First one must follow the Pico Installation and set it up with the Unity project, in this website you have some steps on how to license and set up the Unity project with the Pico.

<mark>**WARNING** check the latest Unity version supported by both PICO and PICO EYE. before starting .</mark>

https://developer-global.pico-interactive.com/document/unity/create-a-developer-account-organization-and-app/
Follow all guides until you finish the "Complete project settings" step by step guide.

Once this is done switch to the PicoEye / tobii.Eye installation to set up eye tracking development.
https://developer.tobii.com/xr/develop/xr-sdk/getting-started/pico-neo-3-pro-eye/
this installation comes with a getting started scene that will help with testing if eye-tracking is working.

<mark>If you want to install the Occumen API : check the following tutorial **before** installing the PicoEYE</mark>
https://developer.tobii.com/xr/develop/ocumen/ocumen-io/io-unity/ocumen-io-unity/