

# Unity3D – VRTK integration

<https://vrtoolkit.readme.io/docs>

Neues Universal Render Pipeline (URP) Projekt erstellen

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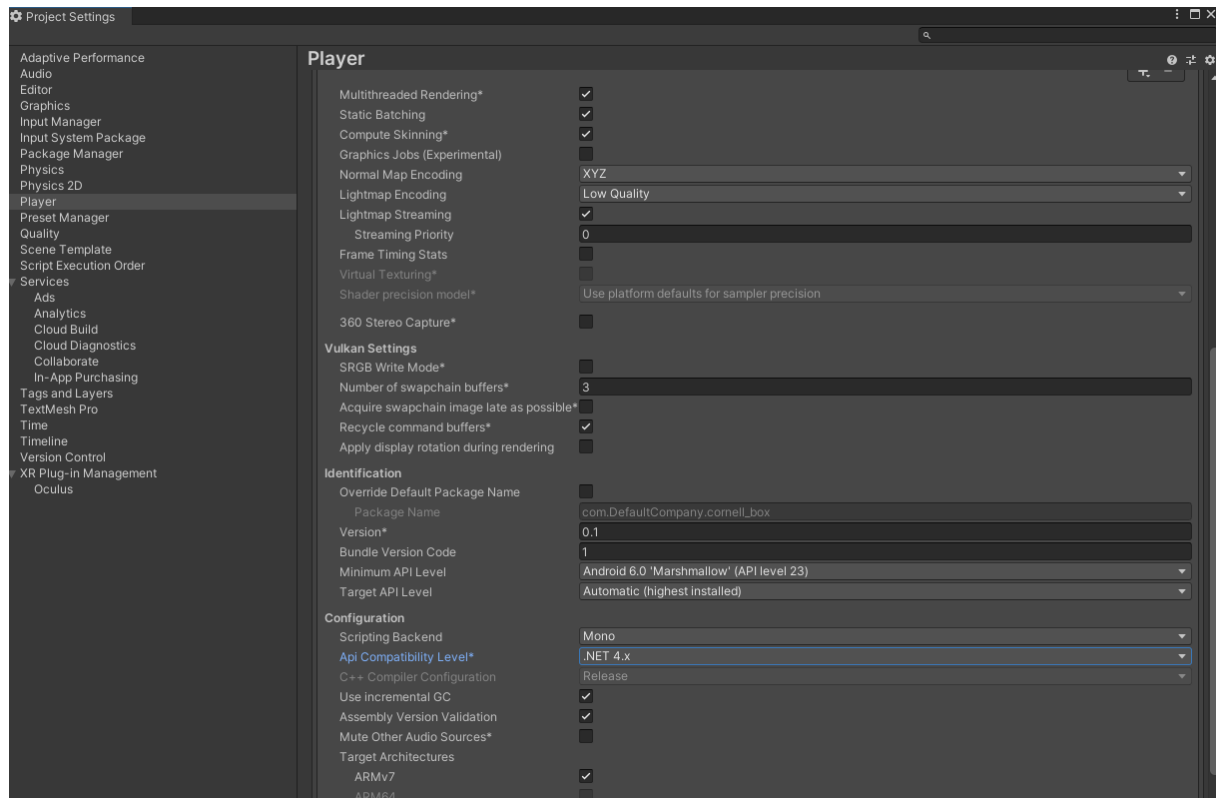
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## Basic & Project Settings

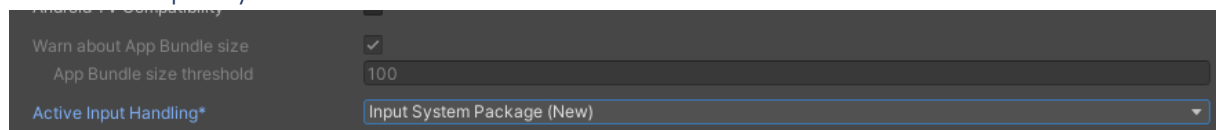
1. File / Build Settings → Andoird + ASTC / Switch Platform
2. Install XR Plugin Management und Oculus selektiren (android und allgemein)

[https://www.youtube.com/watch?v=kSBlm1Ecrw4&ab\\_channel=MatthiasHusinsky](https://www.youtube.com/watch?v=kSBlm1Ecrw4&ab_channel=MatthiasHusinsky)

## .Net 4.x version einstellen



## Auf neues Input System wechseln



## Pakete installieren

Packages/manifest.json

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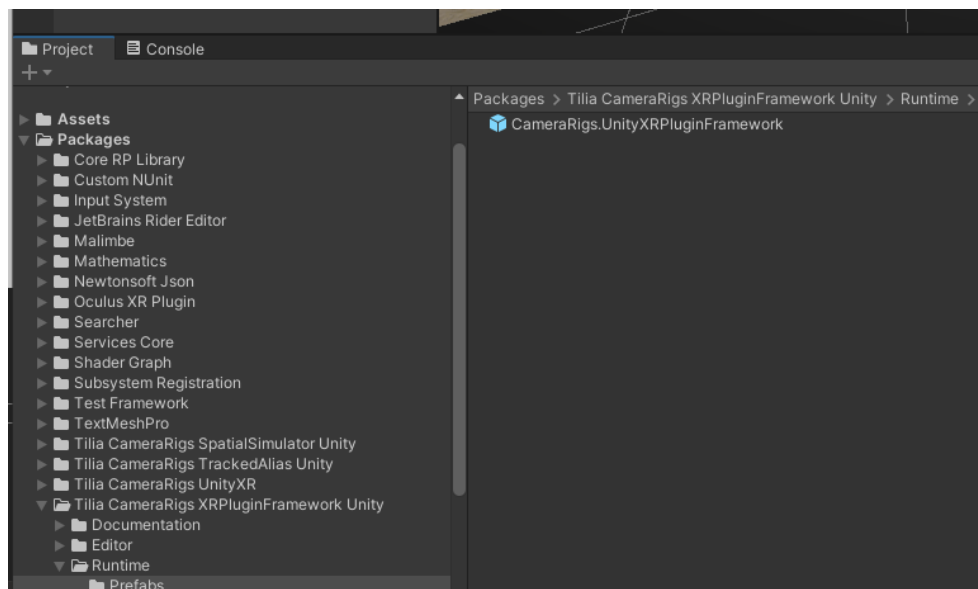
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## UnityXR CameraRig einrichten

