onderwijs Labs & Onderzoek)

SOSXR (Social Science XR Support)

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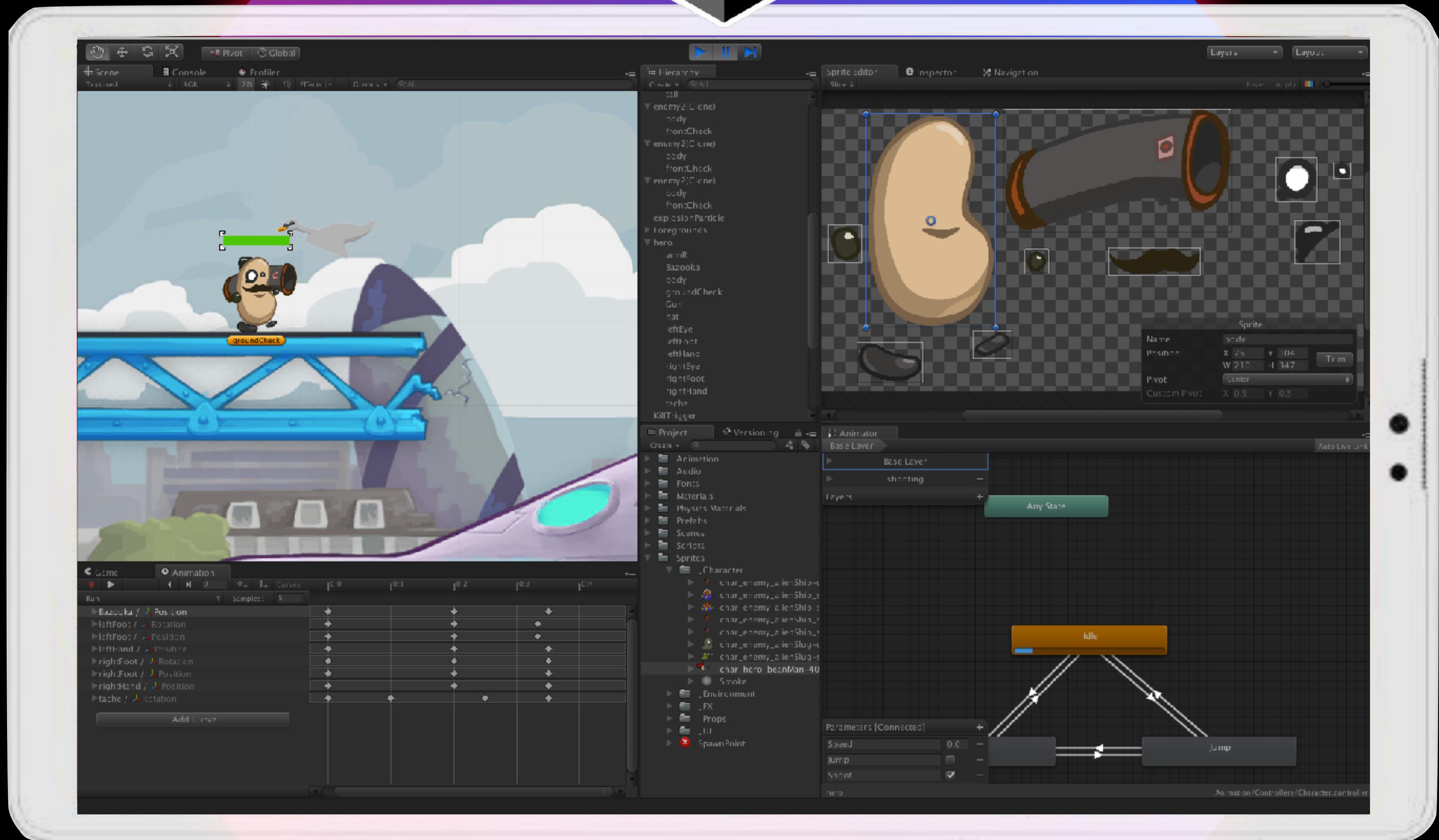


