

VR Eye Shaders v0.1 4/20/2017

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Introduction

Thanks for the purchase and support! We are a community of VR & game devs, working together to create games, experiences, development tools, and tutorials to empower emerging indie developers worldwide. Join us here: <https://www.youtube.com/nurfacegames/>

Video Tutorials

Version 0.1 Intro: <https://www.youtube.com/watch?v=I9759x3IrbE>

What is VR Eye Shaders?

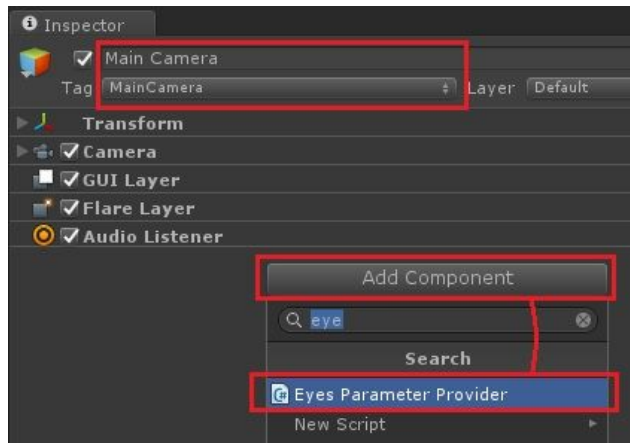
This is a pack of shaders to allow control over the what the left and right VR eye renders. There are shaders for:

- Stereoscopic 360 video
- Monoscopic 360 video
- Rendering only to the left eye / right eye or both.

How To Use

Initial Setup

Step 1: Add the *EyesParameterProvider* script to the Main Camera.



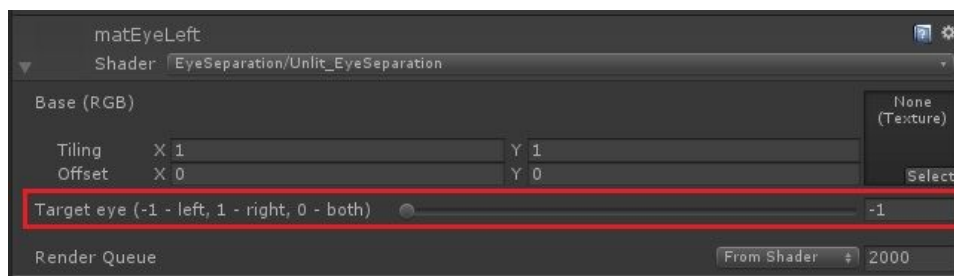
Step 2:

- For stereoscopic video, add the */Prefabs/Stereoscopic360* prefab to the scene.
- For monoscopic video, add the */Prefabs/Monoscopic360* prefab to the scene.

Step 3: For rendering objects to the left and right eye individually, you can use either the *EyeSeperation>Unlit_EyeSeperation* shader, or the *EyeSeperation>VertexLit_EyeSeperation* shader. The first is an Unlit > Texture shader, and the second is a Vertex Lit shader. We may add more various shaders later, please email requests.

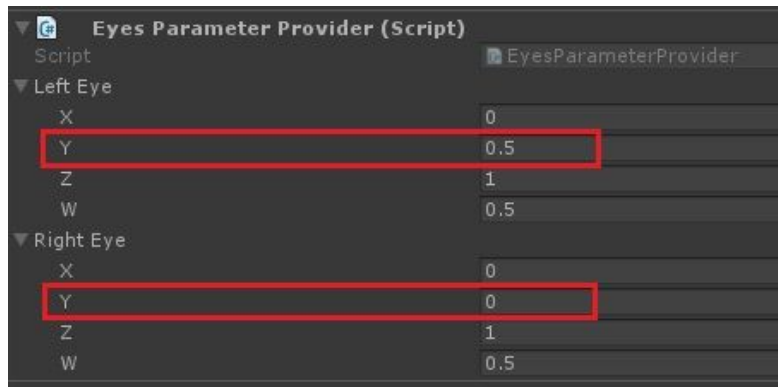
Step 4: On the *EyeSeperation* shaders, you can set the target eye:

- *-1 is left eye*
- *+1 is right eye*
- *0 is both eyes*



Gear VR

For some reason, the Gear VR has the left and right eyes swapped. To fix this, you will need to swap the Y value on the *EyesParameterProvider* script:



Help And Support

For a video tutorial related to this asset, please click here:

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Join our VR community here for VR tutorials and videos:

<https://www.youtube.com/nurfacegames/>

For any questions or support, please email:

nurfacegames@gmail.com