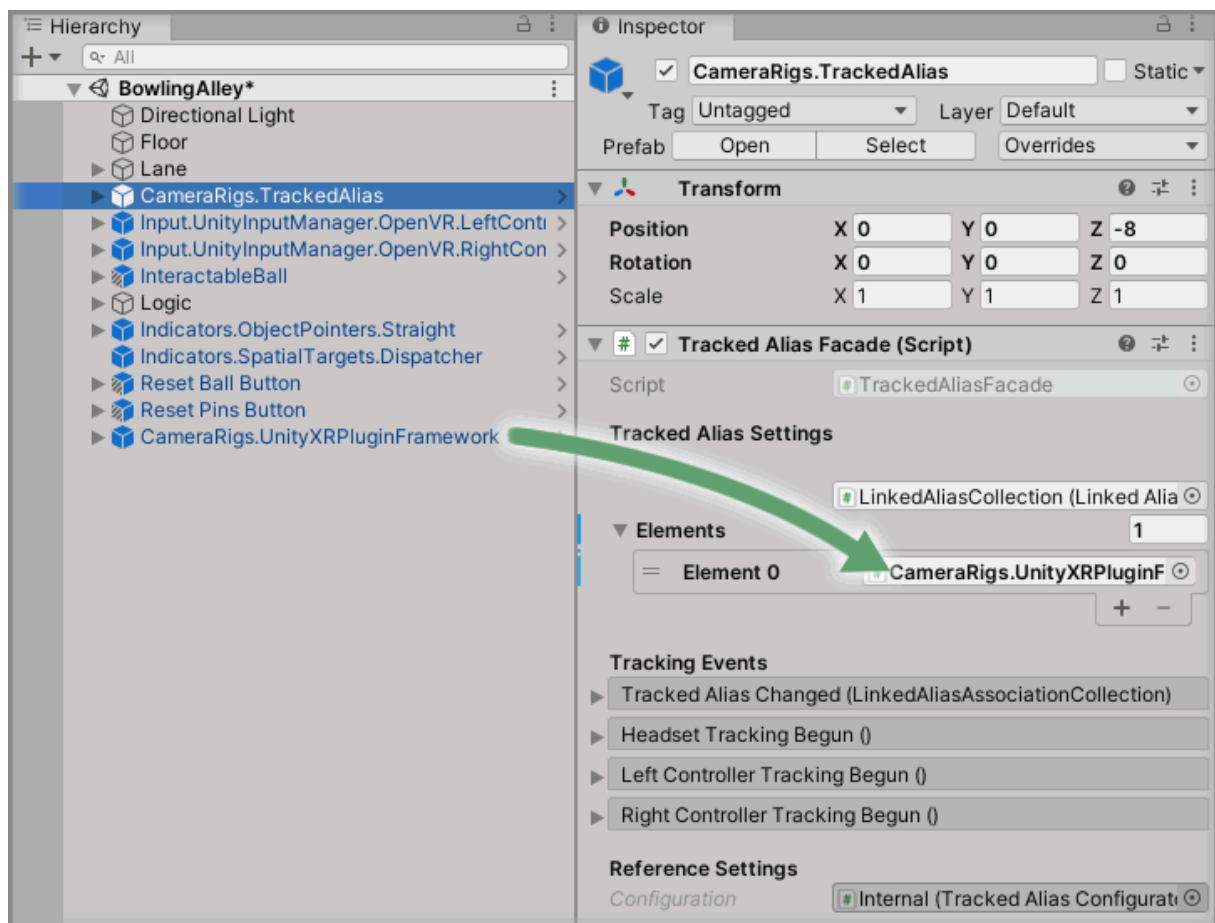
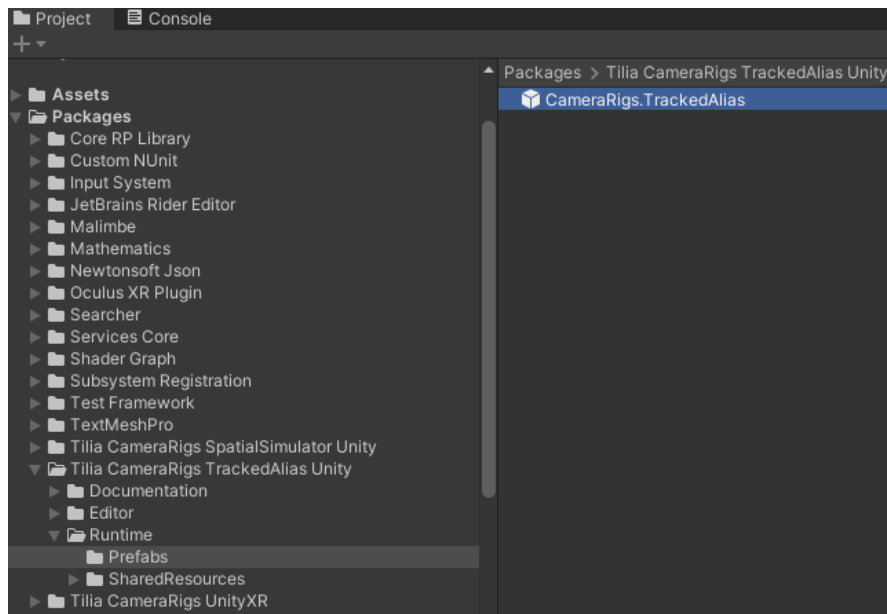
In Szene ziehen von:



<https://github.com/ExtendRealityLtd/Tilia.CameraRigs.UnityXR/blob/master/Documentation/HowToGuides/AddingAUnityXRCameraRig/README.md>

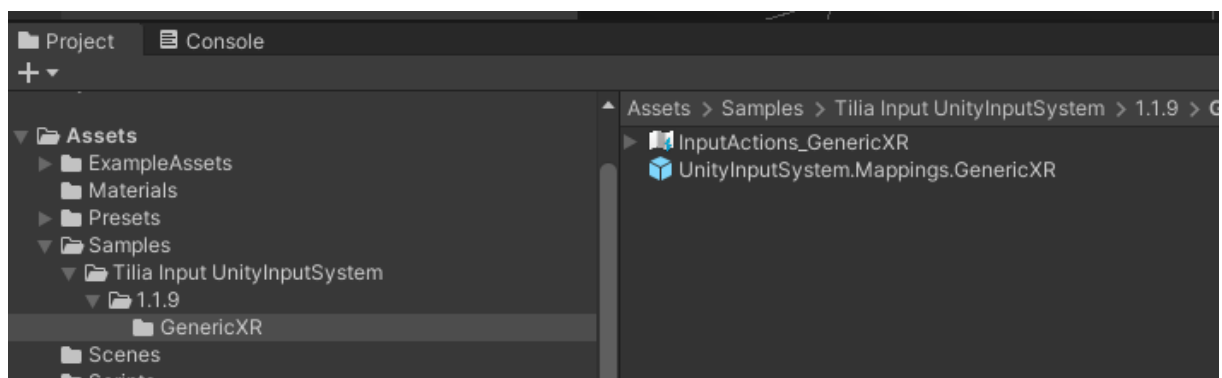
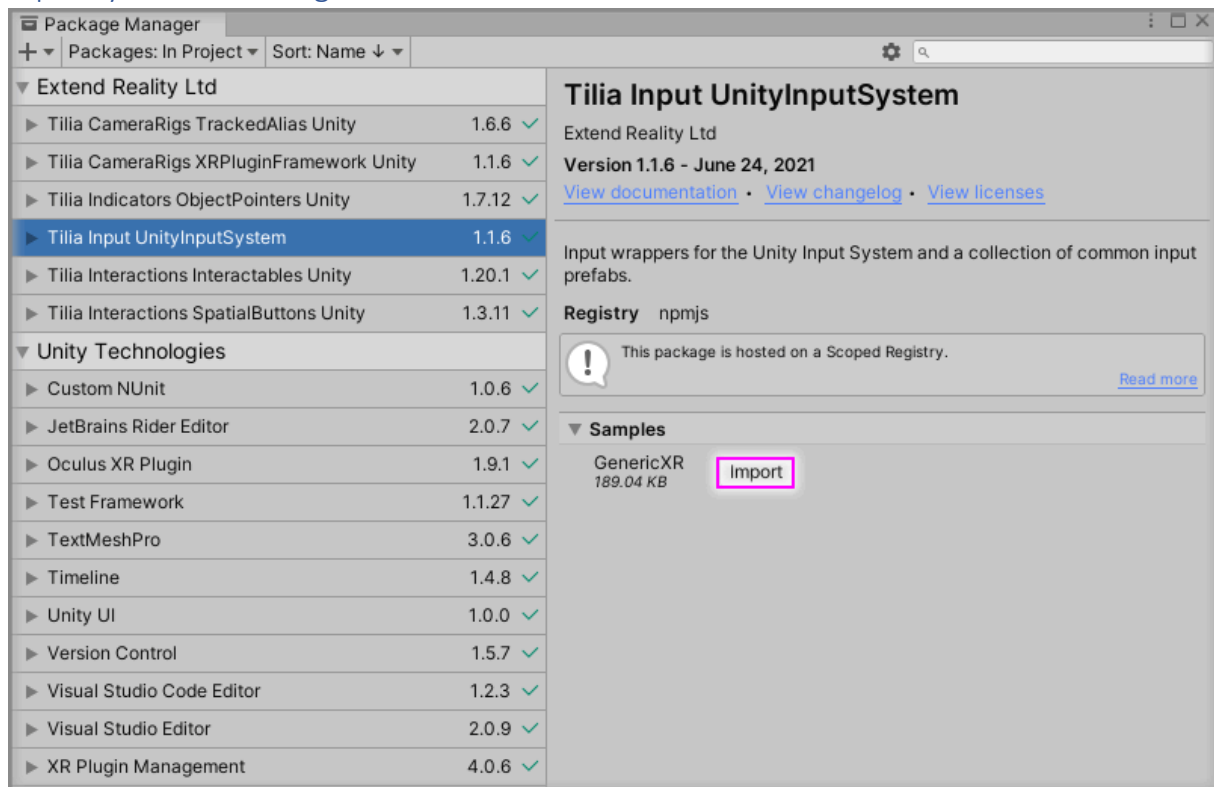
## Tracked Alias hinzufügen

