Final Year B. Tech. CSE Augmented Reality and Virtual Reality

Assignment No. 8

# Submitted by:

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**Title:** Deploy the Virtual Reality Application in VR Headset.

**Aim:** To understand the steps for deploying Virtual Reality Application in VR Headset.

**Conclusion:** Thus, we have understood the steps and deployed Virtual Reality Application in VR Headset.

# FAQs:

1. **What are the two different ways to connect Oculus Quest 2 to your system?**

Oculus Quest 2 can connect to a PC using two methods:

* **Oculus Link (Wired):** Uses a high-speed USB-C cable to connect the headset to a PC, enabling access to PC VR content with lower latency and higher graphical fidelity.
* **Air Link (Wireless):** Allows the Quest 2 to stream PC VR games wirelessly over Wi-Fi, offering more freedom of movement but requiring a strong and stable network connection.

# What is Quest Link?

* Quest Link is a feature that allows the Oculus Quest 2 to function as a PC VR headset when connected to a computer.
* By using a USB-C cable, it enables users to play high-performance VR games from platforms like Oculus PC and SteamVR while utilizing the processing power of the PC for better graphics and performance.

# What is the use of Input Action Manager Component?

* The Input Action Manager in Unity is responsible for handling input actions in XR applications.
* It allows developers to configure and manage different input events, such as button presses, controller tracking and hand gestures.
* This component ensures a structured way to map user interactions to actions within the virtual environment, improving flexibility and customization.