# Simple Documentation on SVR

Version history:

1.0 - First version

1) This pack includes 1 demo scene placed in the folder of Demos > Scenes.
2) To use Simple VR in Unity, user must import a Simple VR package. In this package, there are some components that will ease the user to set up a VR project.
3) After importing the package, you can see in Unity Editor Menu, there is a section named SVR is created. If you click SVR in the Unity Editor Menu, it consists of some components. The components are as listed:
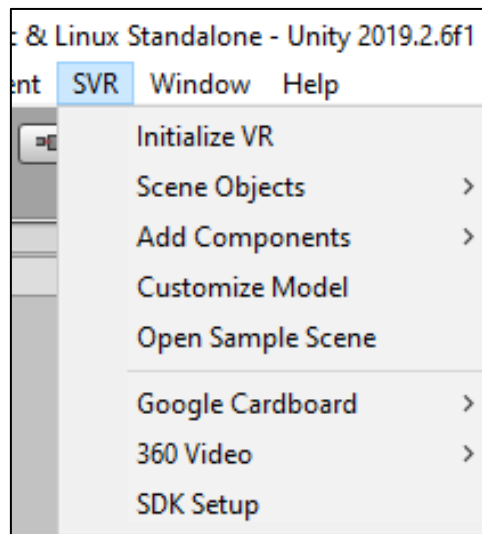


Figure 1.1 SVR Menu

a) **Initialize VR** – this component is to initialize and enable VR elements in Unity. The process of initializing and setting up the Unity3D environment for VR platform should be compiled and related packages will be imported automatically (OpenVR and Oculus package).

b) **Scene Objects** – Scene objects are the objects that will be created and used in the VR project. It consists of:
   a. **VR Player** - to create an SVR Player object in the scene that acts as interface for the game and user's input.
   b. Teleport Manager – to create a Teleport Manager object in the scene that handle the teleportation in the scene.



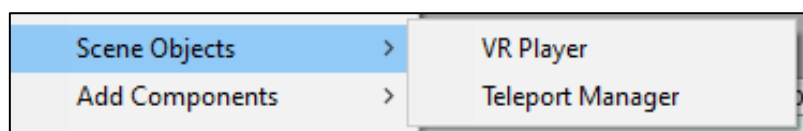Figure 1.2 Scene Objects component

c) **Add Components** – add and modify some components in the scene. It consists of:
   i. **VR Player Locomotion** – to create locomotion for SVR Player.
   ii. **Hand Controller** - Hand controller will be handling the tracking of controller and doing most of the input tracking and interaction on the scene objects

iii. **Interactive Object** – to create interactable object for VR. It can be thrown, grabbed, act as button, etc.
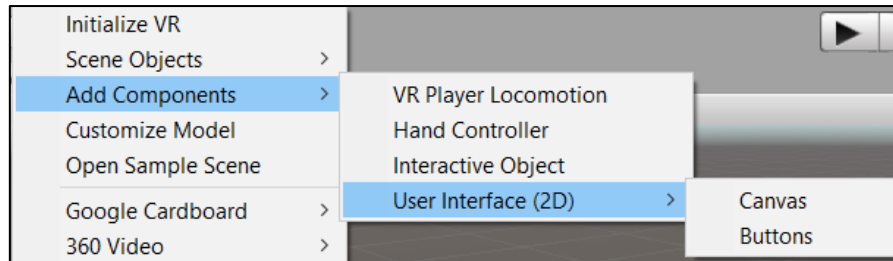iv. **User Interface (2D)–** this is to create a Canvas and Buttons according to user's need in VR project.



Figure 1.3 User Interface component

d) **Customize Models** – this can be used to customize hand model for SVR Player or any other object in the scene.

e) **Open Sample Scene** – if clicked, this contains a sample scene for developer/user to try out for VR. Here is the sample scene looks like. In this scene it contains interactable objects that user can try such as throwing the object.
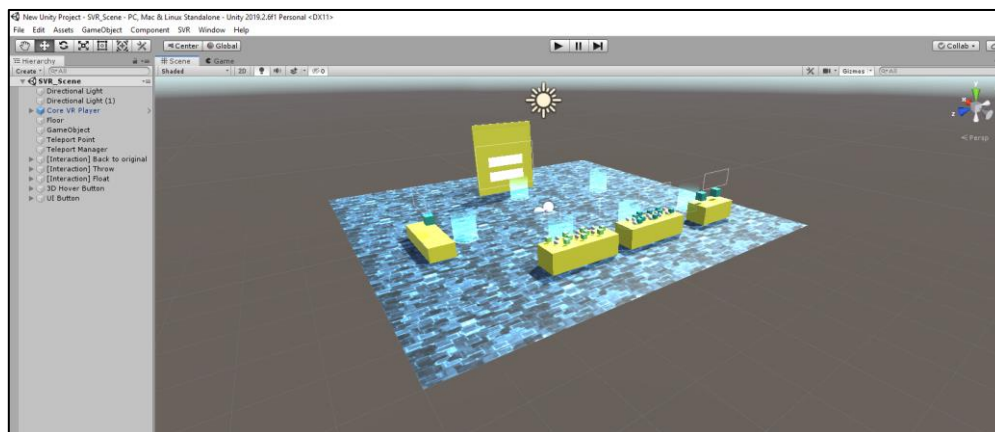


Figure 1.4 Open Sample Scene

f) **Google Cardboard** – Change and compile the current project into Android Platform then enable VR Google Cardboard and Daydream settings for VR in Android Player Settings. Using this allow the scene to be built into Android and exhibits VR interface in Android device.

g) **360 Video** – Prompt an editor window to setup 360 video in the scene by using the scene camera and a 360-video preloaded into the scene by the user.
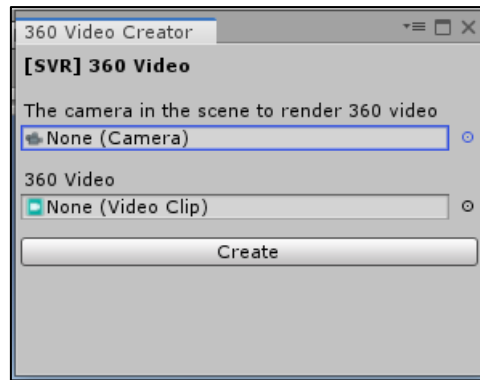
Figure 1.5 360 Video Creator

h)  **SDK Setup** – this use to enable the support of SteamVR and Photon Unity Networking 2 in SVR package. Enabling the setup allows the user to use SVR to ease up the process of using SteamVR and Photon Unity Networking.
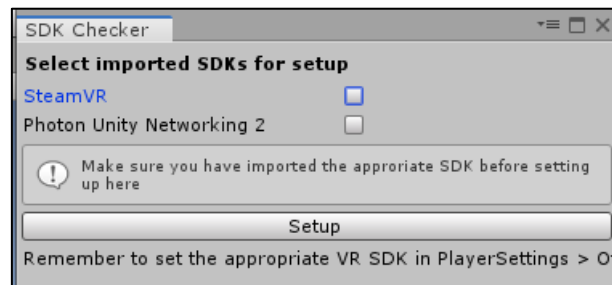


Figure 1.6 SDK Setup

For any support, do contact us from this email: email: simpleVR2020@gmail.com