In Szene ziehen und mit UnityXRCameraRig in tracked alias verknüpfen

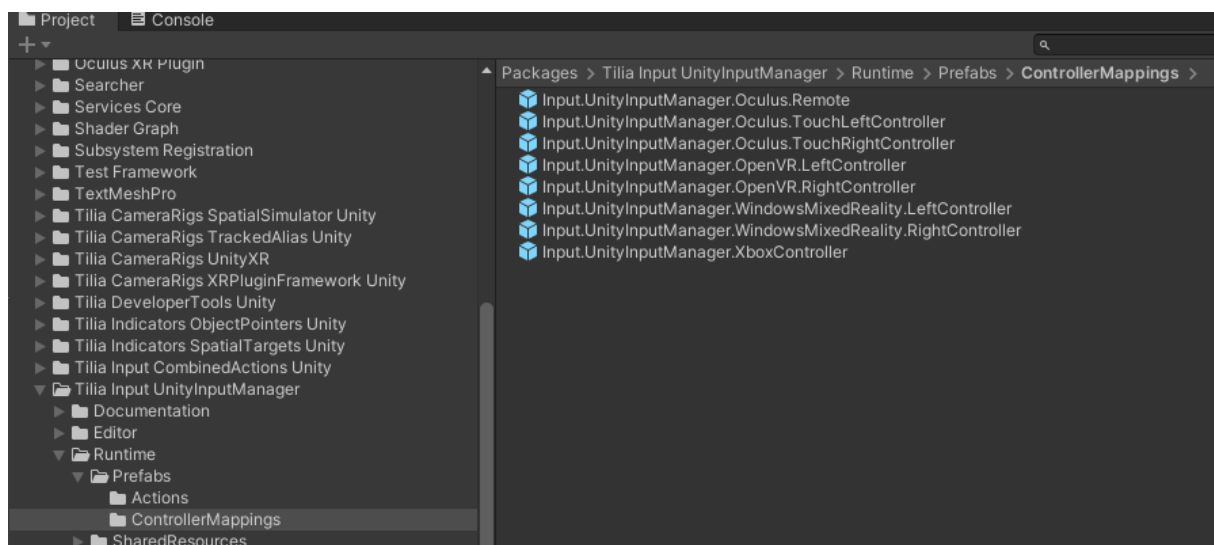


<https://github.com/ExtendRealityLtd/Tilia.CameraRigs.TrackedAlias.Unity/blob/master/Documentation/HowToGuides/AddingATrackedAlias/README.md>

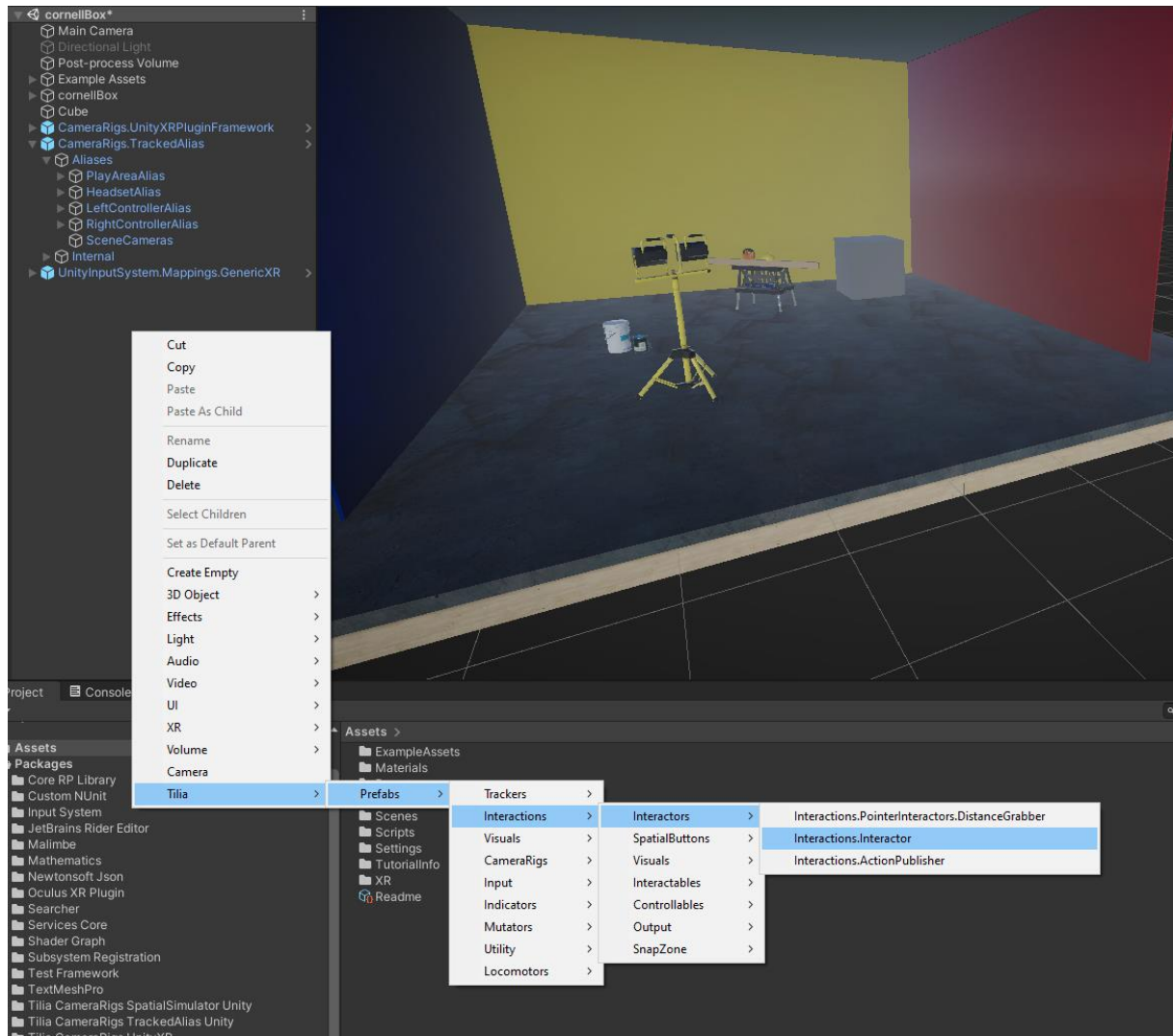
## Input System XR einfügen und Preset Szene ziehen