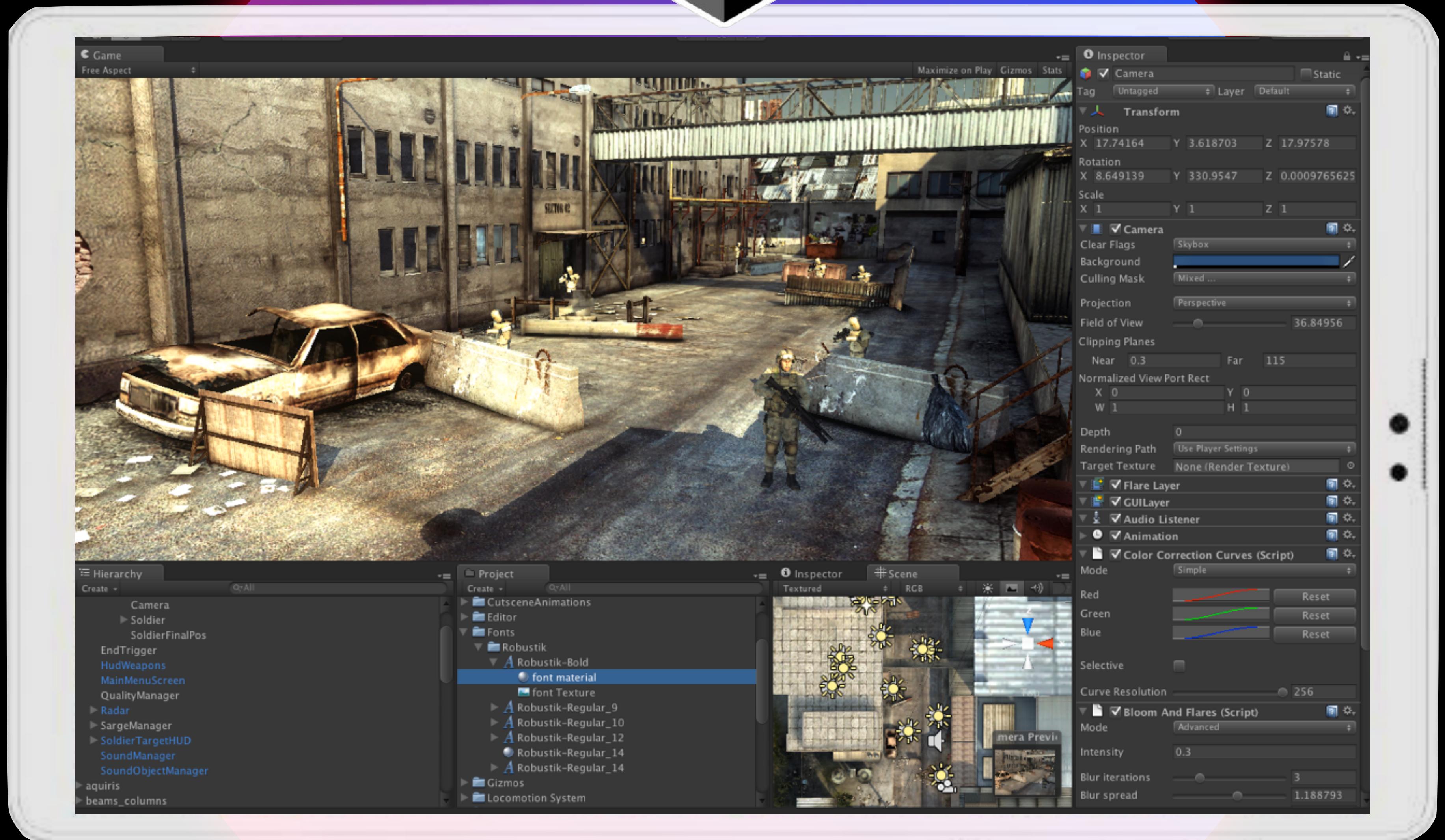
The Case For Unity

unity

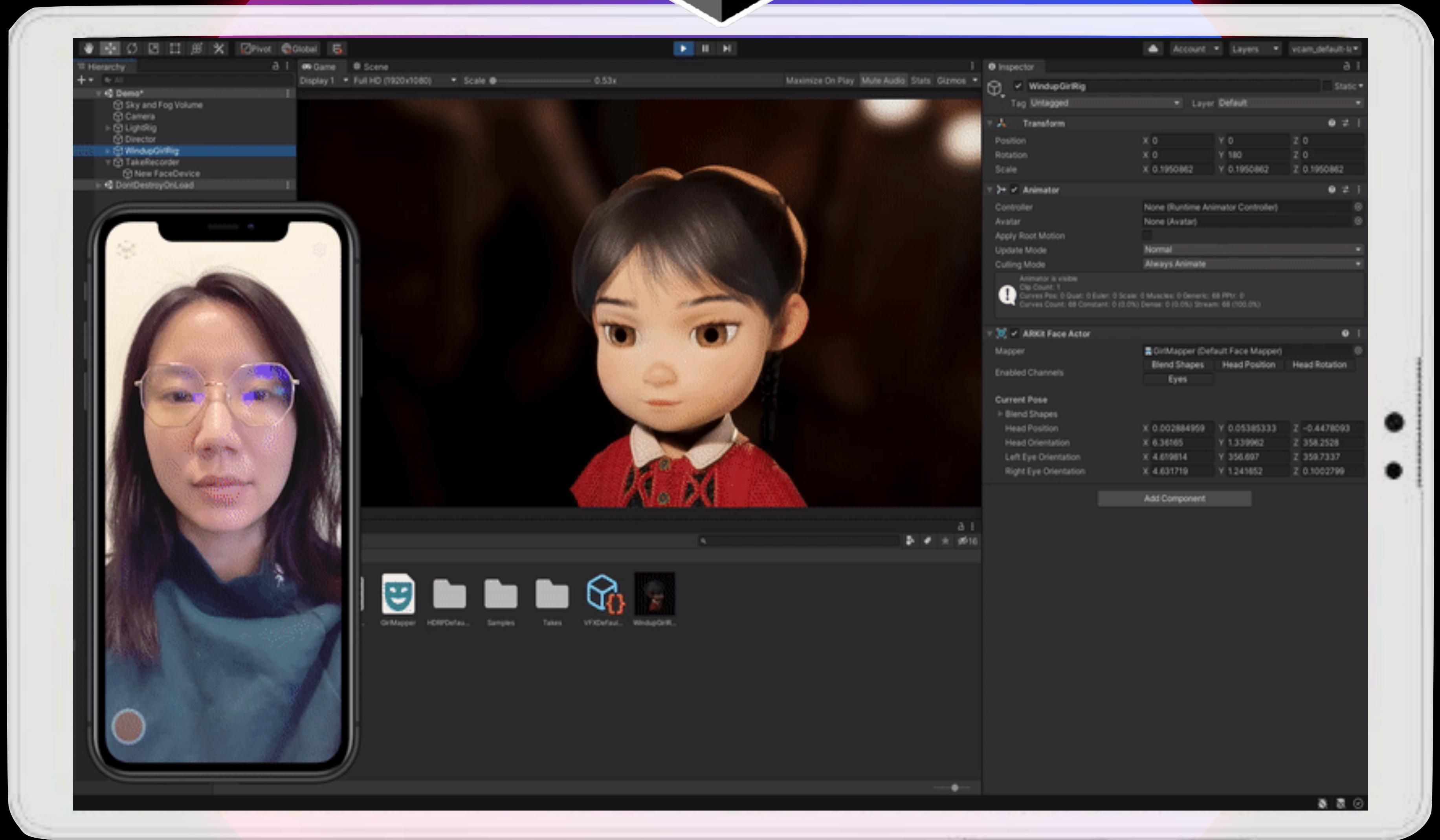
Unity3d is objectively amazing

You can do so much with it







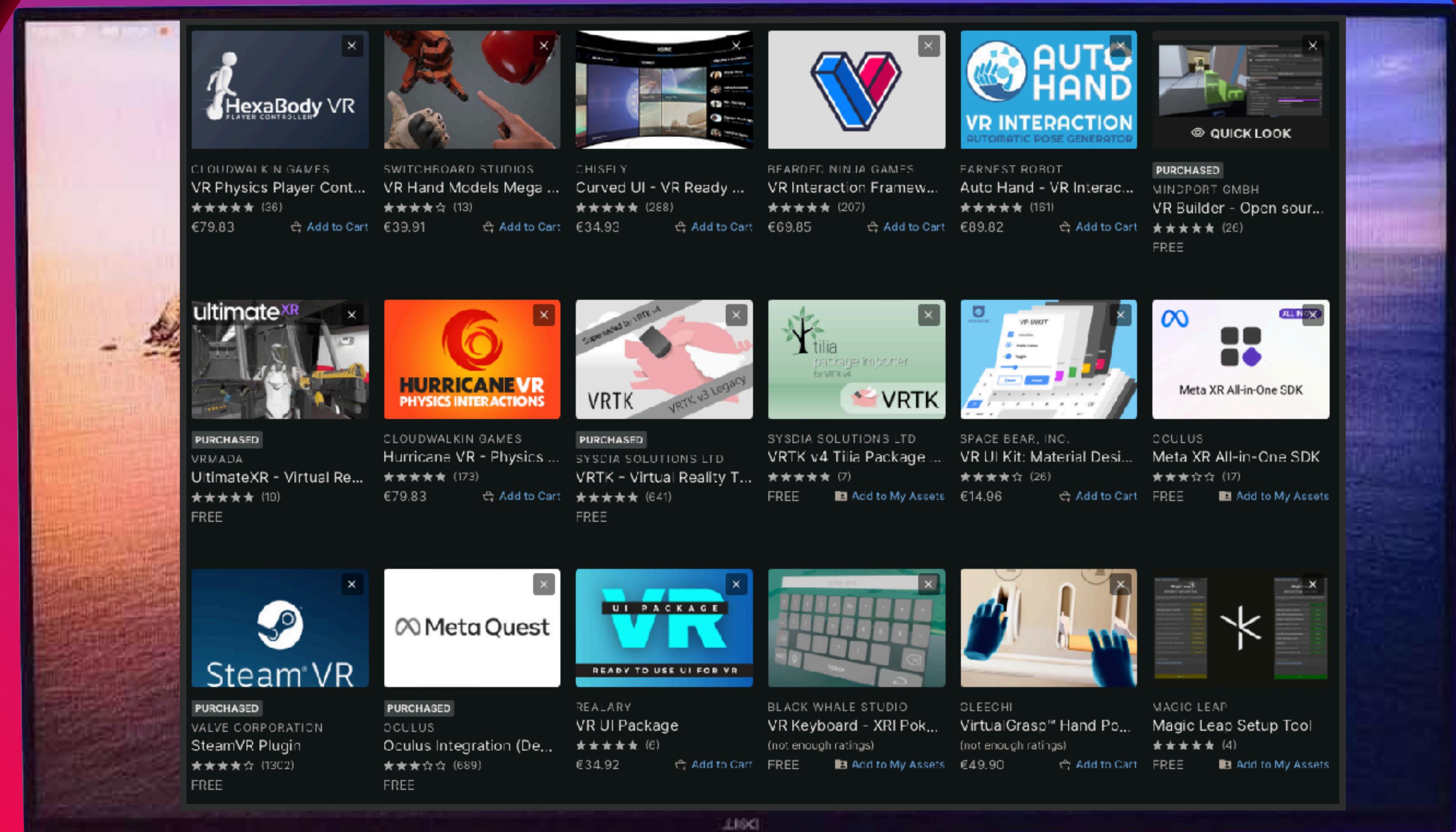


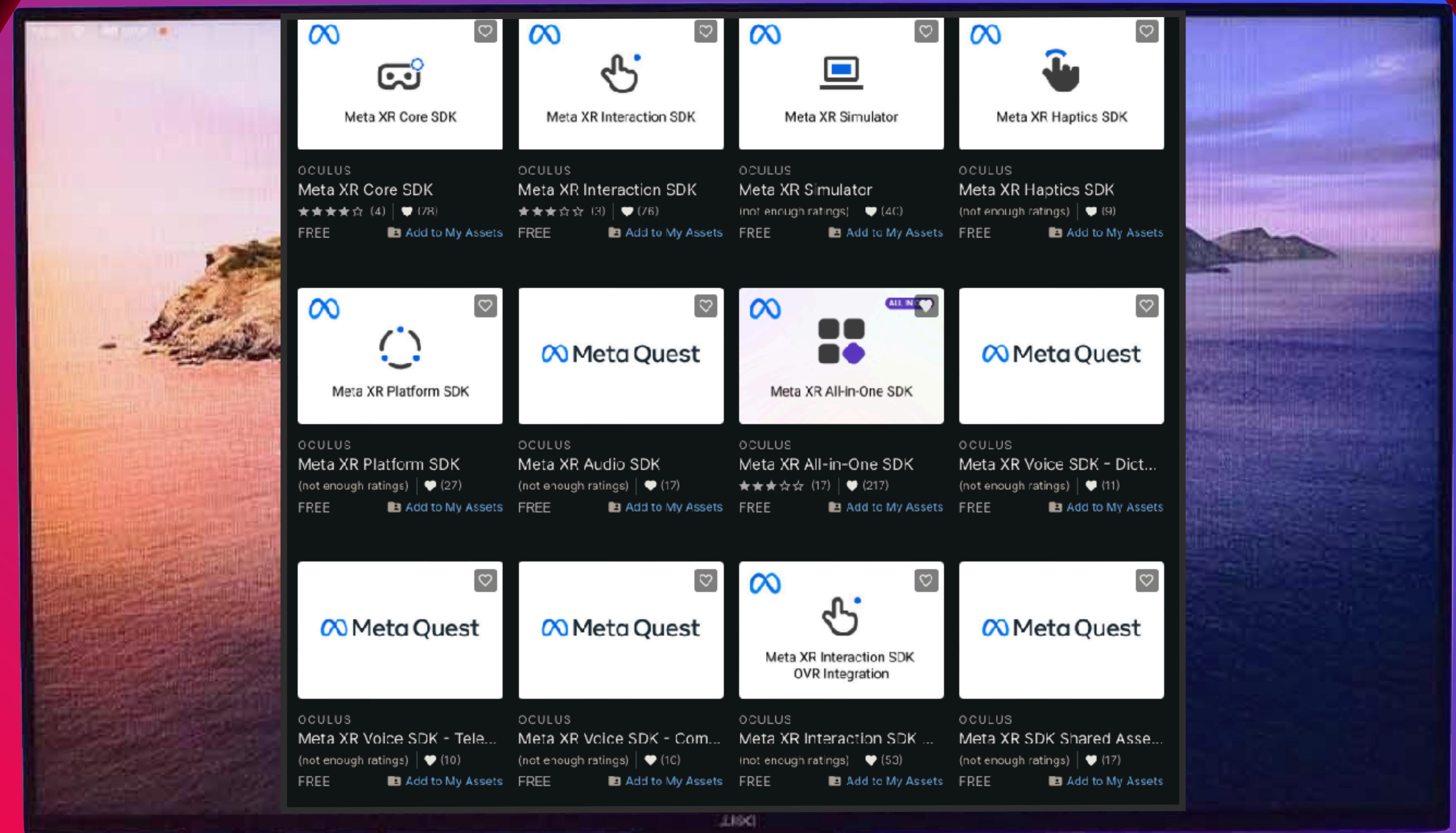
The Case Against Unity

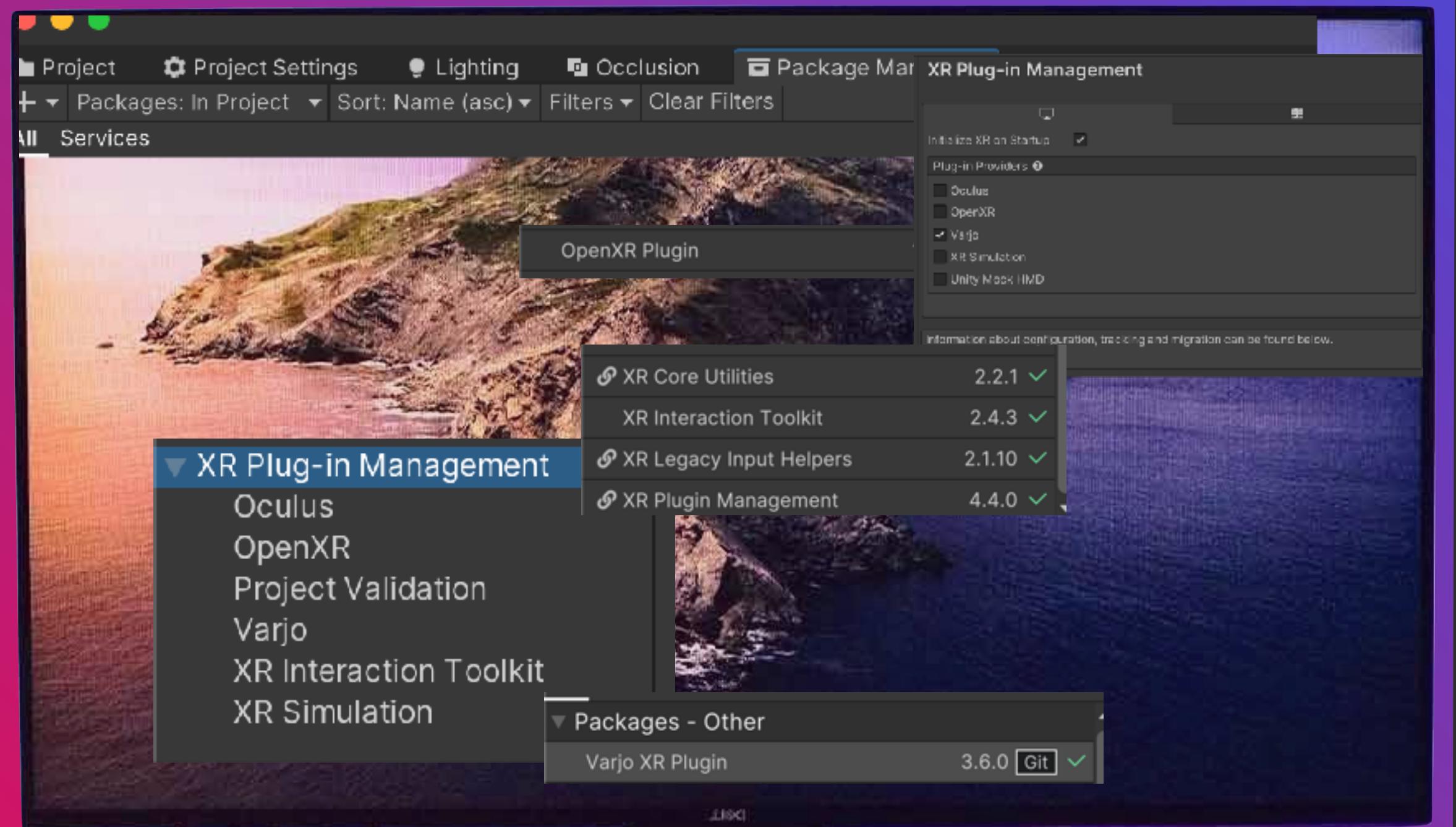


Unity3d is objectively terrifyingly complex

Because you can do so much with it







Script
