

Errata for MP 1: Unity3D Basics

Part 2, Player: For access to the OVRPlayerController prefab referenced in this section, you must download the Oculus Utilities for Unity 5 from here: <https://goo.gl/sNcXm6>. Unzip the folder somewhere in your local drive, and import the Unity package file into your project (in Unity: Assets->Import Package->Custom Package).

How to Submit the Assignment, Step 2: The steps for this section should be as follows:

- 1) Go to Edit → Project Settings→ Player. Make sure the “Virtual Reality Supported” box under Other Settings is checked.
- 2) Go to File → Build Settings
- 3) Click “Add Current”. This will add the current scene to the build. You must have saved the scene to the Assets folder for this to work (you should do that anyways).
- 4) Hit “Build”. Save the project to C:\Users\student’s netid\project name, rather than your networked folder.
- 5) This should create a folder containing scene data, as well as an executable (.exe) for running the build. Make sure this executable runs correctly on the Rift before submitting.

How to Submit the Assignment, Step 3, 1c: This folder will not contain a DirectToRift build.