



WEEK 6

3.1.21



# Agenda

## THIS WEEK (6)

Assignment 5 Review

Share Work

Make Break

*10 min break*

*10 min make*

VR Work Session

Wrap up



## NEXT WEEK (7)

Assignment 6 Review

Share Work

AR Concepts

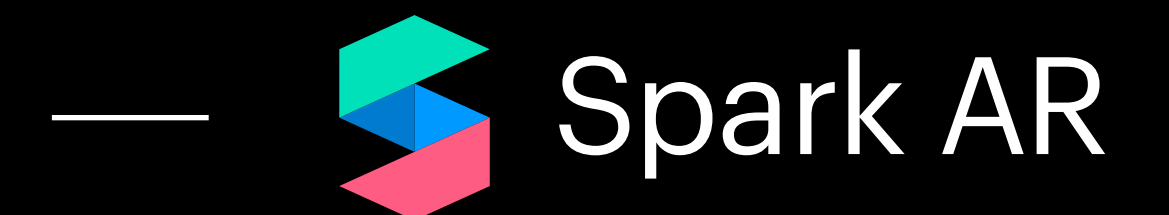
Make Break

*10 min break*

*10 min make*

Spark AR

Wrap up



*ASSIGNMENT 5*

*REVIEW*

*lets check out your  
worlds!*

*what worked?*

*what didn't work?*

*what would you do different?*

*what would you change?*

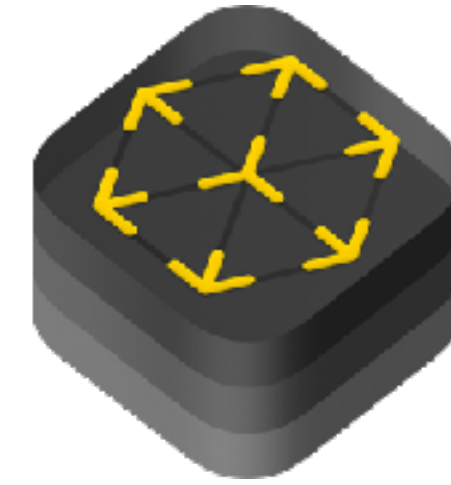
FILE SERVER

ACCESS

*make a folder with your name  
and copy a zip archive of  
your world to this folder on  
the server*

*TOOLS*





Adobe® Creative Cloud™



CINEMA 4D





Adobe® Creative Cloud™



CINEMA 4D



Visual Studio Code



Lens Studio



Spark AR

*MAKE BREAK*

*10 min break*

*10 min make*

*open your unity scene*

*make a build of it (OS X = app, WIN = EXE)*



*VR WORK SESSION*

# *How to build an executable on Windows*

*PC:*

*Build settings*

*Player settings*

*Running it from executable*

*Quitting it on windows*

*ALT+F4 or ESC (via Quit script)*

*Setup 2nd VR system in small studio.*

*Work on making your world VR compatible (by  
adding SteamVR player).*

*Helping others make their world VR compatible or  
troubleshoot.*

*Walk through teleportation and object interactivity.*

# ***SteamVR Documentation***



*ADDING STEAM VR  
PLAYER*

*video*

---

*ADDING TELEPORTATION*

*video*

---



*INTERACTING WITH  
OBJECTS*

*video*

# ASSIGNMENT 6

*build an immersive*

**VR** *world*



*What changes in your world?*

*Who is the world for?*

*What is its purpose?*

*What makes it immersive?*

*Iterate on your existing  
world to add locomotion  
and interactivity.*

*If you're feeling adventurous,  
look to use scripting to create  
game mechanics in your world.  
(hint: look at roll-a-ball for some  
basic mechanics to start with)*

*QUESTIONS ?*

*QUESTIONS ?*