

It's VR Time!

Let's enable VR in the Park Scene. Find the scene file and open it.

In order to test VR is working, make sure to do the following

1. Find the Main Camera, note its position, and delete it from the scene.
2. Add the **CameraRig Prefab** to your scene
Hint: Try "Googling" around in the Project Window to find it
3. Hit the Play Button. You should now see the Game View camera change based on the rotation of your headset.
4. Test the scale transform parameter on the CameraRig
 - a. **WARNING:** If you get simulator sickness, **DO NOT** change the position, rotation, or scale of the Camera Rig while in **Play Mode**.
 - b. Good scale values to try are **0.5f** and **3f**

When you are done, play with the Interaction System Demo, in [InteractionSystem/Samples/Scenes/Interaction Examples.unity](#)

We will be using this a lot in the next few hours so now is great time to see what it offers.