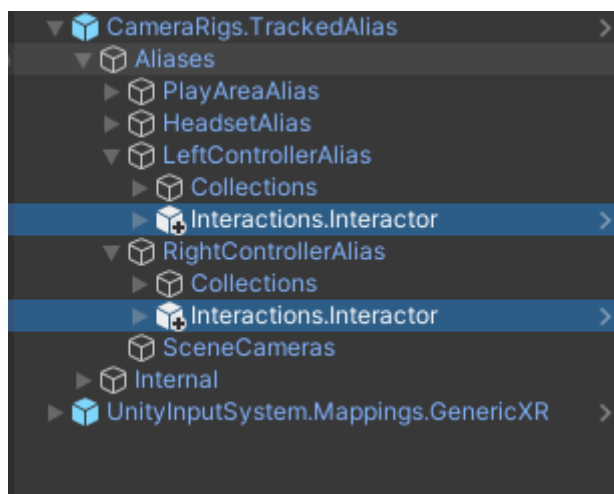
oder speziell für ein VR headset!



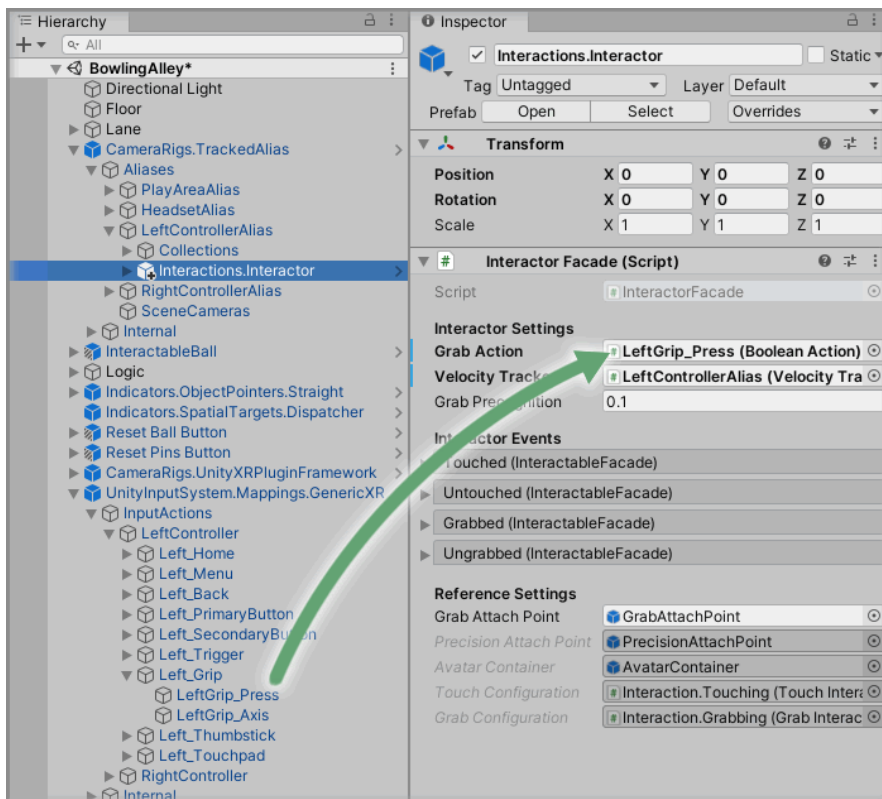
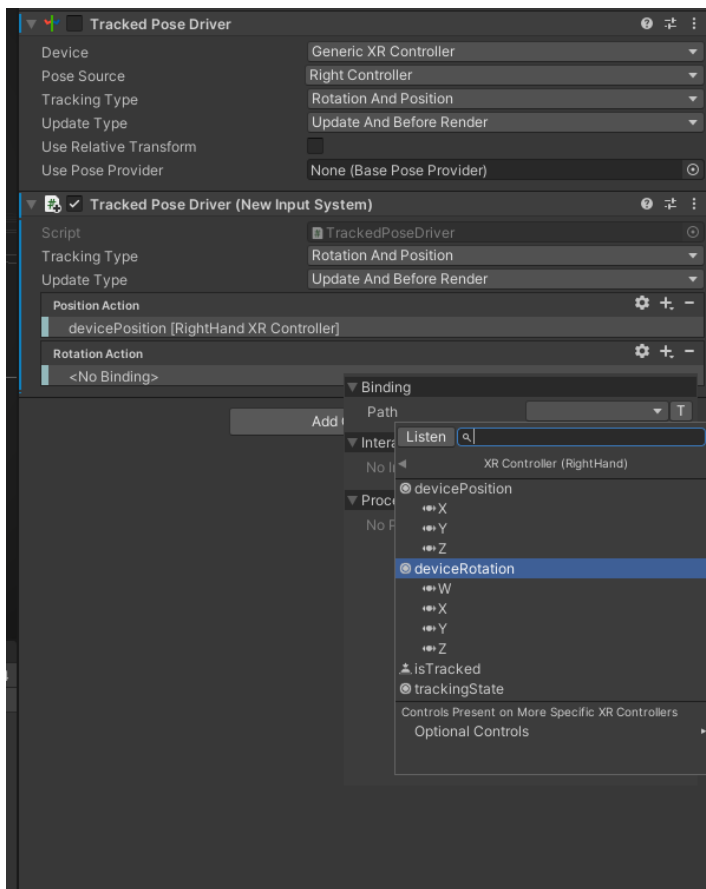
## Input einrichten & Interactor hinzufügen