EyeTrackingExemple

Gaze data
Gaze Data Source
Input Subsystem

Gaze calibration settings
Gaze Calibration Mode
Calibration Request Key

Fast
Space

Gaze output filter settings
Gaze Output Filter Type
Set Output Filter Type Key

Standard
Right Shift

Gaze data output frequency
Frequency
Maximum Supported

Toggle gaze target visibility
Toggle Gaze Target

Return

Debug Gaze
Check Gaze Allowed
Check Gaze Calibrated

Page Up
Page Down

Toggle fixation point indicator visibility
Show Fixation Point

Fixation Point Transform
Left Eye Transform
Right Eye Transform

None (Transform)
None (Transform)

KR camera
Kr Camera

Main Camera (Camera)

Gaze point Indicator
Gaze Target

Gaze ray radius
Gaze Radius

0.01

Gaze point distance if not hit anything
Floating Gaze Target Distance

5

Gaze target offset towards viewer
Target Offset

0.2

Amount of force give to freerotating objects at point where user is looking
Hit Force
Free Rotating Tag

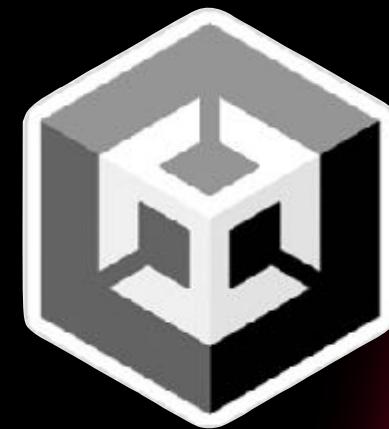
5
FreeRotating

Gaze data logging
Logging Toggle Key

Right Control

Default path is Logs under application data path.
Use Custom Log Path
Custom Log Path

Logs data framerate while logging.



Dinosaur VR Survival T-Rex Jump scare XR game template

by abigfluffyyak (not enough ratings) | ❤️ (10)

