

It's VR Time!

Time for some fun! You have 15 minutes to complete the following two tasks:

1. Enable VR in the Park Scene
2. Try Valve's Interaction System

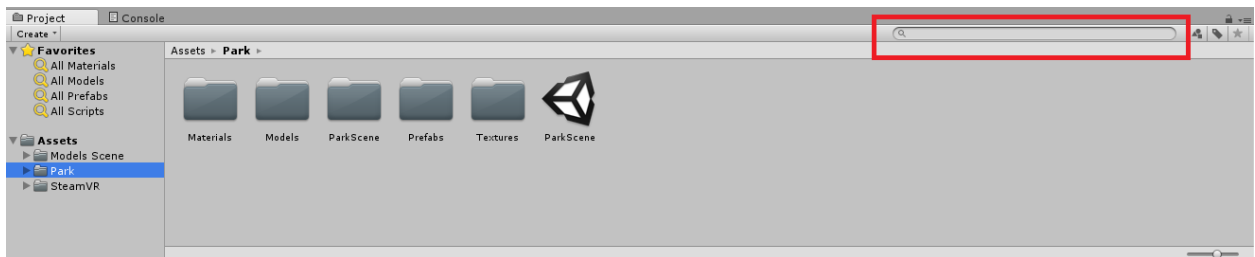
Enable VR in the Park Scene

Find the Park scene file at Assets/Park/ParkScene.unity and double click it to open.

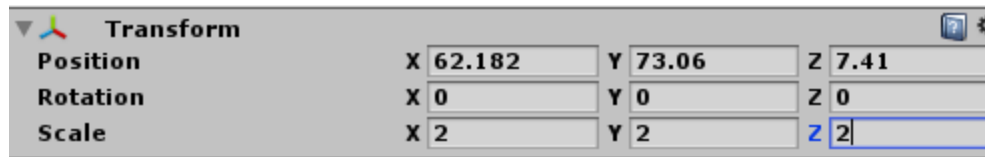
In order to test VR is working, make sure to do the following

1. Find the Main Camera, remember its **position**, and delete it from the scene.
2. Add the **CameraRig Prefab** to your scene

Hint: Try using the search function in the Project Window to find it



3. Hit the Play Button (▶). You should now see the Game View camera change based on the orientation of your headset.
4. Test the **Scale** transform parameter on the CameraRig
 - a. Good scale values to try are **0.5f** and **3f**. Make sure to keep your X, Y, Z scale settings the same. i.e.



b. **WARNING:** If you get simulator sickness, **DO NOT** change the position, rotation, or scale of the Camera Rig **while you are wearing the headset!!!**

Valve's Interaction System

When you are done with Park scene open up the Interaction System Demo at

[InteractionSystem/Samples/Scenes/Interaction Examples.unit](#)
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We will be using this a lot in the next few hours so now is great time to see what it offers.