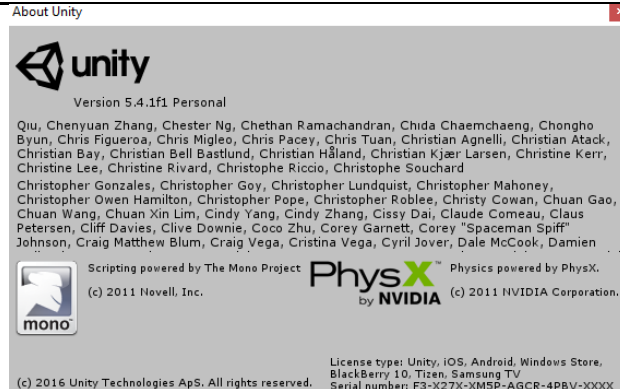


VR Chess

1. GENERAL INFORMATION

DATE OF DOCUMENT	18/10/2016
NAME OF THE PROJECT	Vr chess
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UNITY VERSION	5.4.1.F1 PERSONAL
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2. IMPORTING INFORMATION

This package needs googleVR SDK 0.8. It can be downloaded from:

<https://drive.google.com/file/d/0B5VocdPbQPqVbTJoRHN5Mmxvams/view?usp=sharing>

3. PROJECT DESCRIPTION

This is a static chess made for Virtual Reality. The pieces are Quads with /particle/vertexLit Blended materials, which are very efficient for VR applications. All the pieces face the camera, so it gives a short of 3D realism. Two sets of pieces are presented (white and black).

This package contains the following:

- The necessary FBX, textures, models, scripts shown in the video.
- One scripts manage the “facing towards the camera effect”.
- Short documentation and email support at: michael.soler.beatty@gmail.com.

This package needs the following

Unity googleVR SDK 0.8 (at least this version).

<https://drive.google.com/file/d/0B5VocdPbQPqVbTJoRHN5Mmxvams/view?usp=sharing>

4. SCRIPT INFORMATION

We are using one script int VR that makes the gameobjects look at the player while remain vertically. This is the only script in this package.

LookAtObjective.cs	
Allows to chose an objective to make the gameobject face towards it	
Important variables	Important functions
<pre>// this will be the objective, the object is going to look towards to public Transform Objective; //this is to stop rotations in the given axis public bool Vertical,Zeta;</pre>	