€12.97

Taxes/VAT calculated at checkout

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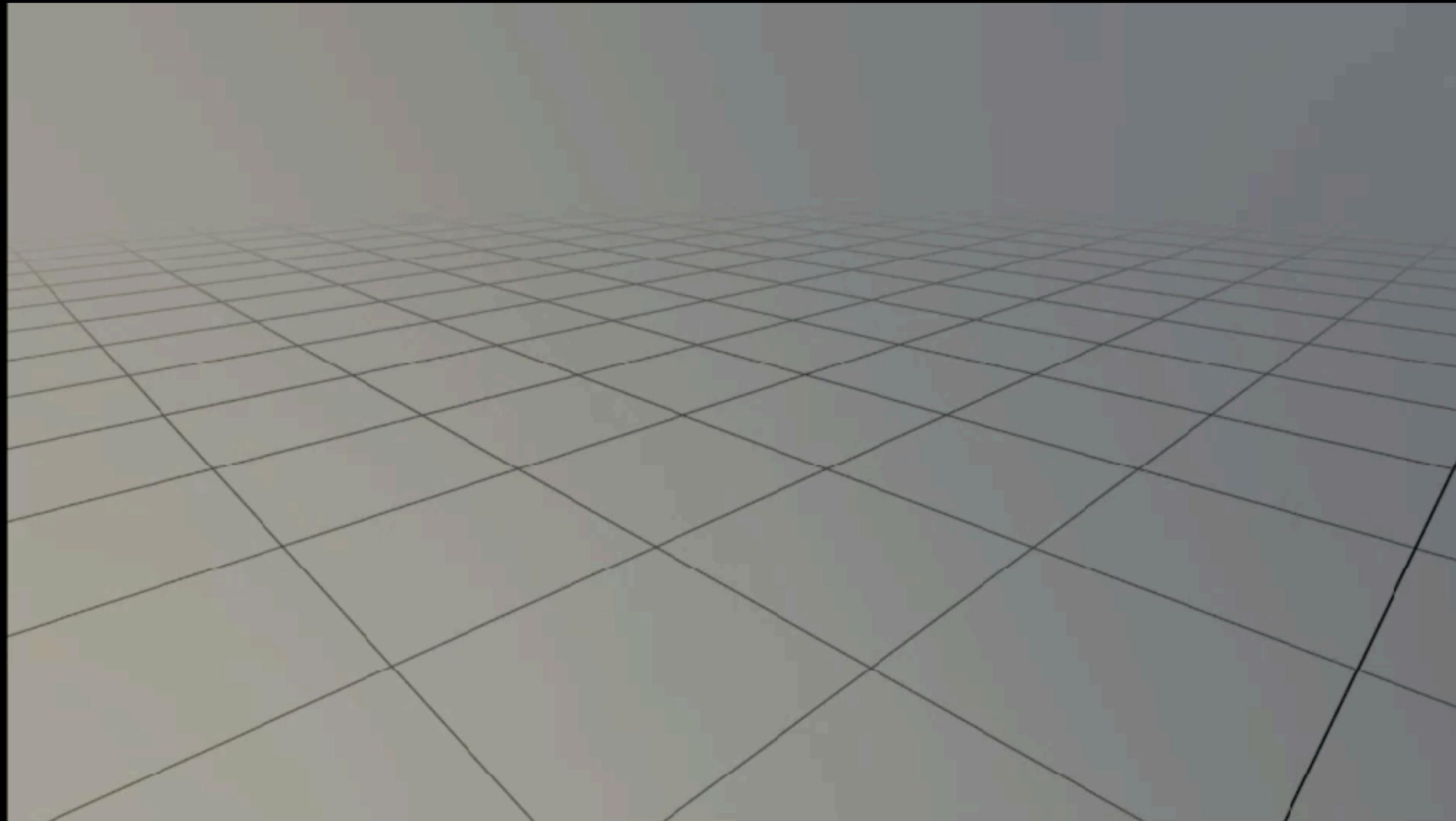
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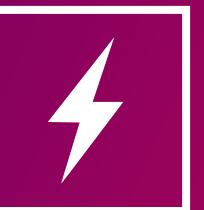
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License agreement	Standard Unity Asset Store EULA
License type	Single Entity
File size	67.7 MB
Latest version	1.0
Latest release date	Jan 12, 2023
Original Unity version	2020.3.36 or higher



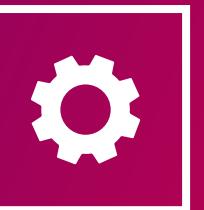


!FUN!



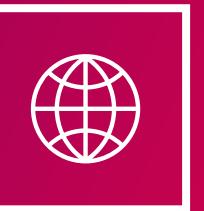
"IT'S MIXED REALITY!!
IF YOU'RE NOT HAVING FUN,
YOU'RE DOING SOMETHING
VERY VERY WRONG"

NOT FOR GAMES



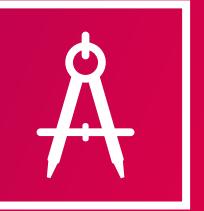
IT'S FOR MAKING APPS,
PROGRAMS, EXPERIENCES

**CODE ONLY AND
OPEN SOURCE**



EASILY SHARED AND VERSIONED
NO ASSET HELL

MR - VR - AR - XR



YOU HAVE HANDS AND A FACE

```
PUBLIC STATIC VOID DEBUGFINGER(STRING TEXT)
{
    VAR RIGHTHAND = INPUT.HAND(HANDED.RIGHT);
    VAR INDEXFINGERTIP = RIGHTHAND[FINGERID.INDEX, JOINTID.TIP];      VAR
    FINGERTIPPOSE = INDEXFINGERTIP.POSE;

    TEXT.ADD(TEXT, FINGERTIPPOSE.TOMATRIX());
}
```

```
PUBLIC VOID LOOKINGAT(BOUNDS INTERESTINGTHING)
{
    IF (!INPUT.EYESTRACKED.ISACTIVE())
    {
        RETURN;
    }

    IF (INPUT.EYES.RAY.INTERSECT(INTERESTINGTHING, OUT VEC3 AT))
    {
        DEFAULT.MESHSPHERE.DRAW(DEFAULT.MATERIAL, MATRIX.TS(AT, .05F));
    }
}
```

```
// I WANT A THING
VAR THING = MODEL.FROMFILE ("THING.GLTF");
VAR THINGPOSE = NEW POSE(0,0,-0.5F);
THING.DRAW(THINGPOSE.TOMATRIX());

// AND I WANT TO TOUCH IT
UI.HANDLE ("THING", REF THINGPOSE, THING.BOUNDS);
```