## Zu Camera Rig links und rechts hinzufügen



## Neues Input System mit alten ersetzen

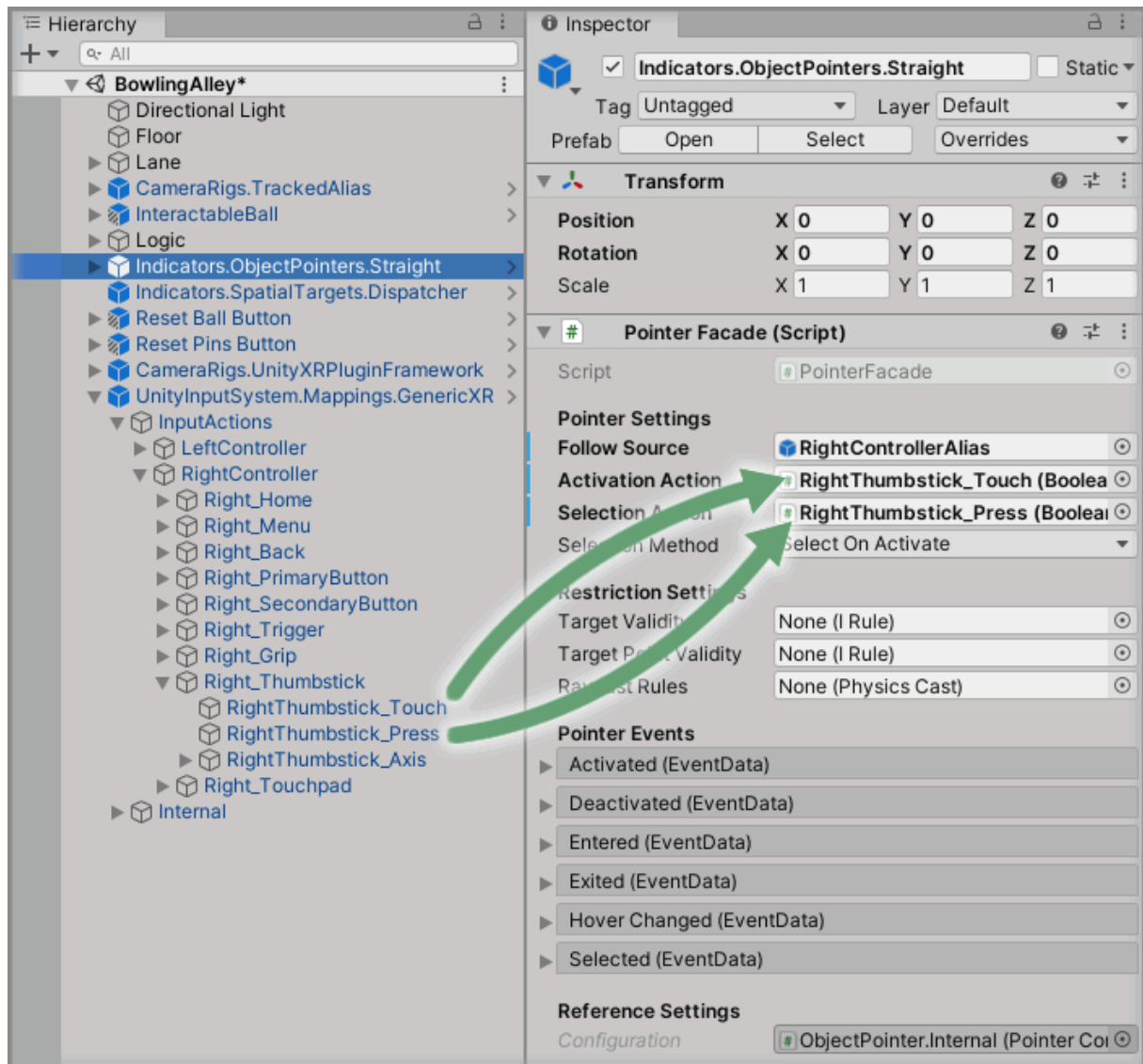


Das selbe für right controller



<https://github.com/ExtendRealityLtd/Tilia.Interactions.Interactables.Unity/blob/master/Documentation/HowToGuides/AddingAnInteractor/README.md>

