

# Navigation Basic Thrust for Vive Controllers / Ancientc

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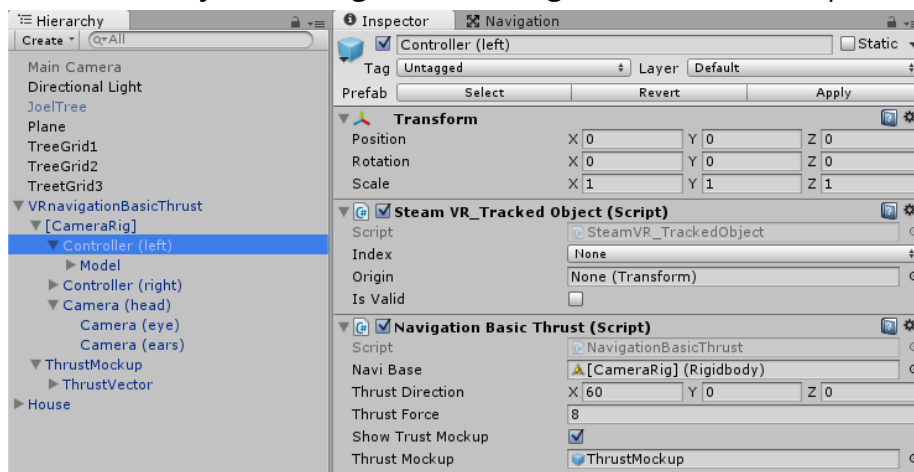
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## Introduction

You need a HTC Vive and the SteamVR plugin to use this asset.

Short explanation of the asset: when the Vive controller trigger is pulled, a certain amount of Force is applied to the Camera Rig in the direction of the trigger. This way you can fly like a superhero.

You can modify the settings in the "Navigation Basic Thrust" part.



It is a very basic approach, this is why the asset is free. In case you need extensions or other features you can contact me at [shine@ancientc.com](mailto:shine@ancientc.com).

## Steps

Follow these steps to have this kind of flying navigation:

1. Create a new project
2. Import SteamVR asset from the asset store
3. Import this VRnavigationBasicThrust asset store
4. Drag and drop VRnavigationBasicThrust into your scene
5. Start the scene

If something is not clear you can check the scene "naviTest".