PROJECT **VISUAL
APPROACH /
AVOIDANCE BY
THE SELF TASK**

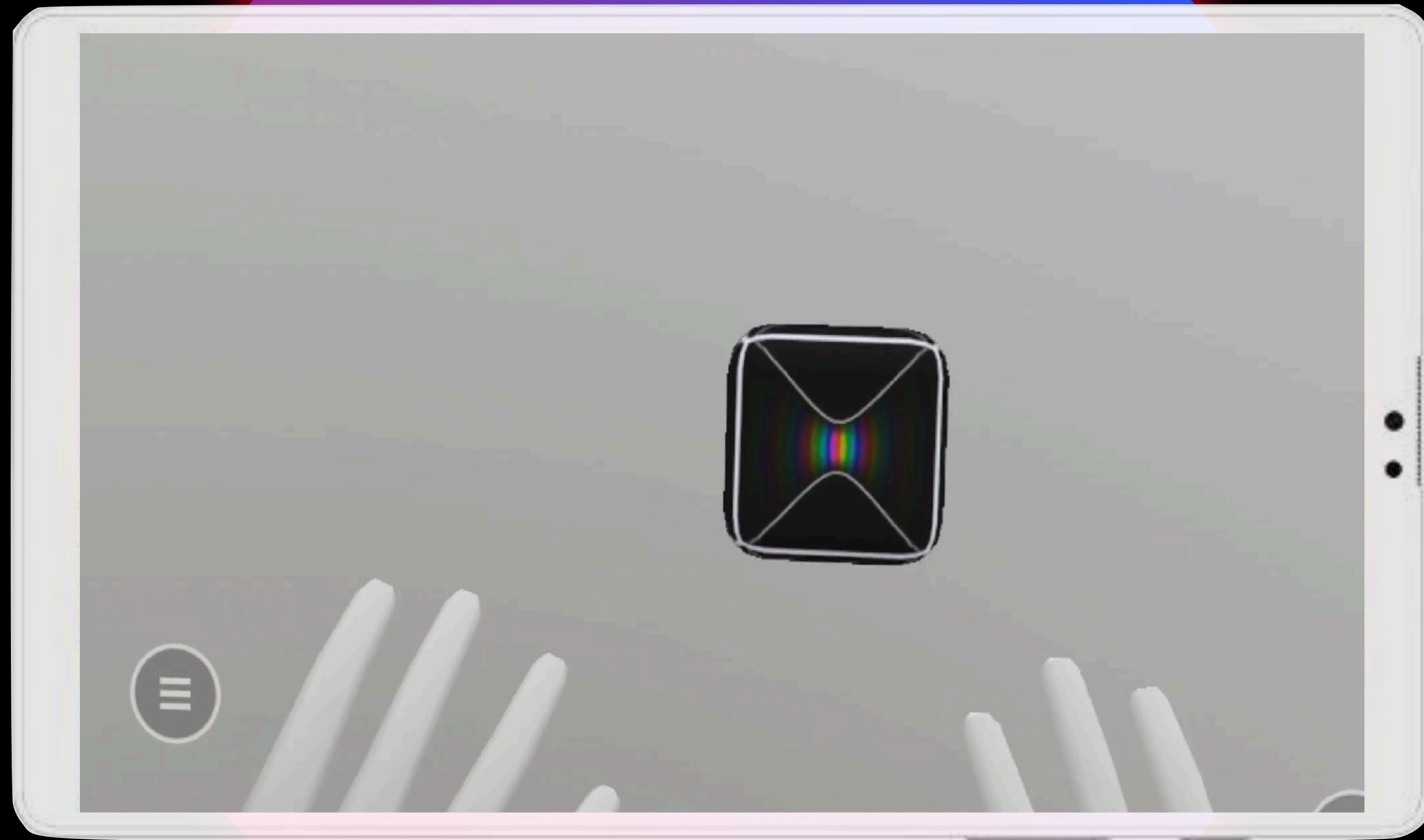


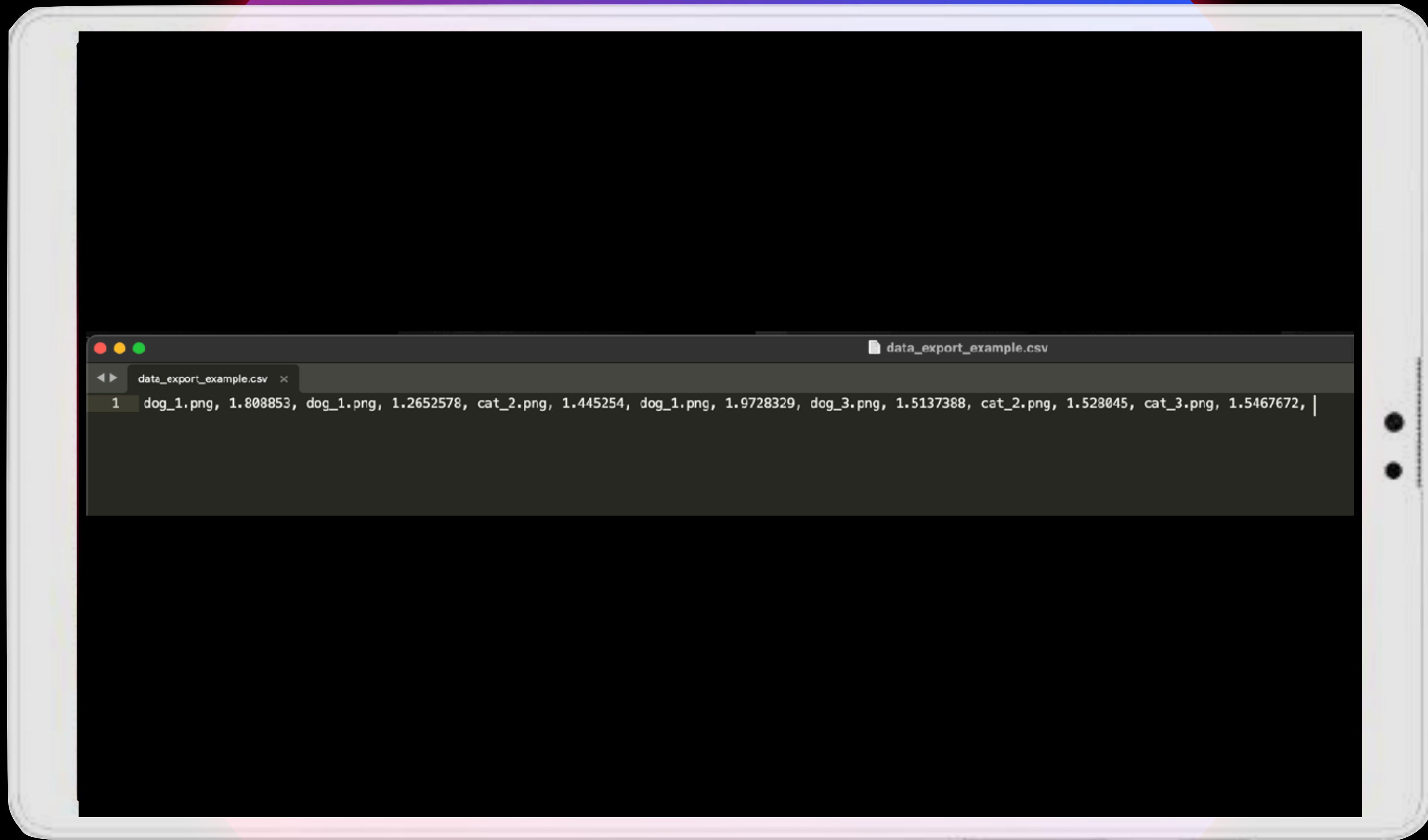
DEMO TIME!