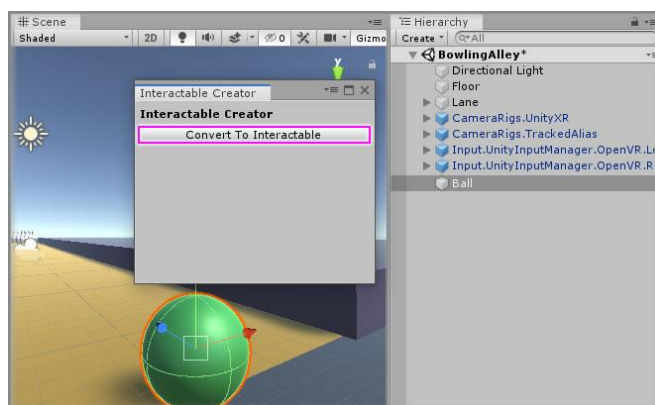
## Pointer

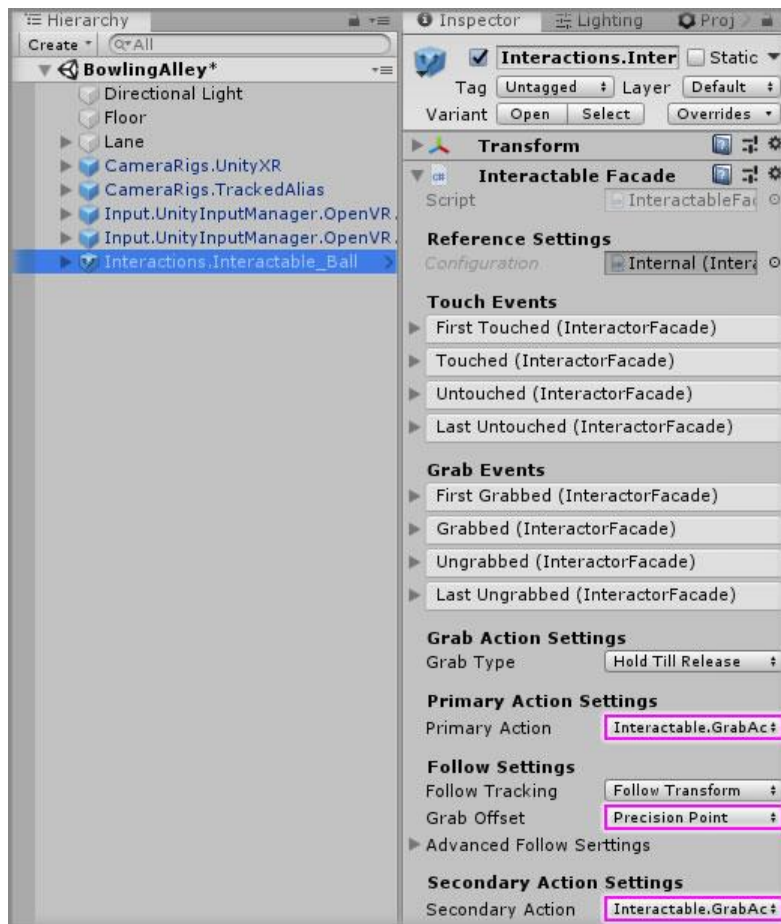


## Interactable hinzufügen

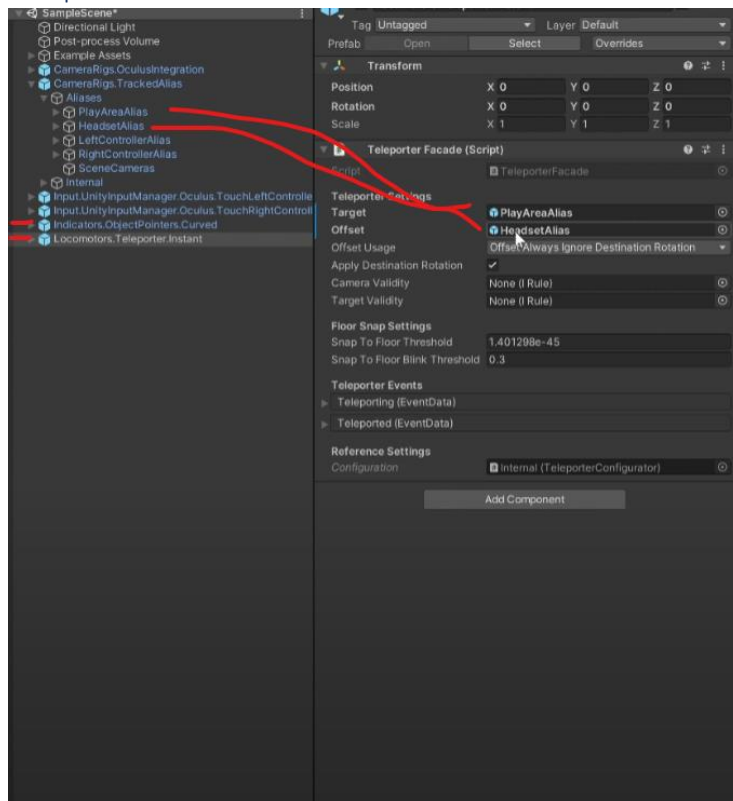
Object einfügen und interactble machen mit:

**Main Menu -> Window -> Tilia -> Interactions -> Interactable Creator**

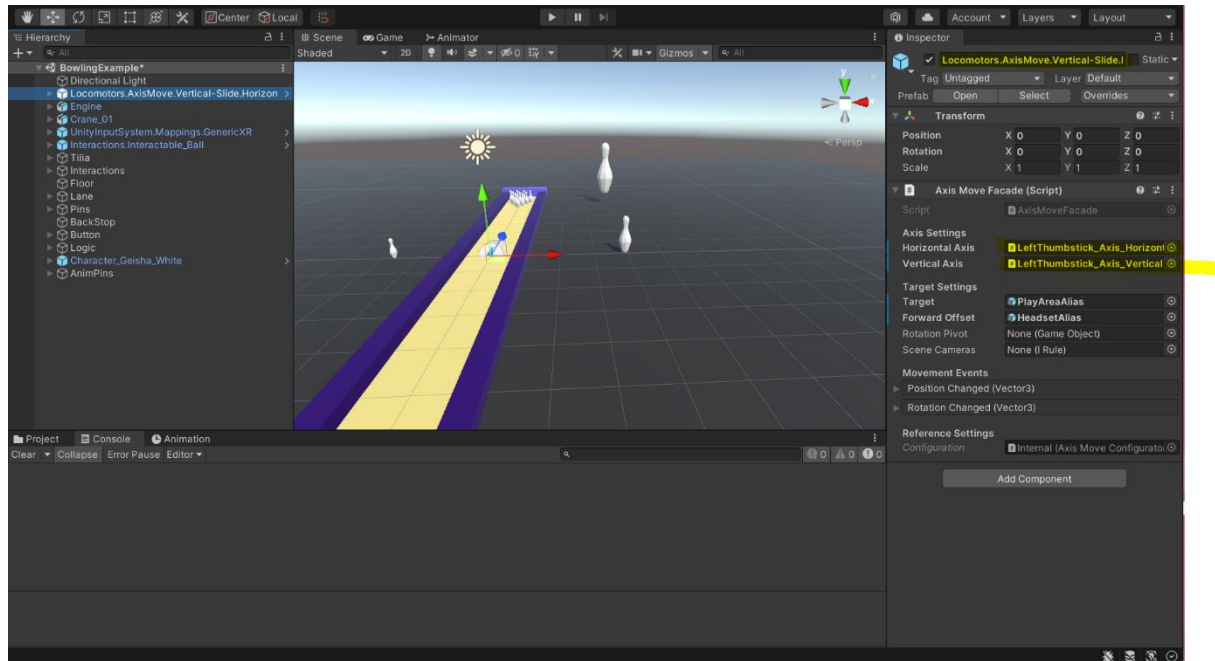




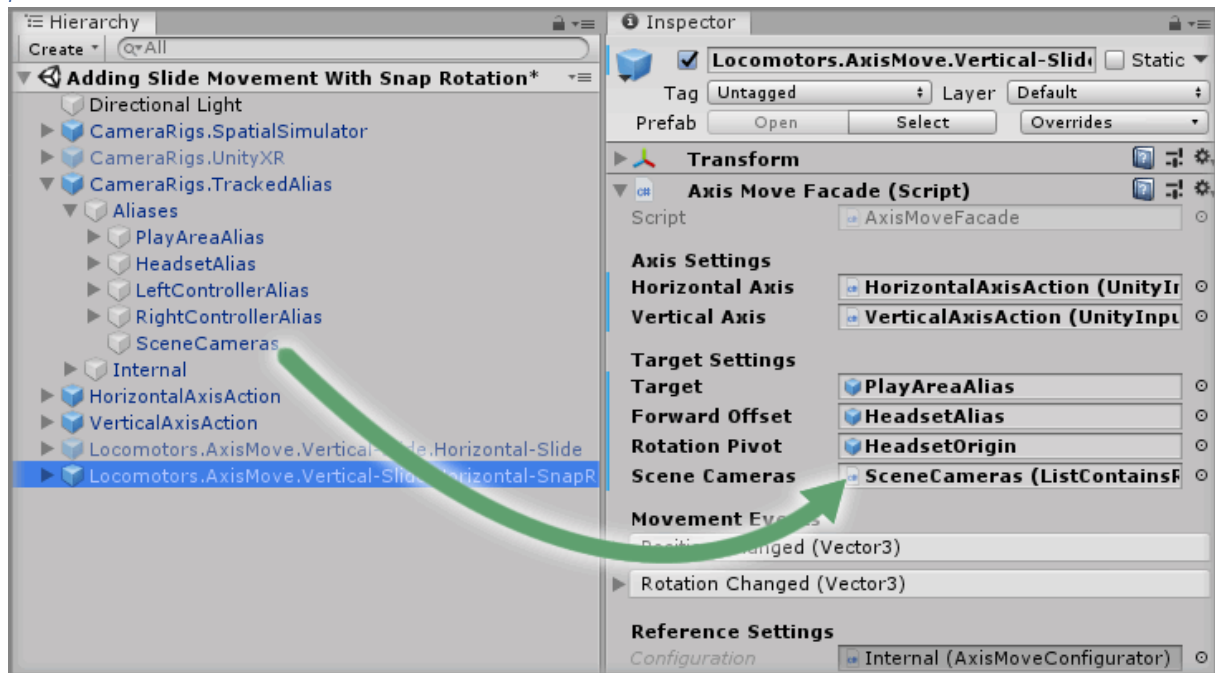
## Teleport



## Slide Movement



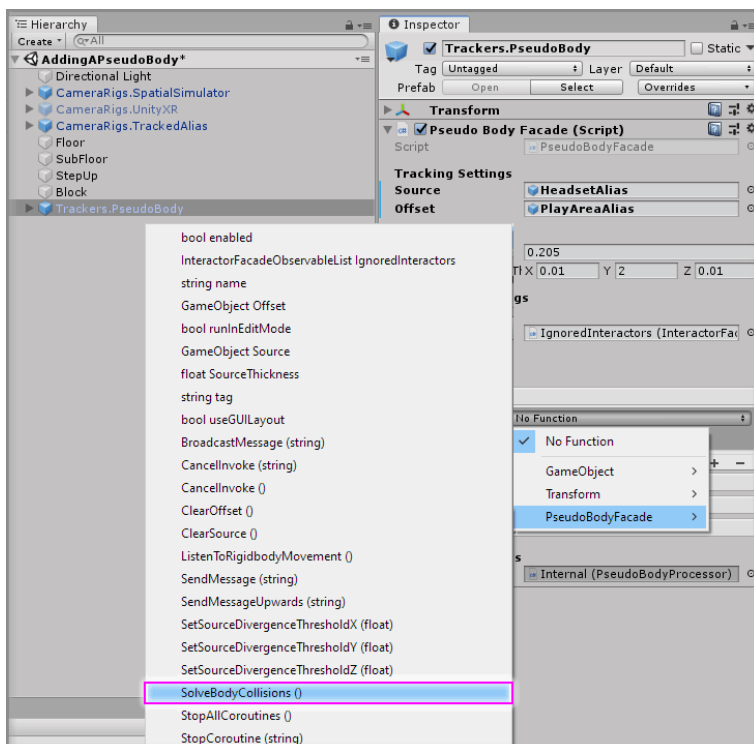
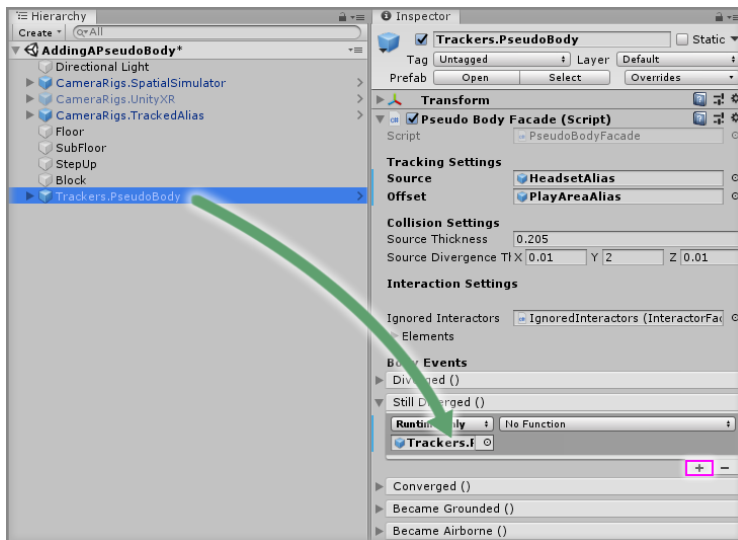
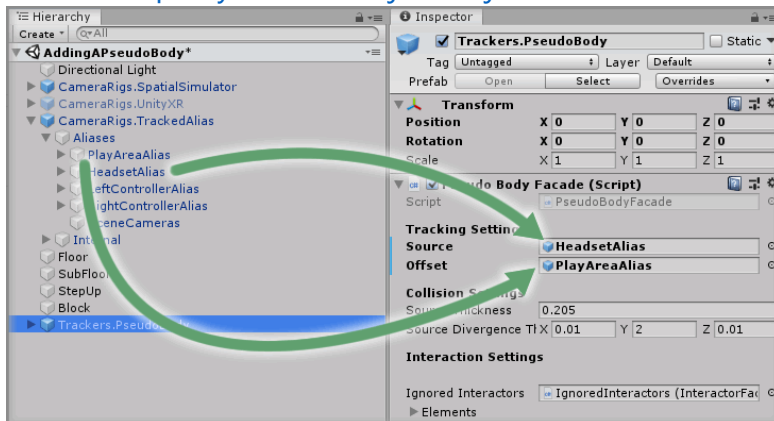
*plus rotation*



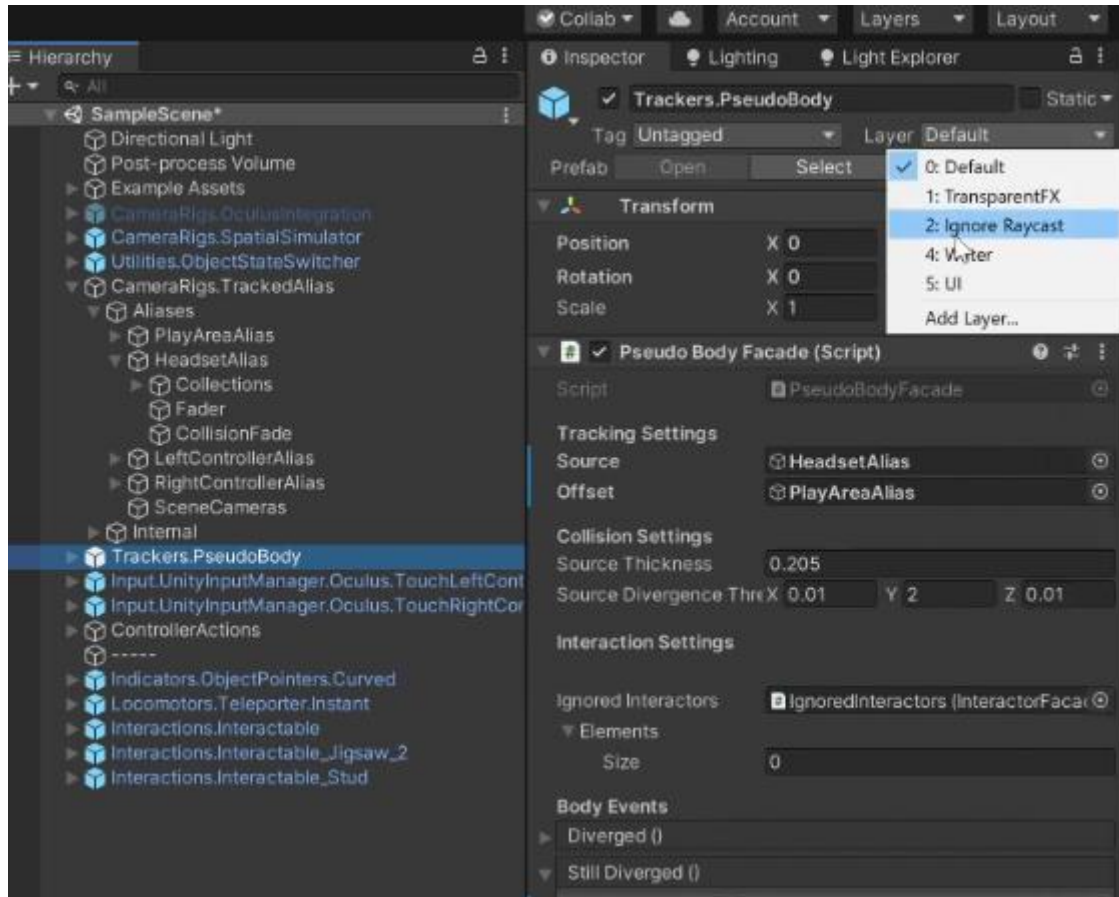
Pseudobody einfügen

Trackers.Pseudobody prefab aus packaged einfügen

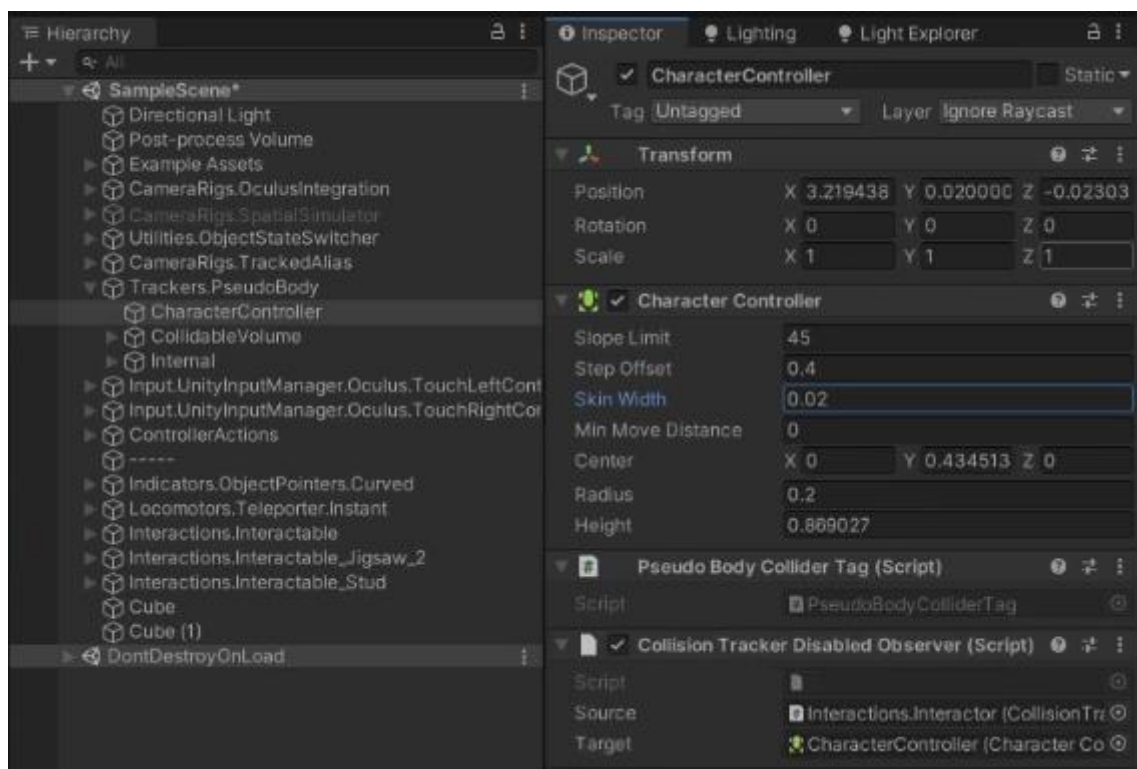
Tutorial: <https://youtu.be/2mjhsP-esjA>



## Fix - Flackern



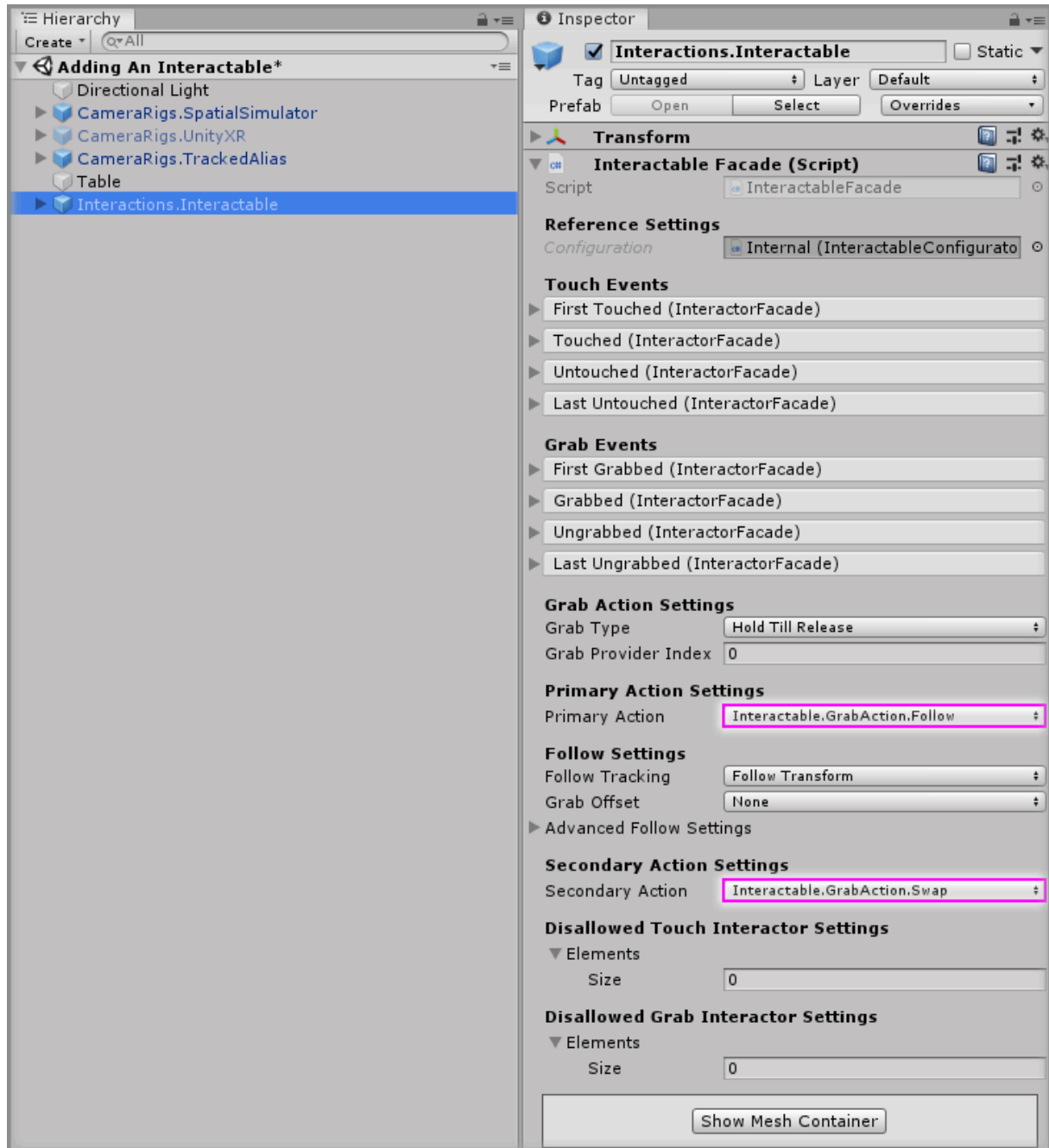
## Fix – Drüber greifen charakterController anpassen



## Interactables

Add default interactable

<https://github.com/ExtendRealityLtd/Tilia.Interactions.Interactables.Unity/blob/master/Documentation/HowToGuides/AddingAnInteractable/README.md>



Orientierung ändern

**Tutorial:**

<https://github.com/ExtendRealityLtd/Tilia.Interactions.Interactables.Unity/tree/master/Documentation/HowToGuides/SettingTheOrientationOfAnInteractableWhenGrabbed>

2 unterschiedliche Orientierungen/Hände