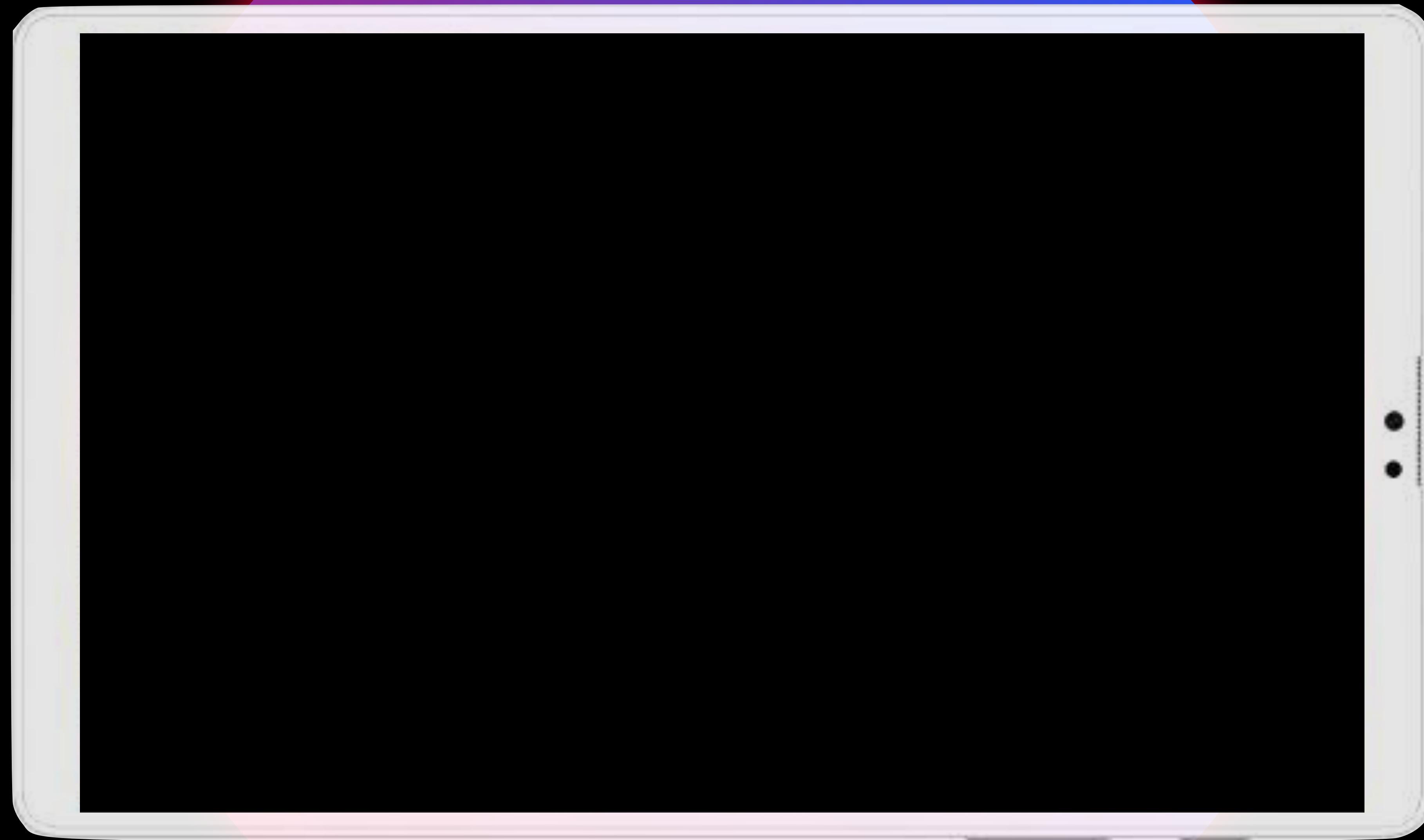


**Watch me frantically mistype
every word available**









Thank
you.

What are your **questions?**

You can reach us at

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